

CS-411: Digital Education & Learning Analytics

Chapter 1:

Introduction to digital education

How do people learn?

How we help them to learn?

How do we design activities that make them learn?

How can digital technologies enhance these activities?

HOW PEOPLE LEARN

Connect with your EPFL account

Go to Moodle CS-411

Select the first URL to FROG on week 1

How do you learn (before exams)?



HOW PEOPLE LEARN

The Learning Pyramid



Source: National Training Laboratories, Bethel Maine

HOW PEOPLE LEARN depends also upon WHAT PEOPLE LEARN

•
$$3 \times 3 = 9$$

- 35'467+36'489
- 3/4 = 27/36
- $P(A|B) = \underline{P(B|A) P(A)}$ P (B)

- Behaviorism (Skinner)
- Master Learning (Bloom)
- Constructivism (Piaget*)
- Socio-Cultural theory (Vygostky*)

How do people learn?

How we help them to learn? Why helping?

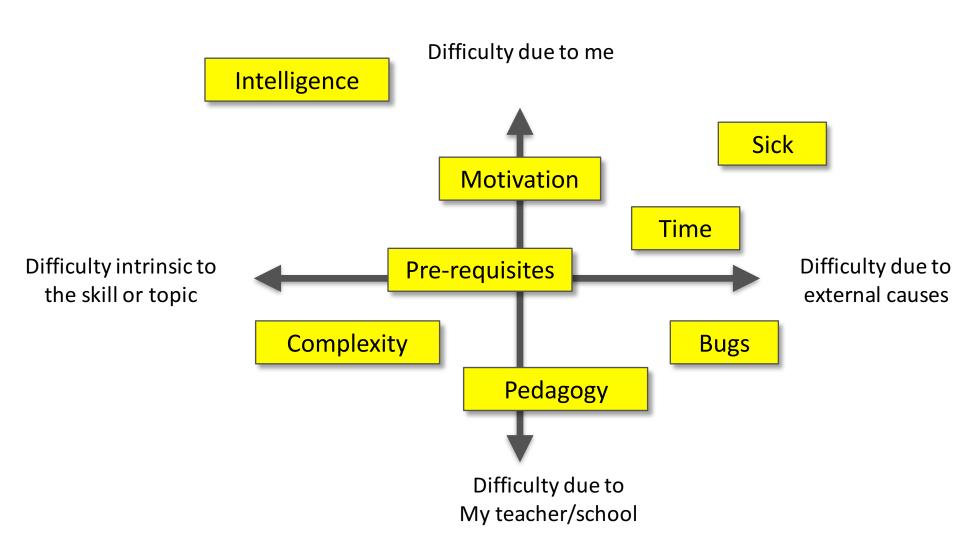


How do we design activities that make them learn?

How can digital technologies enhance these activities?



Why do we need help to learn?



How do people learn?

How we help them to learn?

How do we design activities that make them learn?

How digital technologies enhance these activities?

Overview of Learning Technologies





"If, by a miracle of mechanical ingenuity, a book could be so arranged that only to him who had done what was directed on page one would page two become visible, and so on, much that now requires personal instruction could be managed by print. (page 165)"

Thorndike, E.L. (1912, published 1923). *Education: A First Book*. New York: Macmillan Co.

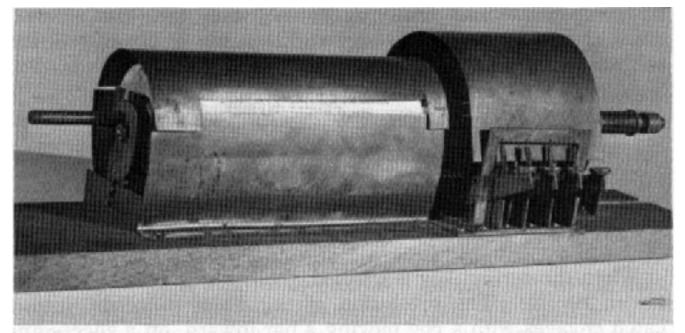


FIG. I. A multiple-choice device which omits items from further presentation once the student can consistently answer them correctly.

First « teaching machine »

Sidney PRESSEY, Ohio State University

- In some window appears 1 question and 4 answers
- The machine has 4 buttons, one per answer
- The machine records the answer and updates a counter
- Questions correctly answered are not re-proposed

http://www.coe.uh.edu/courses/cuin6373/idhistory/pressey.html

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Massive Open Online Courses (2008)
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Technology-enhanced learning (2004)

Virtual Campus (2000)

Learning Management Systems (1999)

Virtual University (1999)

Open Learning (1995)

e-Learning (1993)

Online Education (1993)

Computer-Mediated Learning (1990)

Educational telematics (1988)

Computer-Assisted Learning (1985)

Computer-Based Learning (1980)

Computer-Assisted Instruction (1960)

Mots





Quitter





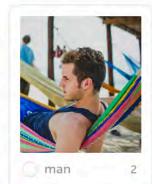






Choisis la traduction de "homme"







