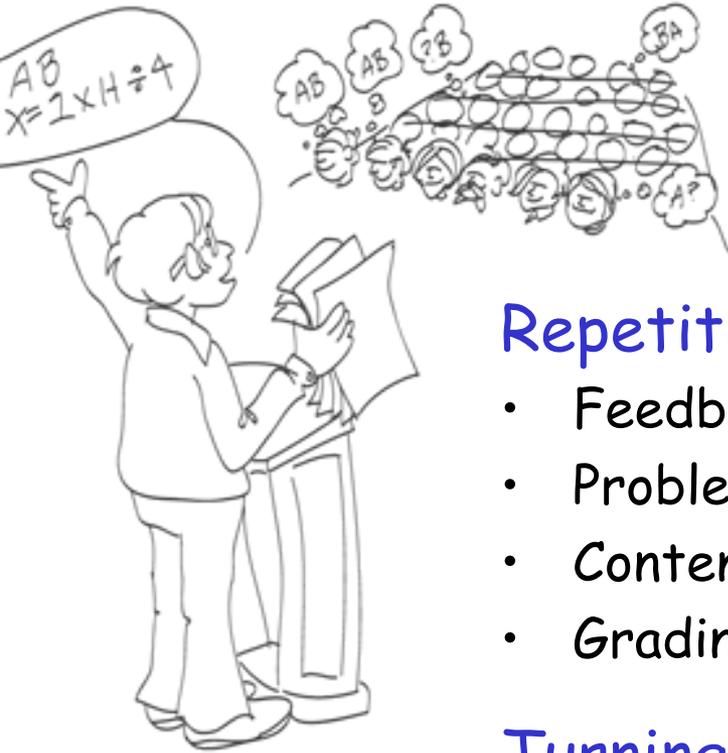


Tasks Amenable to Computational Techniques



Repetitive/tedious tasks

- Feedback Generation
- Problem Generation
- Content Authoring
- Grading

Turning data into knowledge

- Learning Analytics

A range of subject domains

- Math, Logic, STEM
- Automata, Programming
- Languages

[CACM 2014] "Example-based Learning in Computer-aided STEM Education"

Feedback Generation

Motivation

- Make teachers more effective
 - Save time
 - Provide immediate insights on where students are struggling/succeeding
- Enable rich, interactive experience for students
 - Generate hints
 - Pointers to simpler problems depending on kind of mistake



A few ideas

- Counterexamples
- Nearest correct solution
- Strategy-level feedback
- Nearest problem description (corresponding to student solution)

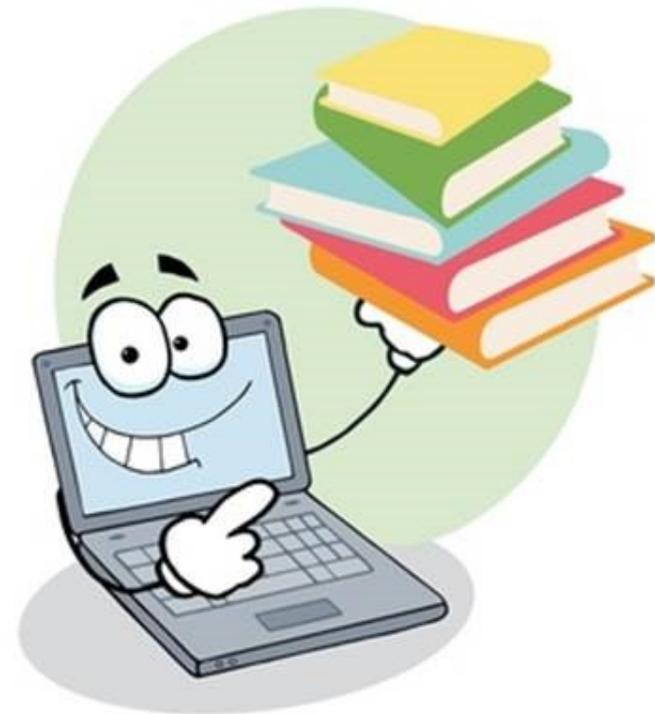
Problem Generation

Motivation

- Generate problems similar to a given problem
 - Avoid copyright issues
 - Prevent cheating in MOOCs (Unsynchronized instruction)
- Problems of a given difficulty level and concept usage
 - Generate progressions
 - Generate personalized workflows

