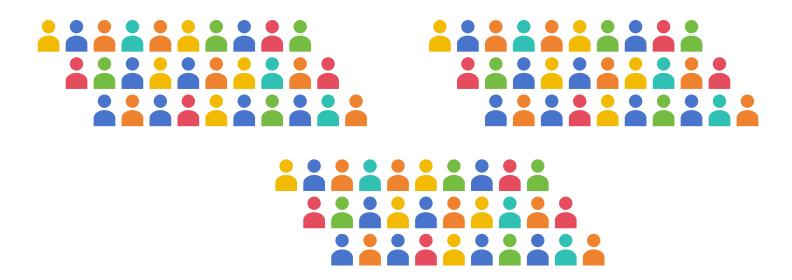




Usage of AI in Education

Education Conference	Use of AI (Full paper)	Use of LLM (Full paper)
AI in Education 2024 (AIED)	37/49 (76%)	22/37 (60%)
Learning@Scale 2024 (L@S)	16/22 (73%)	12/16 (75%)

Personalization as a Foundational Education Challenge



Why personalization?



Non-cognitive

Motivation

(D'Mello, Lehman, Pekrun, & Graesser, 2014)

Self-regulation skills

(Aleven & Koedinger, 2002)

Cognitive

Knowledge

(Koedinger, Stamper, McLaughlin, & Nixon, 2013;)

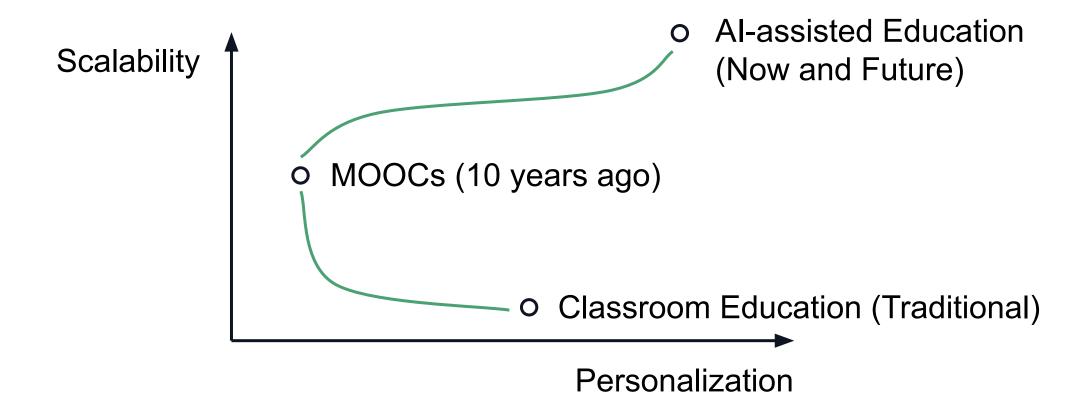
Problem-solving strategies, errors (Adams et al., 2014)

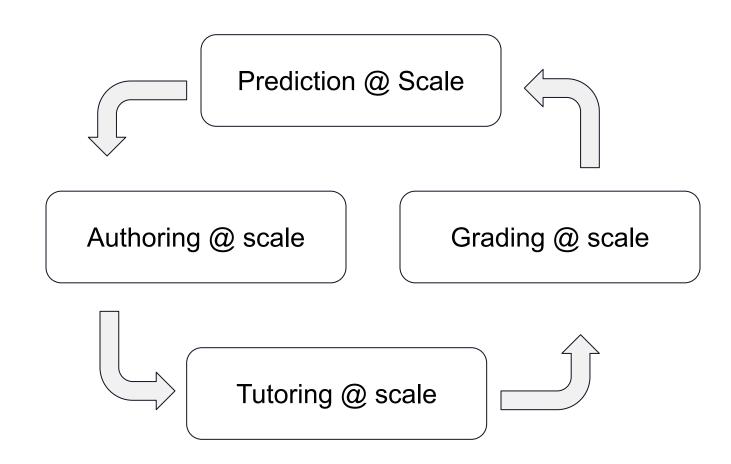




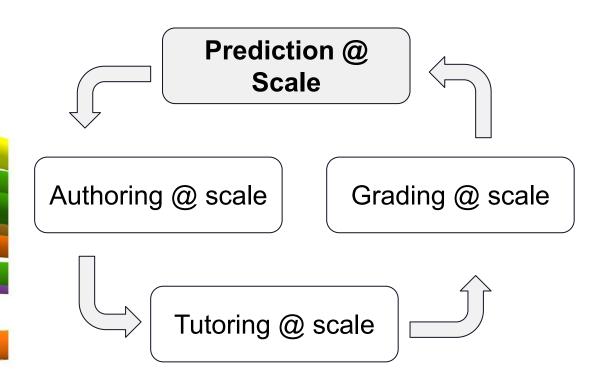


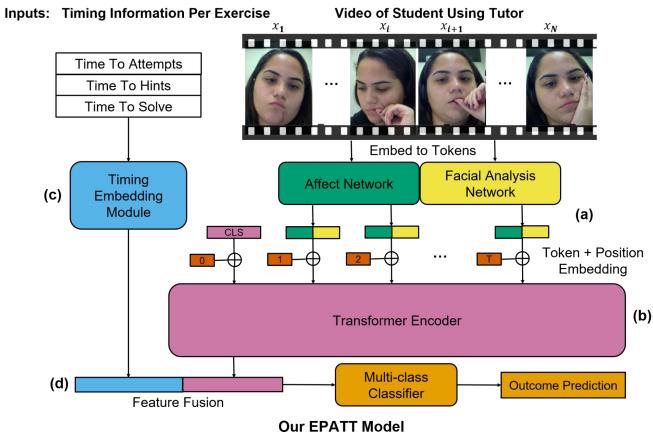
Vision for education: Personalization @ Scale





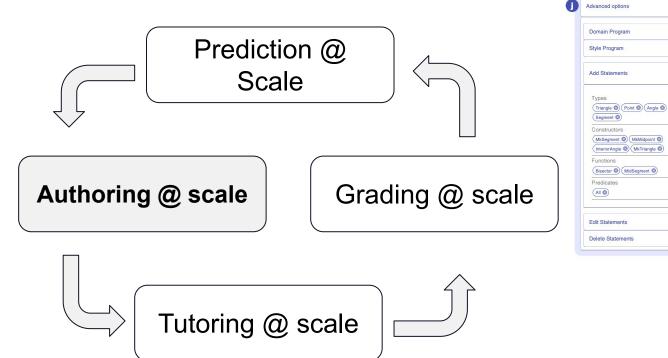
What are the Al's roles?