Solution correcte:

man

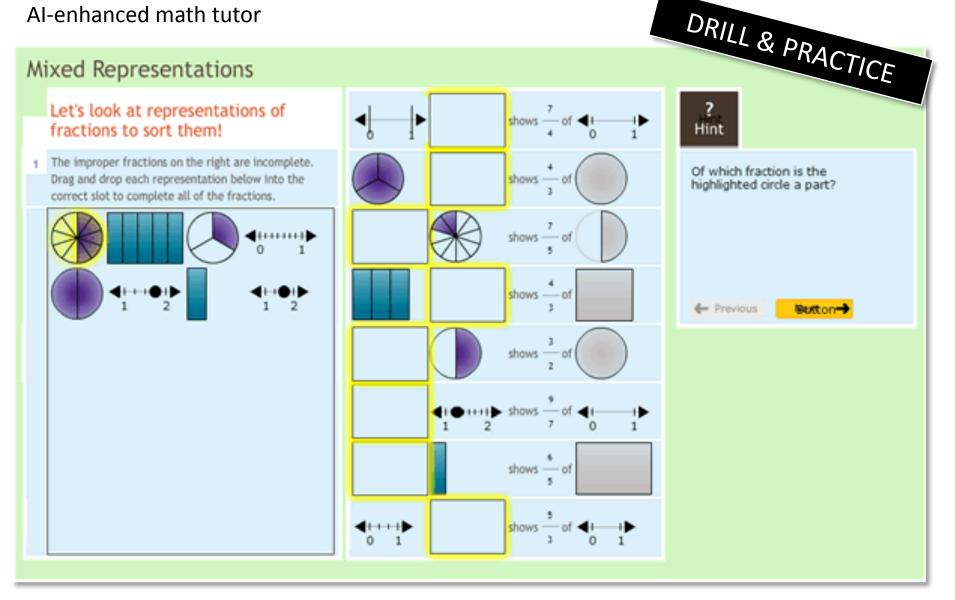
Signaler un problème

Continuer





Al-enhanced math tutor



https://mathtutor.web.cmu.edu/alternate

e-Learning

Close 3



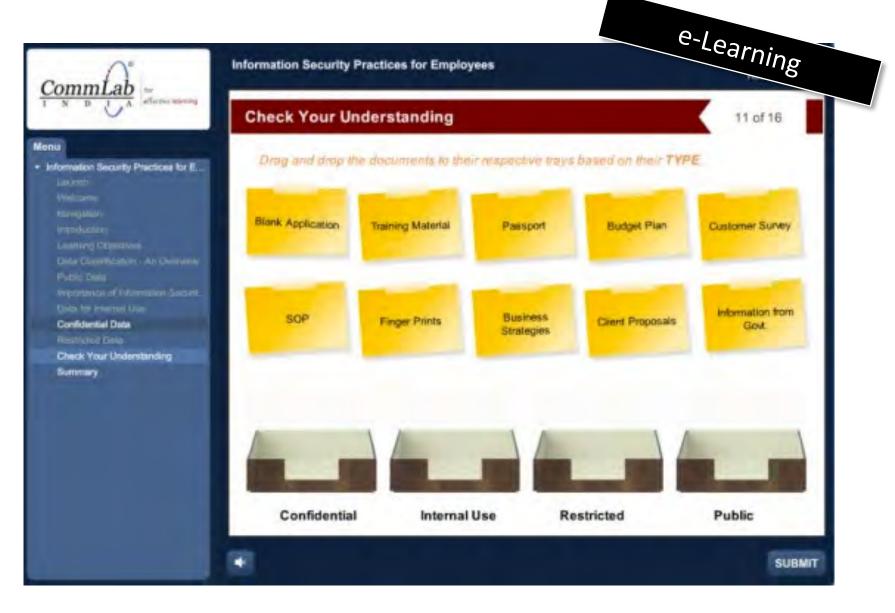


https://www.essentialskillz.com/online-training/health-and-safety/driver-training-uk



https://www.essentialskillz.com/online-training/health-and-safety/driver-training-uk





https://blog.commlabindia.com/elearning-design/awareness-on-information-security



Je circule sur une route prioritaire:

OUI

NON

Je dois obligatoirement mettre le clignotant à droite :