A few ideas

- Test input generation techniques
- Template-based generalization
- Reverse of solution generation



Content Authoring

Motivation: Make it easy to create and edit

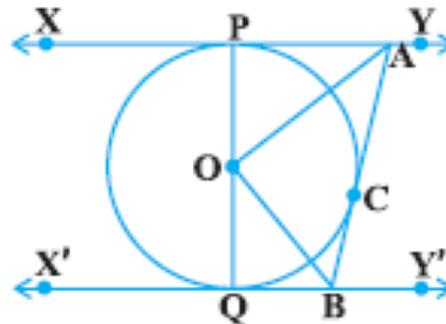
- Equations
- Drawings

A few ideas

- Allow multi-modal NUIs such as ink, speech, touch

- Prediction $\sqrt{1+\cos A} / 1-\cos A$ ← $\sqrt{1+\cos A} / 1-\cos A$

- Error correction



Grading

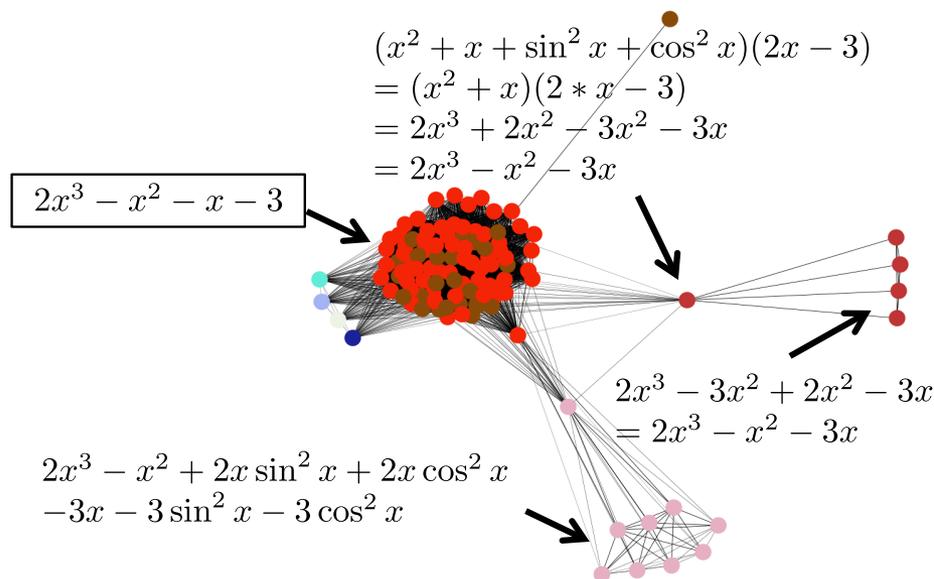
Motivation: Scale up grading and feedback of open-response solutions (beyond multiple choice)

A few ideas

- Peer grading systems
 - Statistical tools to fuse crowd-sourced peer grades
- Clustering similar solutions
 - Computer programs
 - Logical math proofs
 - Mathematical calculations
 - Essays

Q: Simplify:

$$(x^2 + x + \sin^2 x + \cos^2 x)(2x - 3)$$



"Mathematical Language Processing"

[Lan, Vats, Waters, Baraniuk, L@S 2015]

Learning and Content Analytics

Motivation:

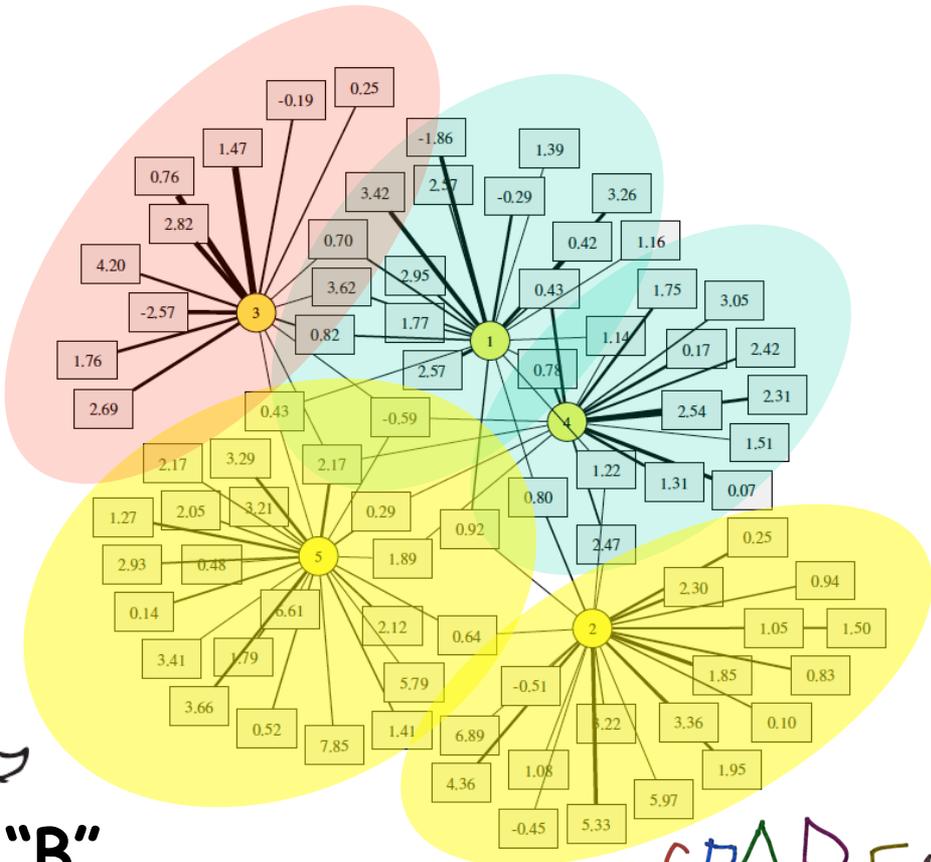
- Assess and track student learning progress
- Infer relationships among items of learning content

A few ideas

- Leverage the rich psychometrics literature
- Knowledge tracing
- Factor analysis to disentangle student and content



Susan "B"



Cross-Disciplinary Effort Needed

- **Formal methods**
 - Logical reasoning, search
- **Machine learning**
 - Leverage large amounts of student data for sample solutions, common mistakes, learning pathways
- **Natural language processing**
 - Word problems, language learning, conversational interaction
- **Crowdsourcing**
 - Leverage large populations of students and teachers for peer grading, tutoring, problem generation
- **Cognitive Psychology**
 - Build into tools the latest results on how people learn

Evaluating Impact

- Student learning outcomes
 - Faster, better, happier?
 - How to measure? Randomized trials?
- Data data data
 - More data => better tools, stronger conclusions
 - Machine learning algorithms require large training data sets
 - Progress with Khan Academy, edX, Coursera, OpenStax, DataShop, ...
- Cost of developing a personalized learning system
 - Aim for general frameworks that reduce the development cost of domain-specific content and tools

Panelists

- **Mihaela van der Schaar, UCLA**
- **Jerry Zhu, Wisconsin**
- **Zoran Popovic, Washington**
- **Sanjit Seshia, UC-Berkeley**
- **Philip Guo, Rochester**
- **Kathi Fisler, WPI**



Panel



- Panel Introduction
- 5 minute position piece from each panelist
- Questions and Discussion