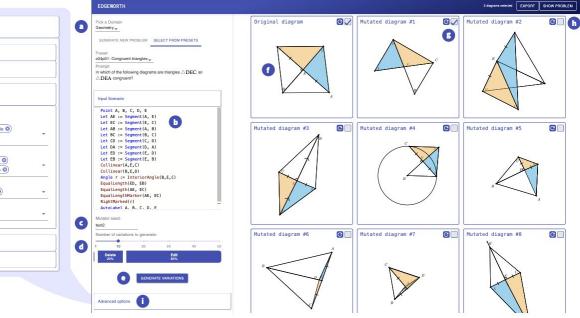




Yu, Hao, et al. "Affect Behavior Prediction: Using Transformers and Timing Information to Make Early Predictions of Student Exercise Outcome." *International Conference on Artificial Intelligence in Education*. Cham: Springer Nature Switzerland, 2024.

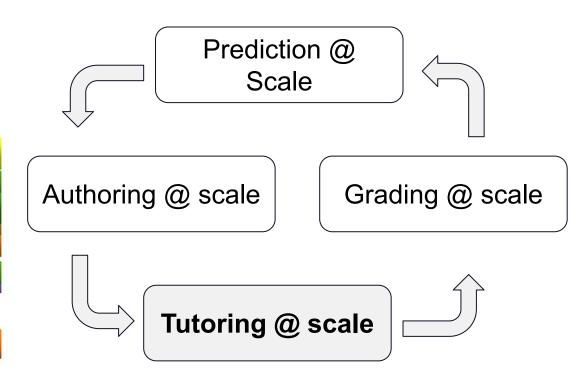
What are the Al's roles?

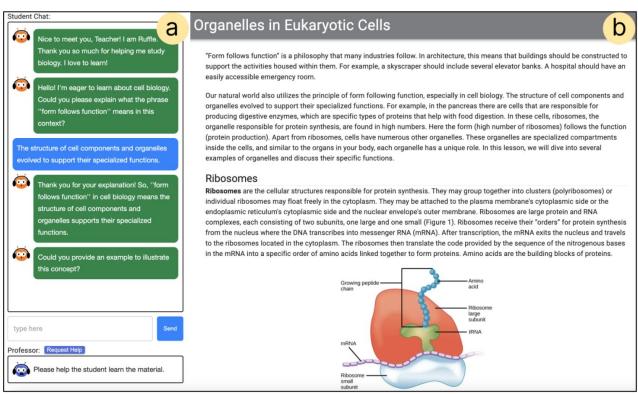




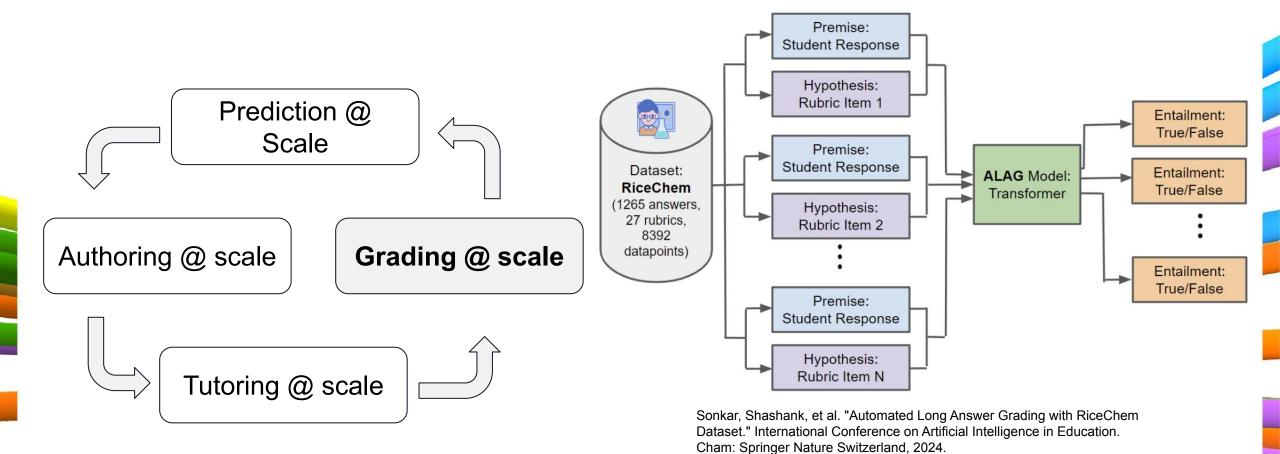
Ni, Wode, et al. "Edgeworth: Efficient and Scalable Authoring of Visual Thinking Activities." Proceedings of the Eleventh ACM Conference on Learning@ Scale. 2024.