OUI

NON

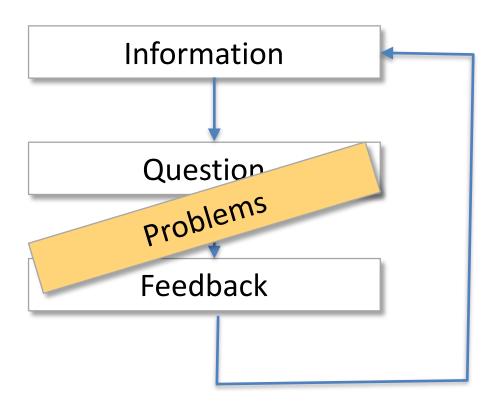


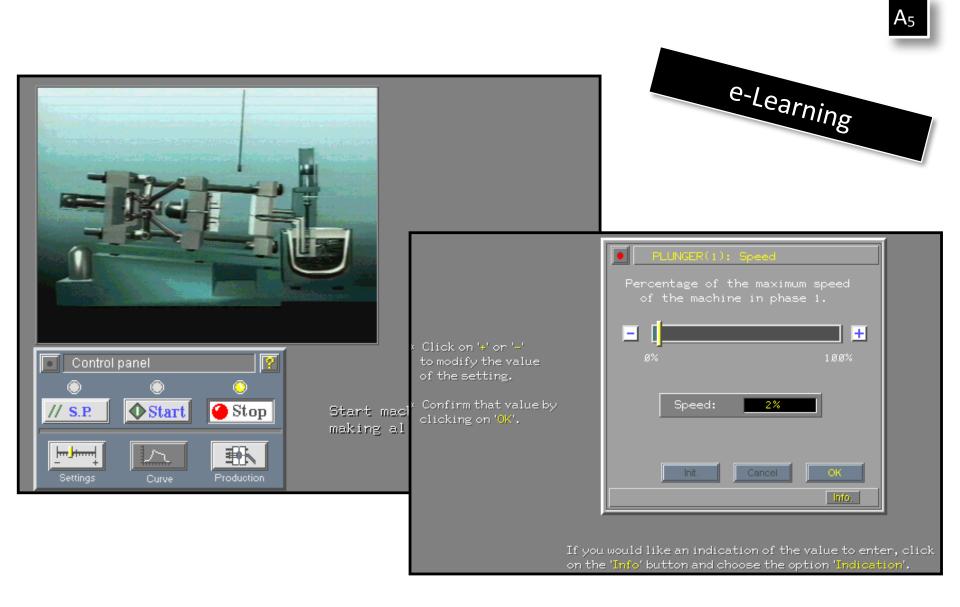






e-Learning



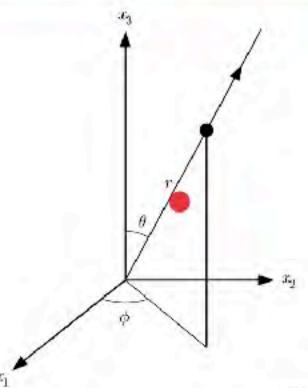


Le Zinc, UTE- UMH, Belgium, C. Depover

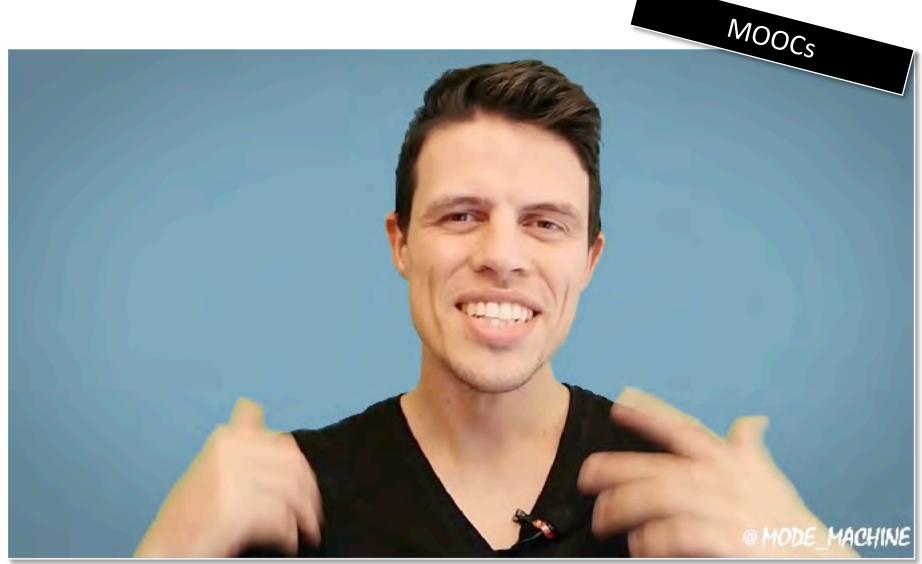
Définition : lignes de coordonnées (c. sphens



