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### Cooperative Agent-Supported Learning with WeLearn

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#### Introduction

→Problems of distance education and how agents can help

- The WeLearn platform
- Supporting groupwork through agents:

→ Roadmaps and awareness, tracks, ...

- Agent-oriented design for learning platforms
- Implementation & Evaluation
- Conclusions



### Introduction

- Distance Education (DE) is in an intermediate stage: initial problems solved, first standards emerging, but yet no widespread adoption
- Problems:
  - →Cost of creating/enhancing/extending material
  - →Cooperation between learners is difficult to create
  - → Changing role of the teacher
    - » From "content creator" to "content explainer" and "coach"
    - » Higher ratio learners : teachers
- Solution for some aspects:
  - →Autonomous agents



# The WeLearn platform

#### • An online learning platform developed at the FIM

- ➔In widespread use at several universities, higher and lower schools in Austria and Switzerland
- →Uses the IMS CPS specification for the content

#### Main idea: Keep it simple to use

→ Therefore agents to enable more complex tasks!

#### • Important features:

- →Implemented in Java: Platform independence
- System + templates for learning settings + example content + offline viewer for creating CDs

### • Next version will support agents, workflow, etc.

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### **The WeLearn platform**



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#### Roadmaps and awareness

- → Graphical representation of a course
- → High-level network structure instead of hierarchical tree

→Allows adding more information:

- » Physical distance as a measure of topical difference
- » Size to show importance
- » Already viewed elements
- » Progress compared to other learners
- » Other learners in the "vicinity" for questions
- » Coloring nodes and connections to show tracks, ....
- » Three dimensional views are possible

→Better awareness: One look is sufficient



→3 users currently online
→This user is in the area "Graphical UI", two just at the start
→Several branches can be taken (see right part)
→Color intensity shows number of learners in vicinity



- Tracks: Metaphor for different ways through content
  - → Either created manually (e.g. designer of the course),
  - →or automatically: Derived from the ways students take
    - » Observing the users behaviour and deducing new links between items from this
    - » Can also annotate them: Lookup (there and immediately back), sidetreck (list of visited items and back to start), etc.
    - » Size/color according to certainty of the agent
- Active Training: Agents as communication counterparts
  - → E. g. When training call-center agents
  - →Errors by agents are good here: Users will also err!

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#### Asynchronous support:

- → Remembering complicated visit history (with branches)
- →Notifications of changed/added items, other users, ...
  - » According to interest profile of learner

#### Assembling results:

- ➔Integrating papers from students into a webpage and/or the learning system
- Adding simple metadata (last changed, extracting abstracts and keywords, ...)
- →URL rewriting to match the page (relative links, images instead of E-Mail links, etc.)



- Simple personal coach:
  - →Recommending areas to visit, other learners to ask
  - →Based on tracks, metadata and user observation

#### • Community building:

→ Finding learners with similar problems for discussions

» Not necessarily in the same are, but working on related content

### Task automation:

→ From relatively simple to more complex tasks

- » Setting up new courses or archiving old ones
- » Notifying coaches of unanswered questions
- » (Pre-) Checking answers for tests



# Agent-oriented design for learning platforms

- Very high-level grouping of functionality in design
   → Tasks and entities instead of methods and objects
- Emphasis on coordination of dynamically interacting components
  - Similar to learning platforms: Many independent learners must be coordinated
    - » E. g. finishing the course, discussions, observing user behavior

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→No competition between learners/agents for resources

• Agent are also good for implementation:

→ Extending/changing functionality easier

→Easier modeling: 1 user = 1 agent (e.g. preferences) Cooperative Agent-Supported Learning with WeLearn



# Implementation & Evaluation

- Previous version of WeLearn is in practical use
- Next version is currently in prototype stage
  - → First working version, not available for public test
  - →Roadmaps and minor services (sending E-Mails; or SMS using public webpages) are already implemented, other agent support is in implementation or design phase
- Heavily relies on standards and frameworks:
   SOAP, WebDAV, JAAS, JDBC, Avalon, Millstone, Axis, Apache, Tomcat, IMS CPS, etc.

#### Connection learning-system \Learning agent-system:

→Uses SOAP; other clients/servers could be substituted!



### Connection WeLearn - Agentsystem



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### Conclusions

- Agents can improve cooperation between learners as well as between learners and teachers in DE
  - →Introducing bits of intelligence into learning platforms
  - →Reducing problems arising from asynchronicity
  - →Improving awareness and providing additional functions
- Automating standard tasks to free teachers for coaching their learners
- The concept of "agents" is useful both in design (identifying independent actors and tasks) and implementation (easier change of functionality)



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