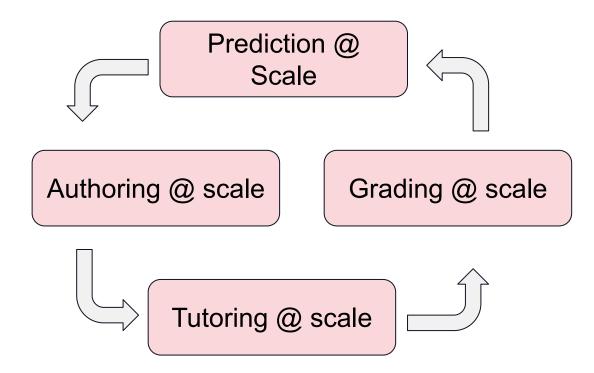


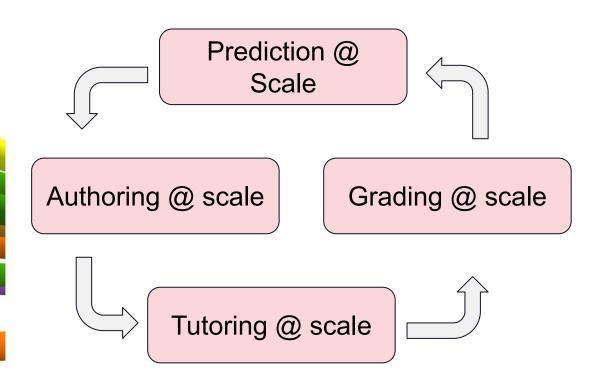




Schmucker, Robin, et al. "Ruffle &Riley: Insights from Designing and Evaluating a Large Language Model-Based Conversational Tutoring System." International Conference on Artificial Intelligence in Education. Cham: Springer Nature Switzerland, 2024.

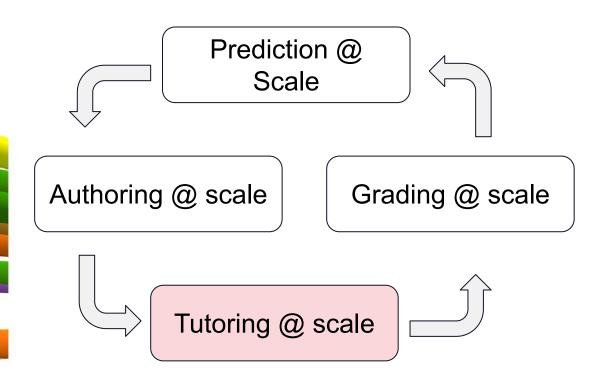






Content inaccuracy Improper use of Al

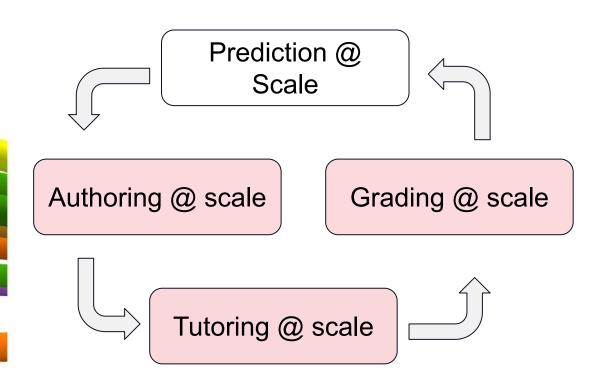
- Cain, William. "Prompting change: exploring prompt engineering in large language model AI and its potential to transform education." *TechTrends* 68.1 (2024)
- Rasul, Tareq, et al. "The role of ChatGPT in higher education: Benefits, challenges, and future research directions." Journal of Applied Learning and Teaching 6.1 (2023): 41-56.



Content inaccuracy Improper use of Al

Lack of pedagogical guidance Not personalized

- Cain, William. "Prompting change: exploring prompt engineering in large language model AI and its potential to transform education." *TechTrends* 68.1 (2024)
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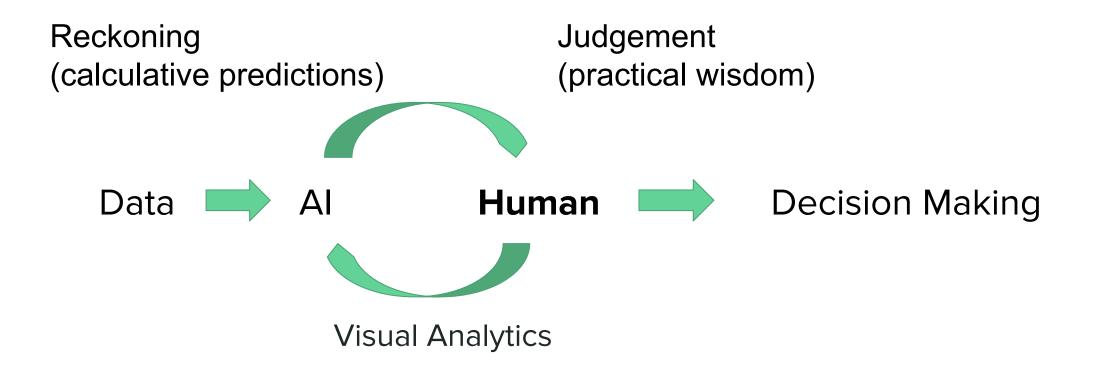
Content inaccuracy Improper use of Al

Lack of pedagogical guidance Not personalized

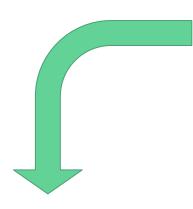
Lack of evaluation High risk

- Cain, William. "Prompting change: exploring prompt engineering in large language model AI and its potential to transform education." *TechTrends* 68.1 (2024)
- Rasul, Tareq, et al. "The role of ChatGPT in higher education: Benefits, challenges, and future research directions." Journal of Applied Learning and Teaching 6.1 (2023): 41-56.