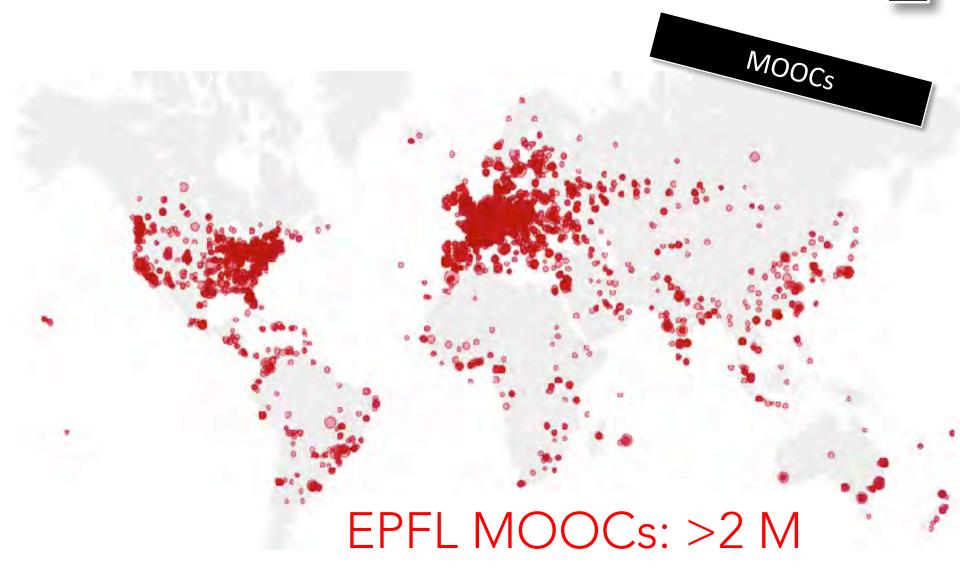


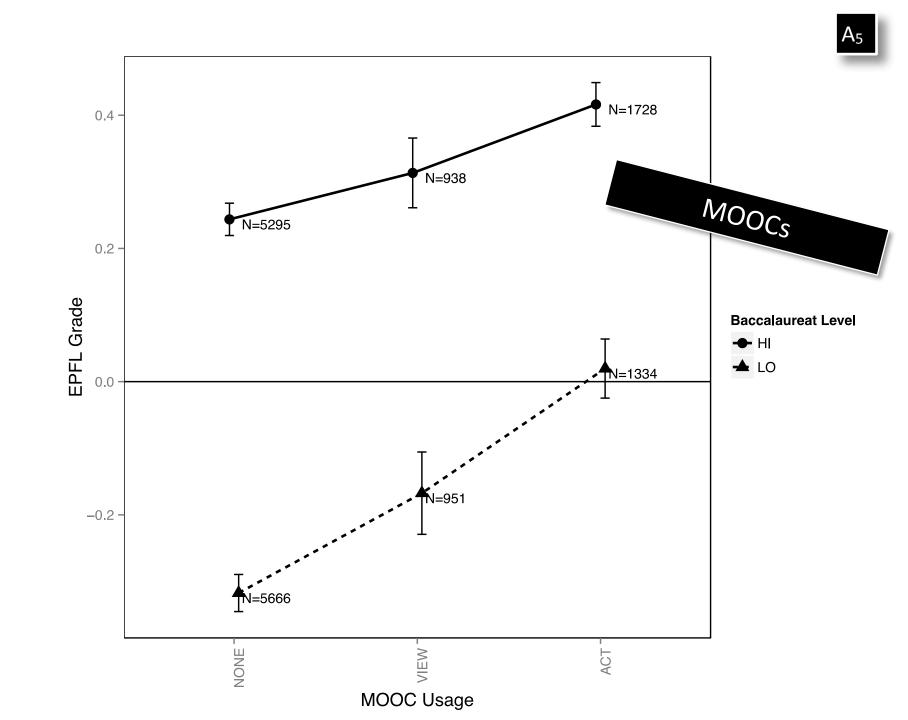










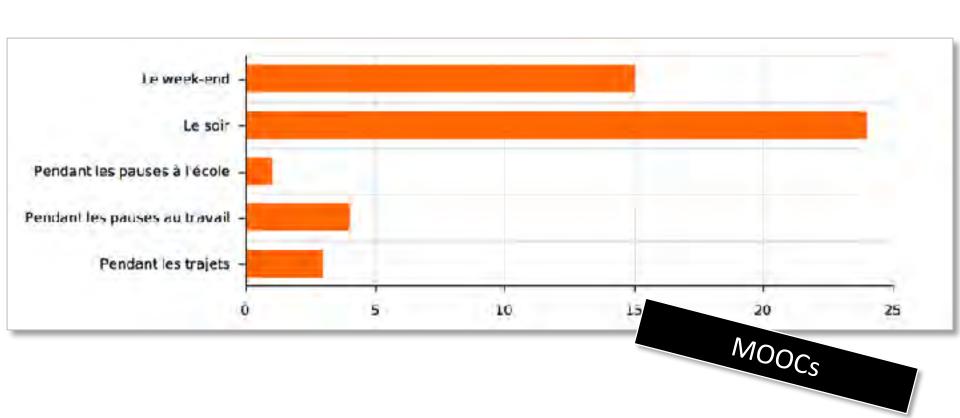




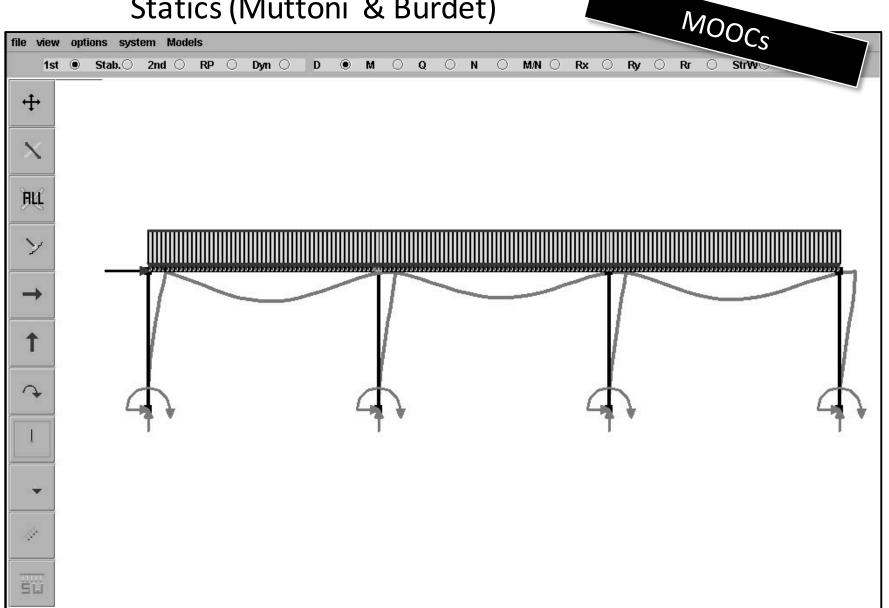