The role of Visual Analytics: Augmenting Intelligence



Human

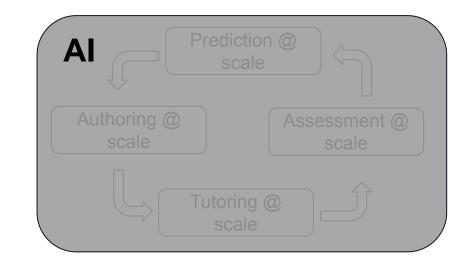


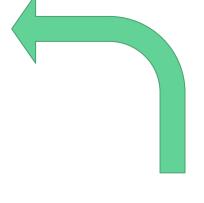
Lack of pedagogical guidance Not personalized

Explaining @ scale

Content inaccuracy Improper use of Al

Analyzing @ scale





Lack of evaluation High risk

Testing @ scale



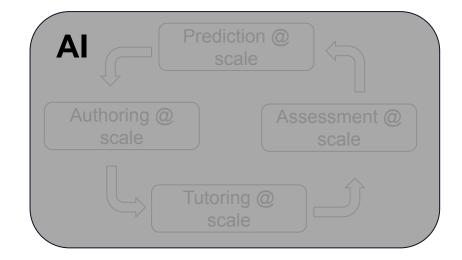
Human

Lack of pedagogical guidance Not personalized

Explaining @ scale

Content inaccuracy Improper use of Al

Analyzing @ scale



Lack of evaluation High risk

Testing @ scale



Al's role: tutoring @ scale

Vis' role: analyzing @ scale

StuGPTViz: A Visual Analytics Approach to Understand Student-ChatGPT Interactions

Zixin Chen, Jiachen Wang, Meng Xia, Kento Shigyo, Dingdong Liu, Rong Zhang, Huamin Qu

VIS 2024





Background: An inevitable trend in using LLMs





Concerns from instructors:

- How about the performance of these advanced AI tools?
- Using these advanced AI tools, can students practice higher-order thinking (e.g., independent thinking)?
- How can we better design tasks and guide students to use these advanced Al tools?

Challenges and Our Approaches

- Lack of dataset -> Integration of ChatGPT
- Lack of analysis from cognitive levels -> Creation with pedagogical insights
- Lack of ability to track the progression of the various LLMs' responses and observe how students adjust their prompts in response -> Visual analytics system (StuGPTViz)

Integration of ChatGPT in Education

- We integrated ChatGPT into the curriculum of a postgraduate data visualization course for computer science majors in the first semester of 2024.
- Each in-class exercise session, we conducted the experiment during the last 40 minutes of the lecture, included a 10-minute self-learning segment with ChatGPT, a 25-minute task completion segment, and a 5-minute conversation log upload phase.
- 744 unique conversations with 2507 turns after filtering out the empty conversations and those unrelated to the learning tasks



Dataset Creation with Pedagogical Insights

Task Type & Count	Task Brief	Cognitive Level
Concept Remember (2)	Multiple Choices questions for basic concept remembering	Remember (L1)
Concept Understanding (3)	Multiple Choices questions for deeper concept understanding	
Concept Application (3)	Short questions for concept application	Apply (L3)
Visualization Analysis (4)	Open-ended analysis questions (e.g., encoding usage, color scheme) Analyze (L4)	
Visualization Evaluation (5)	Evaluate the given visualization design Evaluate (L5)	
Visualization Design (4)	Design visualization with the given data	Create (L6)
Self Learning (6)	Self exploration of key concepts	Others

StuGPTViz: Visual Analytics System

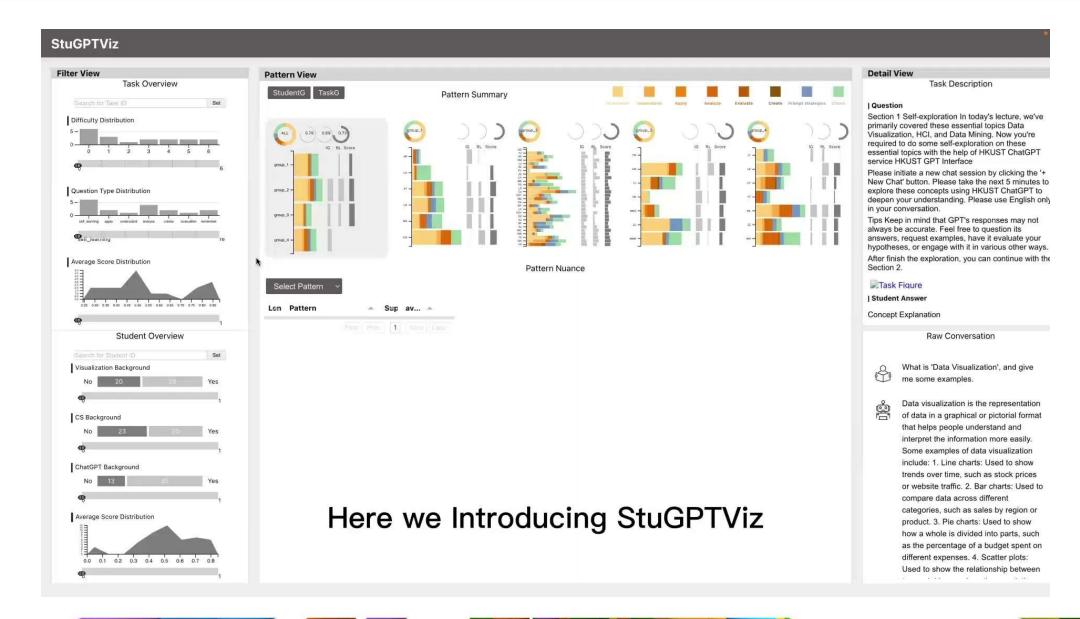
R1: Overview of students and tasks data

R2: Summarizing macro-level conversation characteristics

R3: Identifying micro-level interaction patterns

R4: Tracing interaction pattern evolution

R5: Evaluating interaction pattern performance

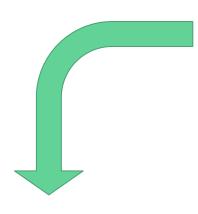


Evaluation and Result

- Students' learning perspective: Questionnaire Feedback
 More than 90% students enjoy using ChatGPT in their learning process
- ChatGPT performance:
 Strong positive correlation between the IG (information gain) metric and experts' judgment of ChatGPT's response quality
- Expert interviews:
 - "The ability to discern students' overall cognitive level at a glance is highly appreciated."

"The workflow's logical progression and the interconnection of each view were particularly impressive, enabling a diverse analytical focus through a unified procedure."

Human

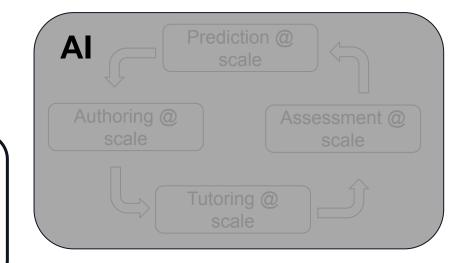


Lack of pedagogical guidance Not personalized

Explaining @ scale

Content inaccuracy Improper use of Al

Analyzing @ scale



Lack of evaluation High risk

Testing @ scale



Al's role: tutoring @ scale

Vis' role: explaining @ scale

Involving Teachers in the Data-driven Improvement of Intelligent Tutors: A Prototyping Study

Meng Xia, Xinyi Zhao, Dong Sun, Yun Huang, Jonathan Sewall, Vincent Aleven

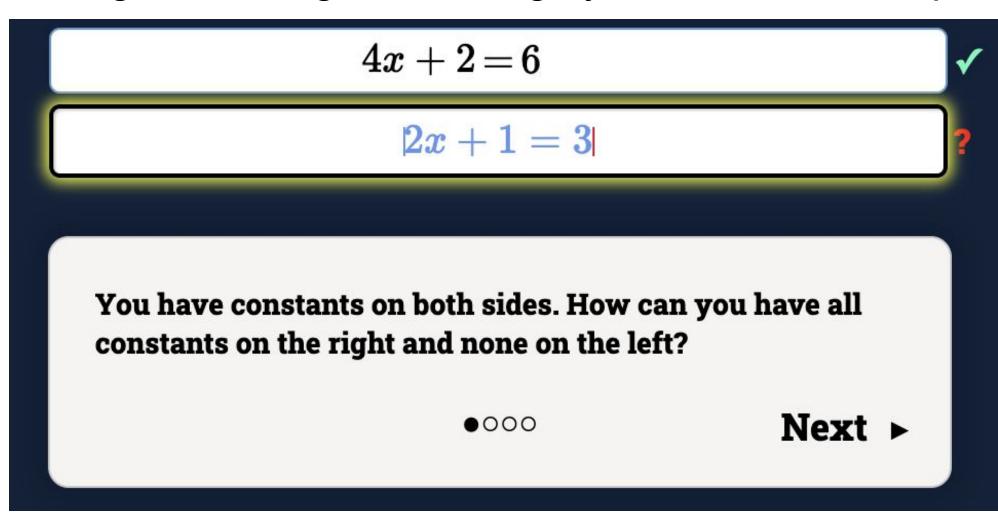
AIED 2023





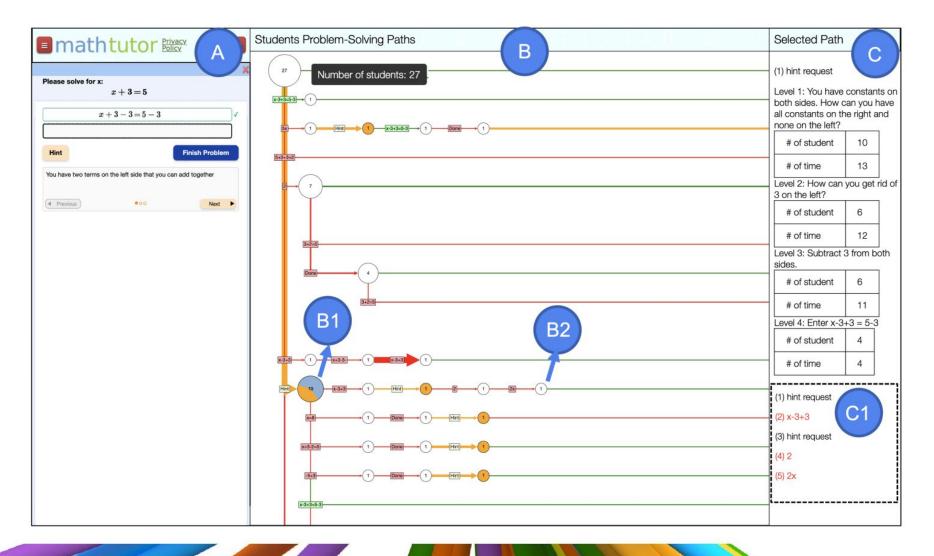


Initial design of intelligent tutoring systems often not optimal!





Research Prototype: SolutionVis



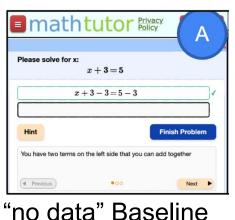
User Study

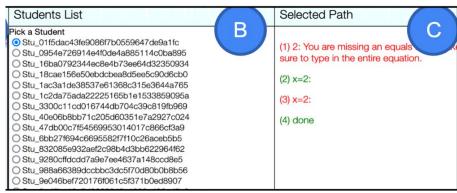
Participants: Eight middle school math teachers

Task: Explore different interfaces and give suggestions on how to improve the

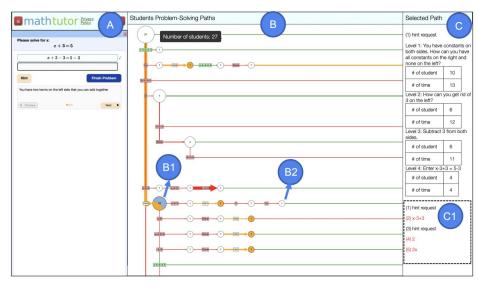
intelligent tutor.