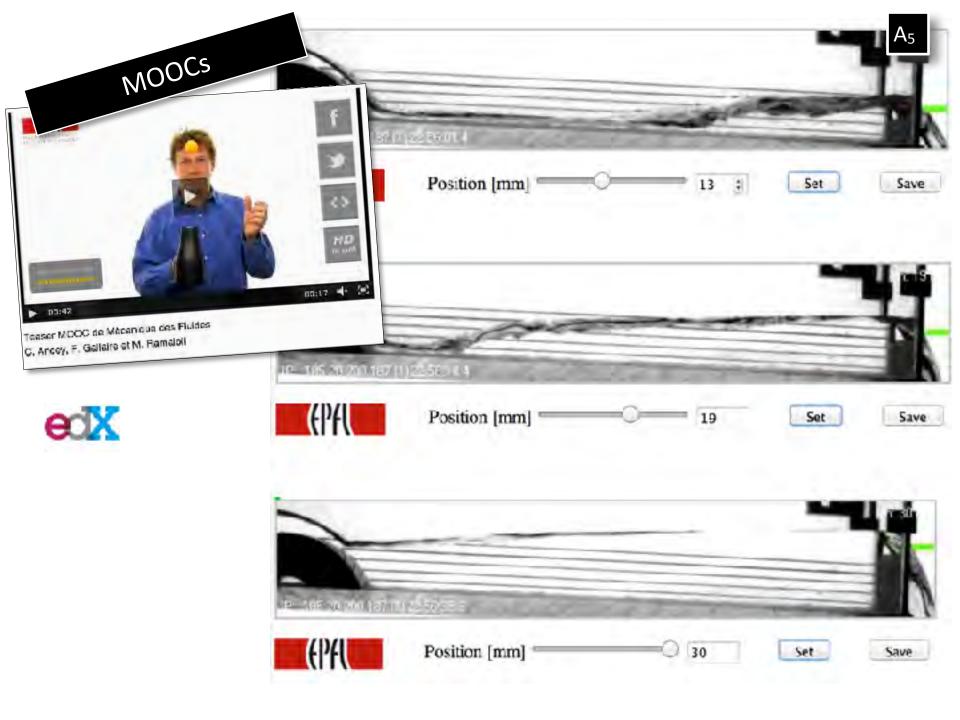
Thierry Hugonnet, CPNV

When did you look at your math videos?



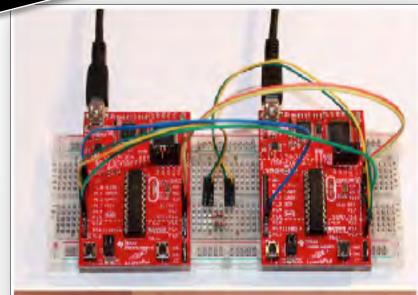
Statics (Muttoni & Burdet)