Conditions:





List Interface

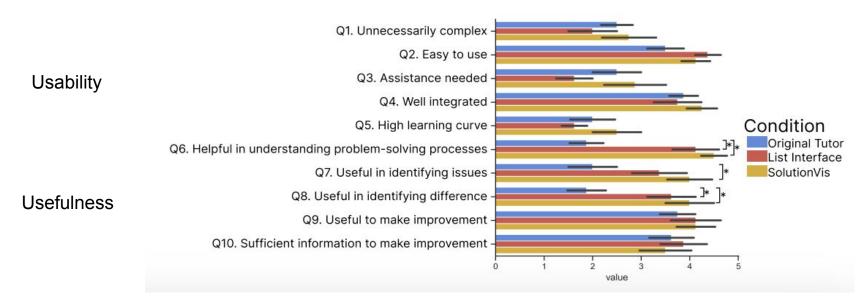


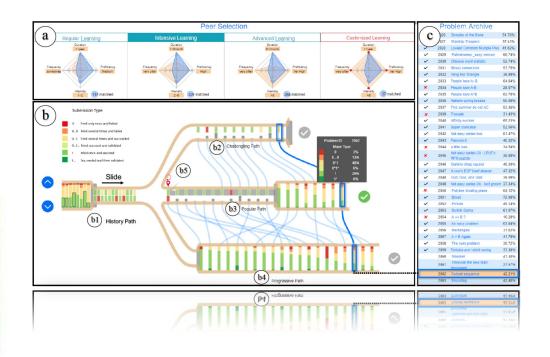
SolutionVis

		Original Tutor	List Interface	SolutionVis
Feedback	Interface/logic Design	Need to provide instruction that using "Enter" different instead of "Finish problem" to go to next step. (5) Need to provide step with a to the next line automatically.(1) Need to say explicitly to input the final answer or the intermediate step.(2)		
Hints Design	Hint Adaptivity	Address what the students did in the hint. (3)	If the answer is super close to the final answer (e.g., missing a negative sign), provide more concrete feedback (e.g., check your sign) (1)	Provide hints based on how many times the student asks for it. If the student asks a second time, showing a different hint. (1)
	Hint Clarity/ Correctness	The hint "You Rewrite the that "You have two terms variable by itself by dividing both sides by the coefficient." is "You need to not correct for "-2x-4=2". Should "add 4 on both sides in the side that you can add together" is not correct for have 'x = "(2) designed. Explain and give examples about "term".(4) first".(3)	Provide the number line in the hint for students to understand positive and negative numbers for the steps where they need to move items from one side to the other side. (1)	Check the first hint of each step and make sure it is clear and easy to understand. (1)
	Hint Visibility	Don't show the Show part of the hints to bottom hint.(1) let students think more at Let the hints pop up automatically.(1) each step; teaching them.(1)	Don't encourage students to ask for hints at beginning, but ask "what would be your first step?" (1)	
	Hint Composition	_	_	Ask a question about the Show some exmaples knowledge in the hint to in the hint. (1) let them think. (1)
	Feedback Design: Gaming the System/ Protracted Struggle	_	When seeing students student submitting the system or same thing inputting multiple times, random let the tutor things, provide feedback like "show me your work" (2) When seeing student submitting the same thing multiple times, let the tutor give the answer and move on.(1)	When seeing When seeing Show cartons students student or funny gaming the submitting the system or same thing encourage inputting multiple times, random provide things, provide feedback like "stop clicking "show me your efforts", "show your work" (4)

Results

- Data about student learning was helpful for teachers to generate useful redesign ideas.
- 2. The aggregated data in a graph showing in SolutionVis helps teachers find the tutor's problems efficiently





PeerLens: Peer-inspired Interactive Learning Path Planning in Online Question Pool

Meng Xia, Mingfei Sun, Huan Wei, Qing Chen, Yong Wang, Lei Shi, Huamin Qu, Xiaojuan Ma

CHI 2019



Al's role: prediction @ scale

Vis' role: explaining @ scale

Motivation

Pro. ID	
1000	A + B Problem
1001	Sum Problem
1002	A + B Problem II
1003	Max Sum
1004	Let the Balloon Rise
1005	Number Sequence
1006	Tick and Tick
1007	Quoit Design
1008	Elevator
1009	FatMouse' Trade
1010	Tempter of the Bone
1011	Starship Troopers

Questions Pools:

- No pre-determined syllabus
- A lengthy list indexed by their problem IDs
- Hidden intents

Learners:

- Different learning scenarios
- One learner's learning scenario may be changing

What to do next? What sequence to follow?



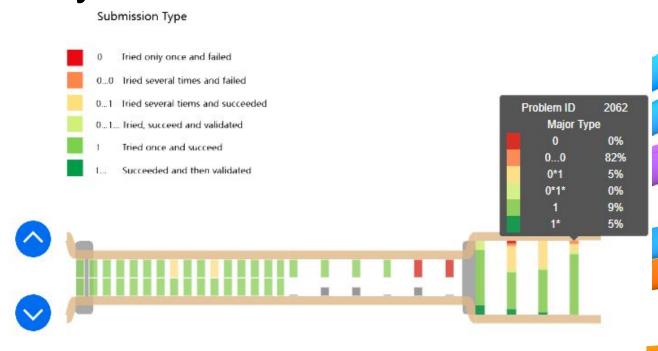


Evaluation: Controlled User Study

12 13 14 15...33 34 35 36 37 38



Baseline system (List View)



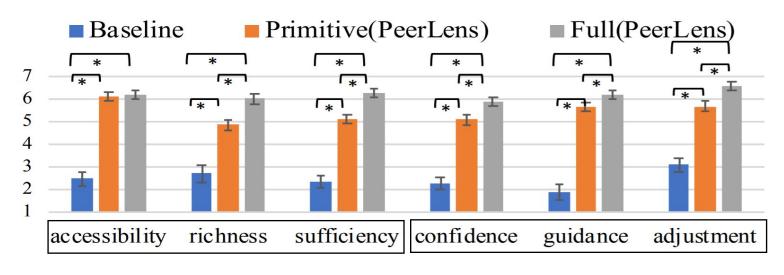
Primitive PeerLens (Only provide one path)

18 CS students:

- determine the starting question under a specific learning scenario
- find the next question to solve given an existing historical learning path

Results

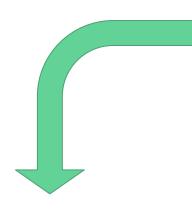
- 1. Using peer data is useful.
- 2. Visualizing more suggestions is useful.
- 3. Visualizing more suggestions using the proposed visualizations did not increase the complexity.