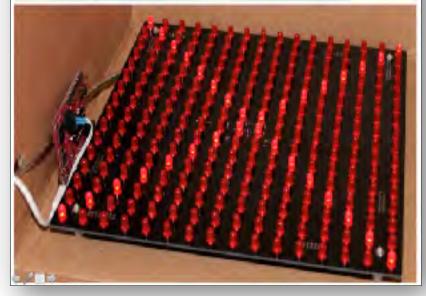








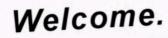














©Bühler



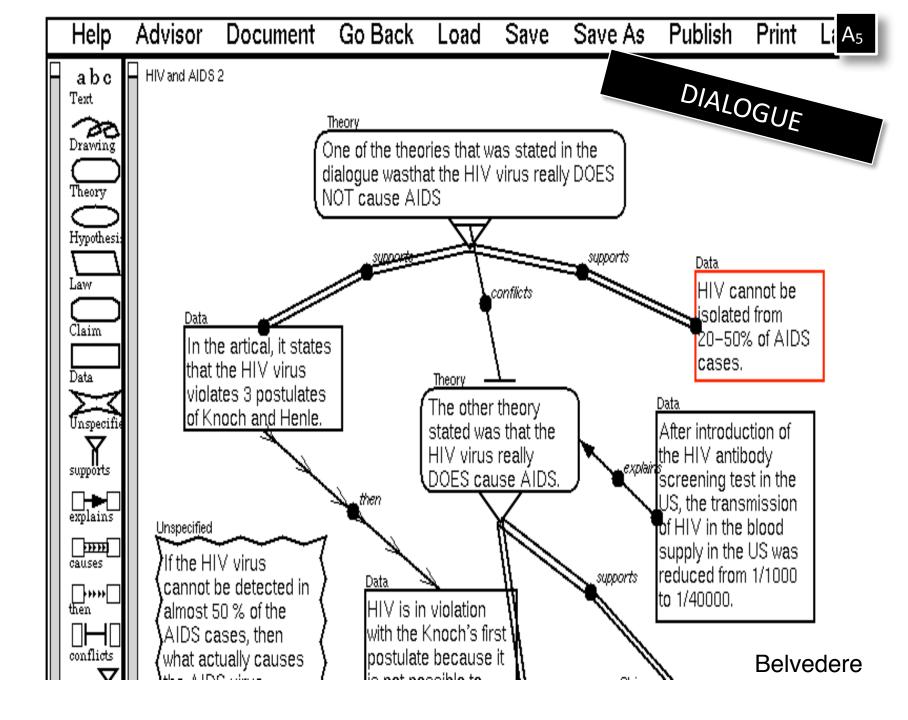




DIALOGUE

EPFLx: MatlabeOctaveBeginnersX MATLAB and Octave for beginners

Cours Discussion Progression Bibliography and internet links Tous les sujets > Chapter 2, assignments Ajouter un message Rechercher tous les mi Recherche Doubt in 2.4.1 Show all posts 0 par activité récente. discussion posted 2 years ago by HugoSetten 1995 Hey everybody. Doubt in 2.4.1 Hey everybody, I'm trying to solve ... I'm trying to solve the problem 2.4.1. I introduced the matrizes A and b like this on MATLAB: Test 2.4 A+(-8,2.4:-5,-5,-6;-2,2,-8); b+(9:10:-1); don't want to post answers, but ... I simply calculated b'a to solve the equation, but the result comes in a line vector. Do I take the transpose of c or am I doing domething wrong? 9 2.21 I have figured out the code but I d ... Thanks in advancel Have a nice day 7 Exercise 2.1.6 Ce message est visible par tous: The code to calculate they coordi... 1 répanse Ajouter une réponse ? Question 2.1.5 Hello house: Can anyone help me ... 2 Problem on 2.5.2 HugpBetten1995 2 years ago Exercise 2.5.2 Which operation is ... Eve already seen that I need to do Alb, however, when I put the result with only two decimals, they say it's wrong! ? Test 2.2.3 222 You need to show it as, [x;y;z] form is that what you did? I got the answer right on matlab b...





7. Braw Spirals

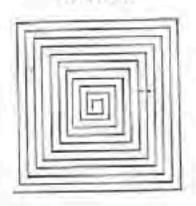
To change the procedure called POLY so as to draw spirels we make a very small addition to line 3. We also change the name — but that is of course unnecessary.