Informativeness

Decision-making

Human

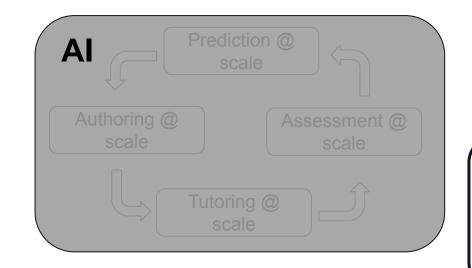


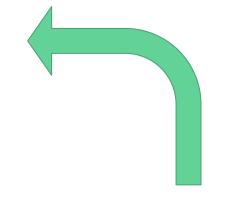
Lack of pedagogical guidance Not personalized

Explaining @ scale

Content inaccuracy Improper use of Al

Analyzing @ scale

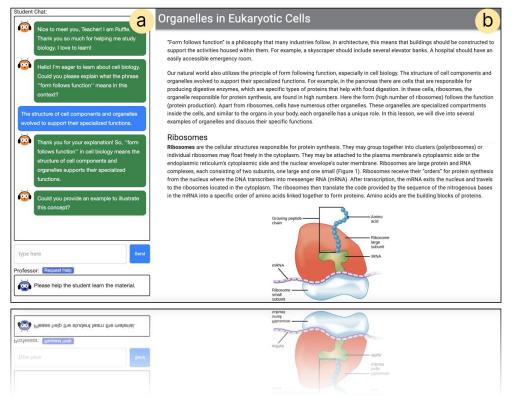




Lack of evaluation High risk

Testing @ scale





Ruffle&Riley: Insights From Designing and Evaluating a LLM-Based Conversational Tutoring System

Robin Schmucker, Meng Xia, Amos Azaria, Tom Mitchell

AIED 2024









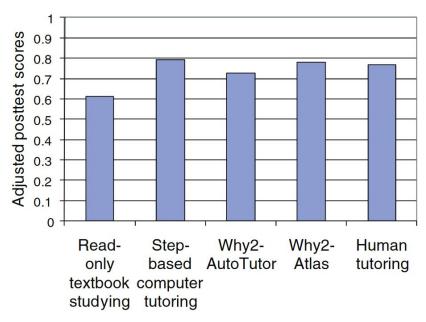
Al's role: authoring/tutoring/grading @ scale

Vis' role: testing @ scale

Intelligent Tutoring Systems (ITSs)

Benefits of ITSs:

- Can be as effective as human tutoring
- Can be scaled to millions of learners
- Provide a formal framework for thinking about tutoring processes



Learning outcomes of different activities [1]



Intelligent Tutoring Systems (ITSs)

Limitations of ITSs:

- High cost of content authoring
- Limited language understanding
- Limited conversational facilities
- Limited question answering facilities

Chapter 10 AutoTutor



y, and other

tatiogues are organized around atflictit questions and protoiens that require reasoning and explanation in the answers. The major components of AutoTutor include an animated conversational agent, dialogy management, speech act classification, a curriculum script, semantic evaluation of student contribtions, and electronic documents (e.g., textbook and glossary). This chapter describes the computation components of AutoTutor, the similarity of these components to human tutors, and some challenges handling smooth dialogue. We describe some ways that AutoTutor has been evaluated with respect forming online conversation anality, and learner impressions. AutoTutor is sufficiently modular the forming online conversation anality, and learner impressions.

AutoTutor Recap [1]

How can LLMs benefit ITSs?

LLMs can provide components to ITS designers:

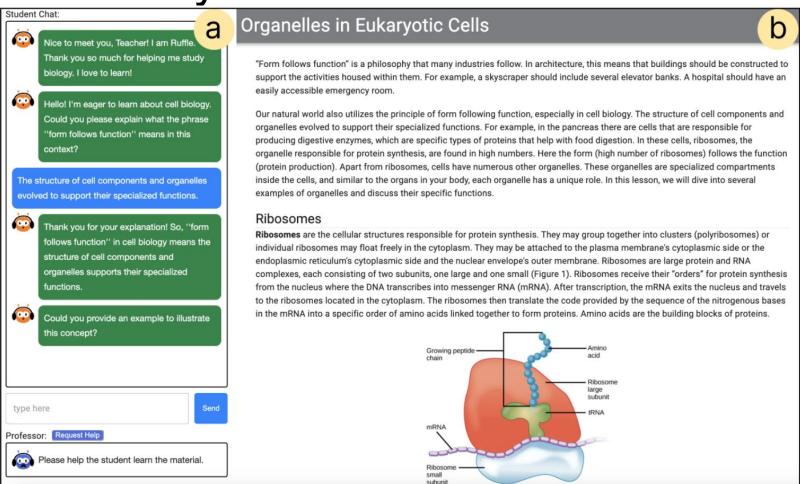
- By generating lesson texts
- By generating question and hints
- By adding automatic grading capabilities
- By adding question answering capabilities

• ...

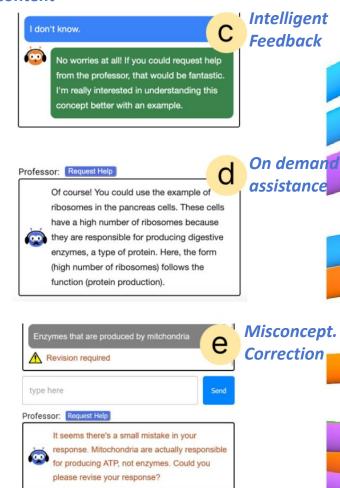
What would it take to generate an **entire** ITS?