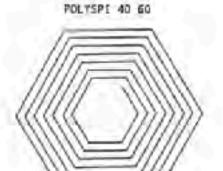
TO POLY ISTEP :ANGLE
1 FORWARD :STEP
2 LEFT :ANGLE
3 POLY :STEP :ANGLE
END

TO POLYSPI :STEP :ANGLE
1 FORMARD :STEP
2 LEFT :ANGLE
3 POLYSPI :STEF+5 :ANGLE
END





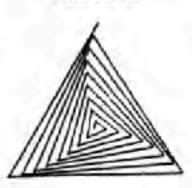




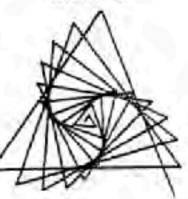
FOLYSP1 5 120



POLYSPI 5 121



POLYSPI E 125



Papert, S. & Solomon, C. (1971, Twenty with a computer, Al Memo 248, MIT





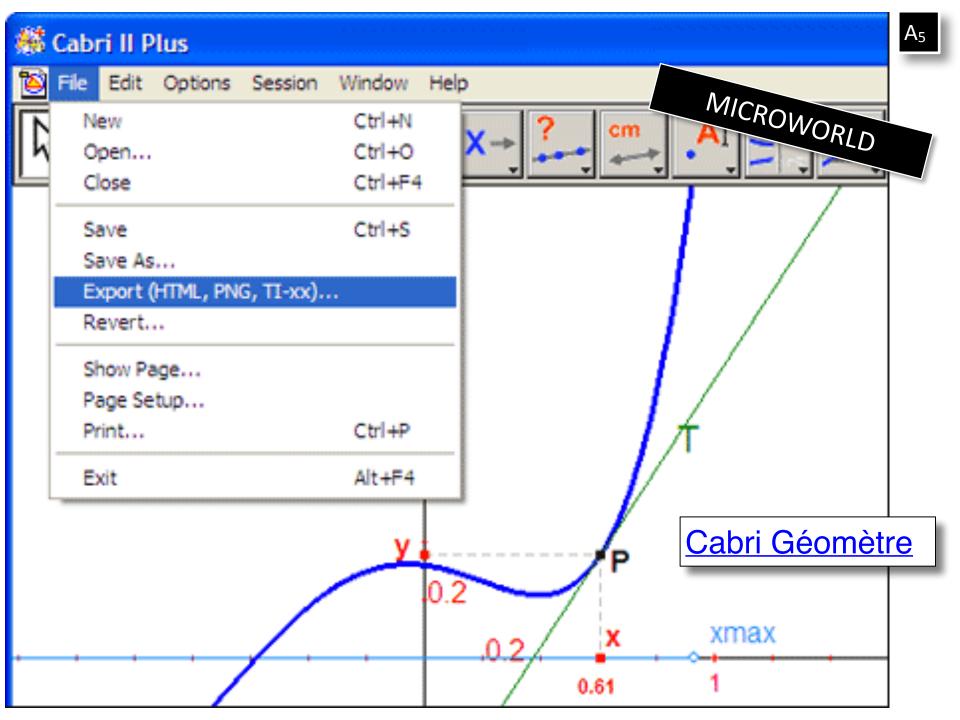


MICROWORLD

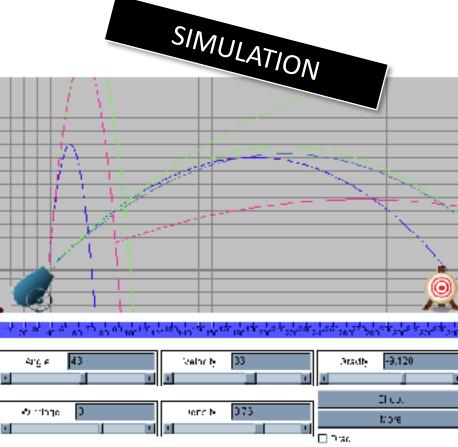












Acquire Skills

Discover underlying model



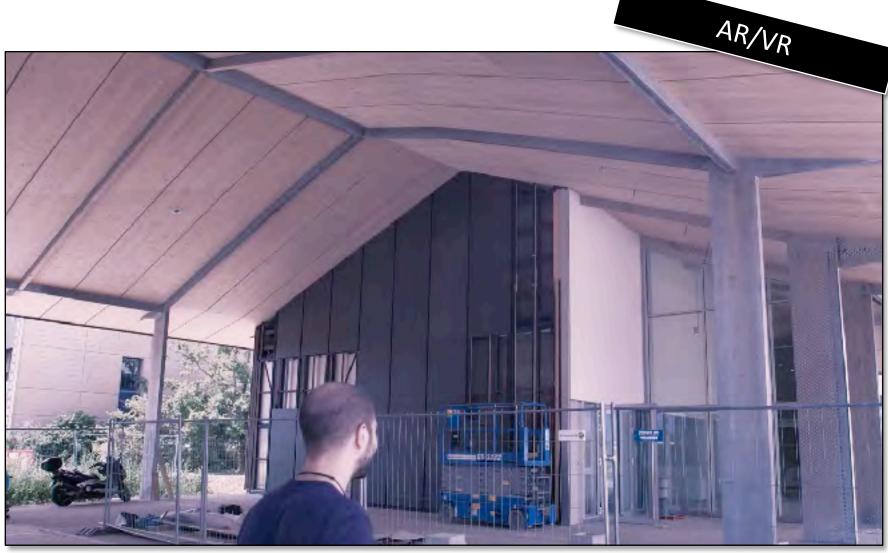
SIMULATION Sputnik Client File Sessions Billy: How are you? Christina: let 's start with a Billy: oke Billy: they look pretty bad there Billy: So let's see those changes The balance of Christina: What about this _ talk and tune Billy: Much better indeed! Talking ■Mean Waiting ■Lane 1 ■Lane 2 ■Lane 3 ■Lane 4

Acquire Skills

Discover underlying model

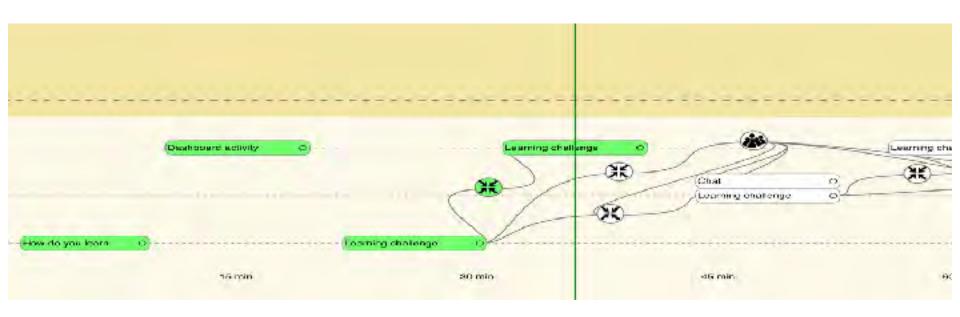
AR/VR



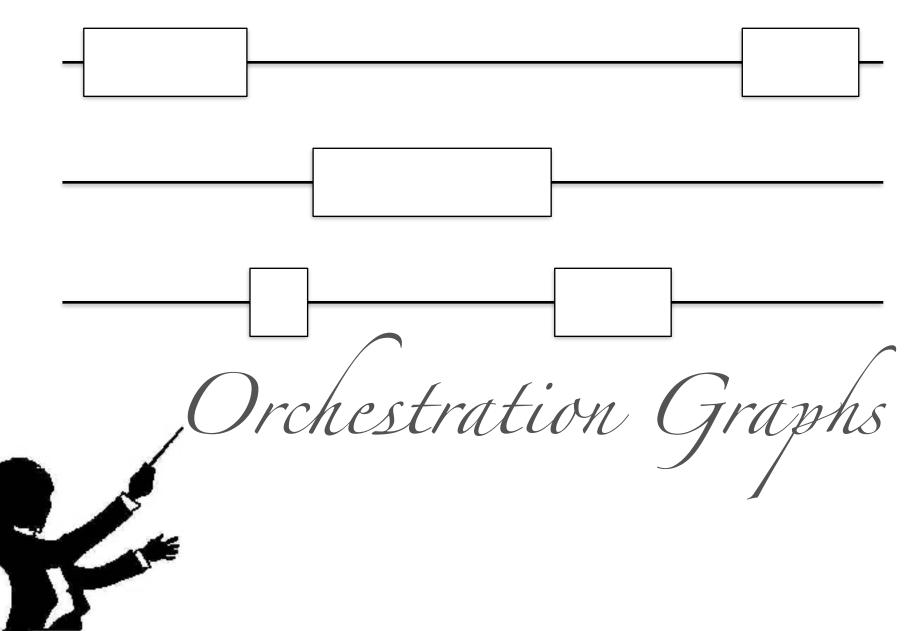


AR/VR

TRASII



TODAY



CS 411 Project

- 1. Make team of 3
- 2. Pick to topic
- 3. Decompose it
- 4. Design an orchestration graph
- 5. Implement it on FROG
- 6. Run experiments
- 7. Analyse data
- 8. Write a report