Ruffle&Riley: User Interface

Free-form dialog



Pre-existing textbook content





Evaluation Results

Findings of user study

Learning Experience Survey

Conditions	Learning Experience (1-strongly disagree, 7-strongly agree)						
	Engagement	Understanding	Remembering	Interruption	Coherence	Support	Enjoyment
Reading	4.33 ± 0.52	=	 	=		=	iii
Teacher Q/A	5.0 ± 0.53	4.43 ± 0.65 *	4.43 ± 0.65 *	2.71 ± 0.64	5.43 ± 0.53	4.57 ± 0.57 *	3.71 ± 0.52 *
LLM Q/A	4.8 ± 0.47	4.4 ± 0.4 *	4.33 ± 0.42*	2.67 ± 0.45	4.8 ± 0.43*	4.0 ± 0.44 *	4.0 ± 0.44 *
Ruffle & Riley	5.81 ± 0.3	5.81 ± 0.24	5.76 ± 0.22	2.19 ± 0.34	6.1 ± 0.21	5.9 ± 0.26 [⊥]	5.62 ± 0.31

Post-Test Performance

Conditions	Previous	Learning Performance			
Conditions	Knowledge	Post-test Scores (i.e., Multiple-Choice Questions)			
Reading	2.53 ± 0.41	5.07 ± 0.33			
Teacher Q/A	3.0 ± 0.58	4.14 ± 0.83			
LLM Q/A	2.2 ± 0.3	4.67 ± 0.35			
Ruffle & Riley	2.67 ± 0.43	5.19 ± 0.25			

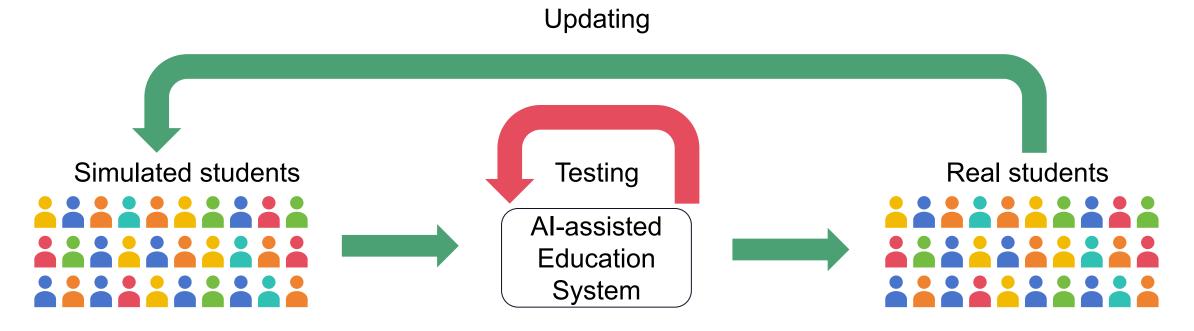
Interaction Analysis

How successful is Ruffle&Riley at orchestrating conversational tutoring?

- Found no "hallucination" in GPT-4's outputs
- Sometimes asks for previously covered information
- Lenient towards incomplete explanations

Next step: Simulation & Digital Twin

We are now working how to simulate different learning scenarios and provide educators the feedback at scale using visual analytics so that they can confidently deploy the system in reality.

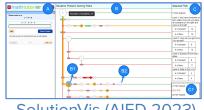


Analyzing @ scale

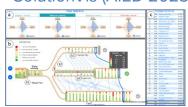


StuGPTVis (TVCG 2024)

Explaining @ scale



SolutionVis (AIED 2023)



Peerlens (CHI 2019)

Testing @ scale



Ruffle&Riley (AIED 2024)

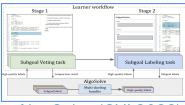
Al's role: tutoring @ scale tutoring/prediction @ scale authoring/tutoring @ scale

Vis' role: analyzing @ scale explaining @ scale testing @ scale

Analyzing @ scale







Explaining @ scale Testing @ scale

StuGPTVis (TVCG 2024)

RLens (L@S 2022)

AlgoSolve (CHI 2022)

SolutionVis (AIED 2023) Persua (CSCW 2022)

Ruffle&Riley (AIED 2024)

Question 1-6



BlockLens (L@S 2022) Mobile MOOCs (CHI 2022, Best Paper Award)

Distributed Tutorship (LAK 2022)

Peerlens (CHI 2019) QLens (TVCG 2021)







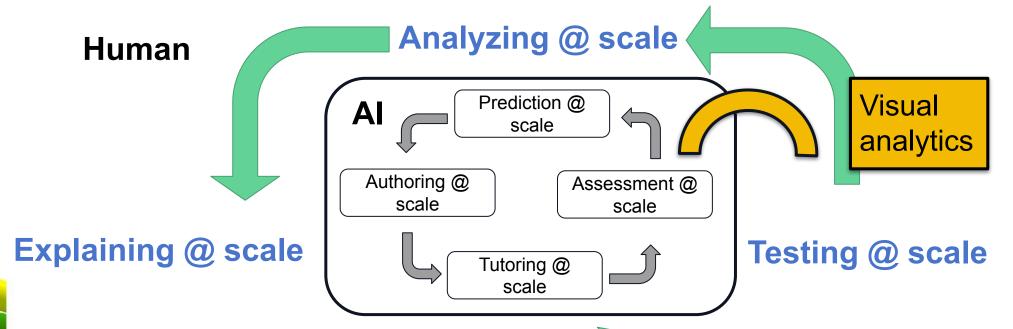
Predication (LAK 2020)

SeqDynamics (EuroVIS 2020)

"Gaming the system" (L@S 2020)

User ID: A Score: 100 Score: 150 Score: 160

Visual Analytics K-12 (VIS 2019, Best Poster Award)





Meng Xia mengxia@tamu.edu www.mengxia.org

Use visual analytics, AI, and other human-AI interaction techniques and research metaphors to upskill educators and learners to better utilize data and AI for Personalization@Scale!



DL_{ab} Dream Lab

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Fatemeh Mirhosseini PhD Student (2024 Fall)



Hangxiao Zhu PhD Student (2024 Fall)

Visiting Students



Gefei Zhang



Shenming Ji



Sitong Pan

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