Last Year Projects

- 1. Sorting algorithms
- 2. Supervised VS Unsupervised learning
- 3. Shape of letters
- 4. Modular origami
- 5. Reading a music partition
- 6. Chess Moves
- 7. First Aid
- 8. Morse Code

Sept

How people learn? How technology help? Design a learning scenario (orchestration graph)

Oct

Nov

How to model learners? (learning analytics)

How to analyse data

Dec

	08:15 → 10:00 Course	10:15 → 12:00 Project
18/09	CH 1. Introduction to CS-411 (OG-11)	Introduction to FROG, S. Haklev
	CH 2. Introduction to Learning Sciences	Implement Graph-01. → 21.09
		Form project teams → 24.09
25/09	CH 3: Mastery Learning	Feedback on Graph-01 S. Haklev, J. Olsen
	(OG13 and 14)	Implement Graph-02. → 28.09
		Select project topic → 01.10
02/10	CH 4: Task Analysis	Feedback on Graph-02, S. Haklev, J. Olsen
		Task analysis
)9/10	CH 5: Social Learning (OG15)	Project . S. Haklev, J. Olsen & L. Faucon
		11:00 Visit of the MOOC studio (1/2 class)
16/10	CH 6: Discovery Learning (OG16)	Project. S. Haklev, J. Olsen & L. Faucon
		11:00 Visit of the MOOC studio (1/2 class)
23/10	CH 7: Graph Edges	Project.

18/12

Project presentation by each team

09/10

16/1 23/1 CH 8: Graph Operators S. Haklev, J. Olsen & L. Faucon Milestone1: Project Design → 26.10 30/10 CH 8: Designing experiments Project. S. Haklev, J. Olsen & L. Faucon 06/11 CH 9: Learning Modelling Introduction to statistics (R & Jupiter Notebook) Running Experiments P. Jermann, L. Faucon 13/11 CH 10: Bayesian Knowledge Tracing Introduction to statistics (R & Jupiter Notebook) J. Olsen Running Experiments P. Jermann, L. Faucon 20/11 CH 11: Advances in learning Analytics Introduction to statistics (R & Jupiter Notebook) J. Olsen & P. Dillenbourg Running Experiments P. Jermann, L. Faucon 27/11 CH 12: Campus Analytics, P. Jermann Data Analysis Running Experiments P. Jermann, L. Faucon 04/12 CH13: Corporate Learning Data Analysis 08:15 P. Dubuc, OpenClassrooms P. Jermann, L. Faucon 09:00 J.-M. Tasseto, CoorpAcademy. 11/12 Data Analysis Open Slot

P. Jermann, L. Faucon

Finalising report

Confusion

Ed'TechMethods & Tools





Digital **Skills**Goals

Data Sciences of educational



for the governance systems



dıqıtal**switzerland**







EdTech Collider



SWISS



















e Keds



LEARNING

Dybuster ~



PocketCampus_



taskbase



headswap









 A_7







Rosie

MATHRIX MONSVO

TOTALYMAGE

coorpacademy











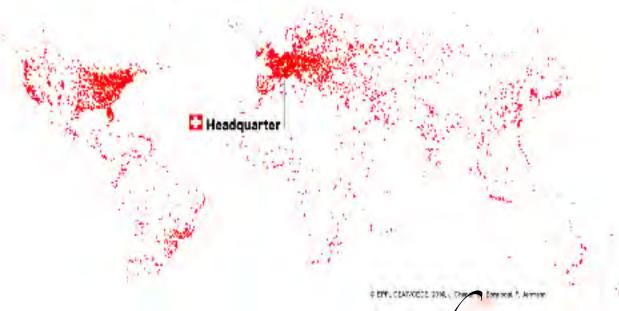








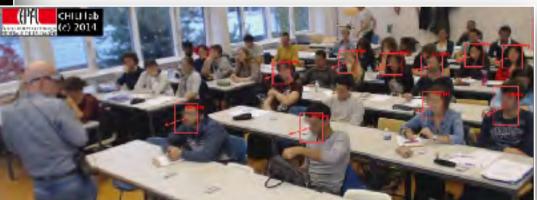






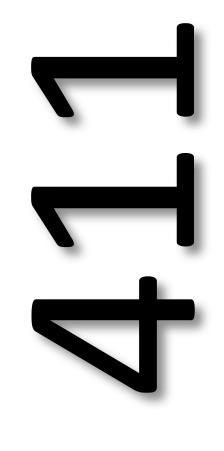
EPFL Center for Learning Sciences





Who has taken a ML class?

Who is taking a ML class?





Project (50%)

Form teams of 3

No the same team as ever

One team member knows javascript
Choose a topic in which one of you is expert



Oral: 15 min prep + 15 defense (with notes)

Applied questions

