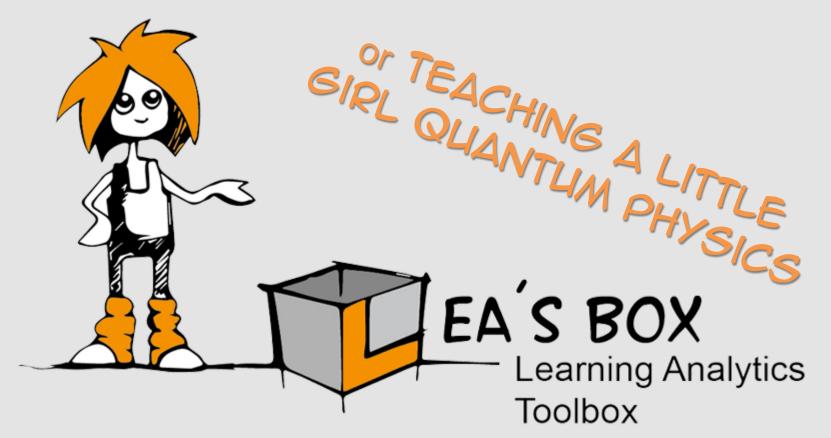
Towards a Hybrid Approach to Learning Analytics, Educational Data Mining, and Personalization







... we need ANALYTICS!





Educational assessment / data mining / learning anaytics

→ Identify characteristics, traits and states, needs of learners

.... in games

- → Support the game's (educational) AI in understanding what the player aka learner is doing and needing
- → And, in a next step, to make psycho-pedagogically relevant actions

.... ideally seamlessly and unobtrusively and in real time!

- → In order to avoid harming gaming experience, immersion, engagement, flow, the game's credibility, narrative, etc.
 - > Learning processes, lately!





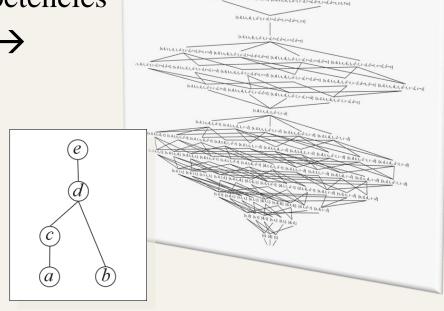
• Domain analysis → decompose a domain into a catalogue of atomic chunks of aptitude (knowledge, ability, skills, competence)

• Finding the *natural course* \rightarrow establish

a relation between the competencies

 Deriving a global structure → competence structure

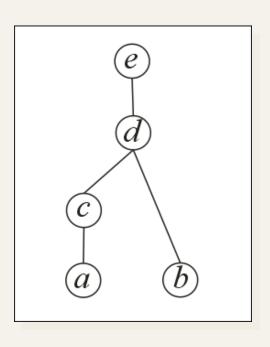
• Linking behavior to competence (structures) probabilistically



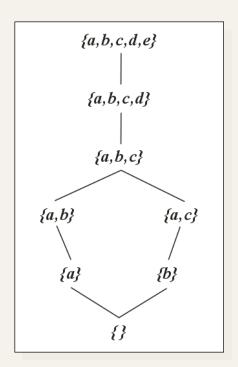




... in essence:



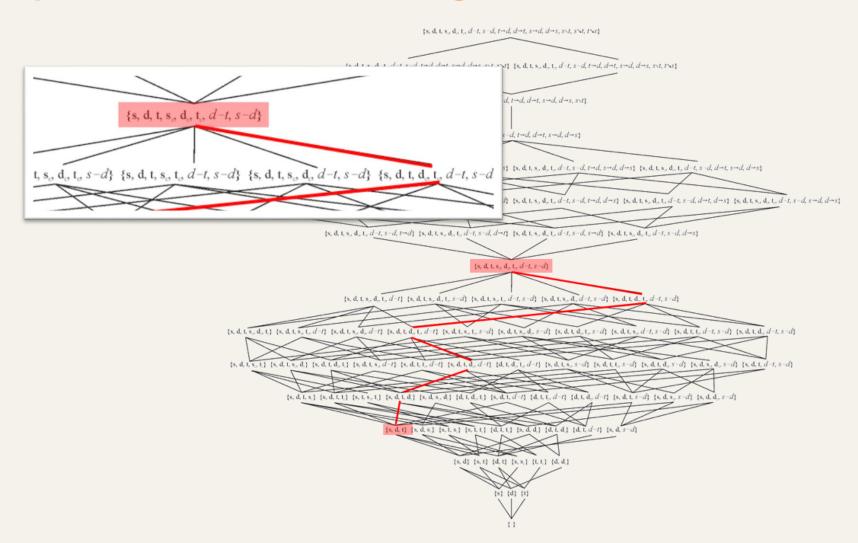








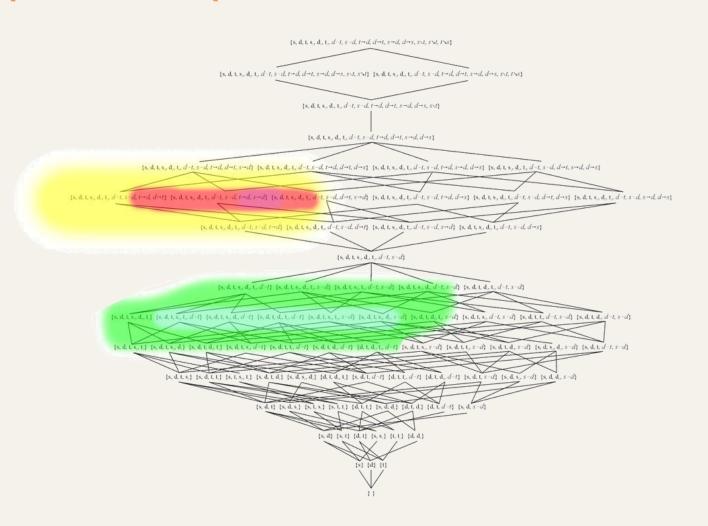
Competence States and Learning Paths







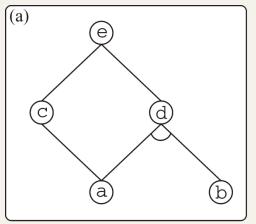
Group-based Competence Distribution

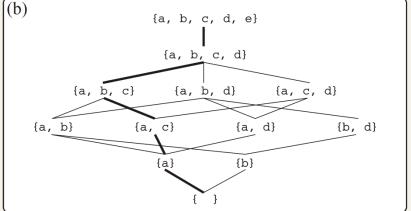


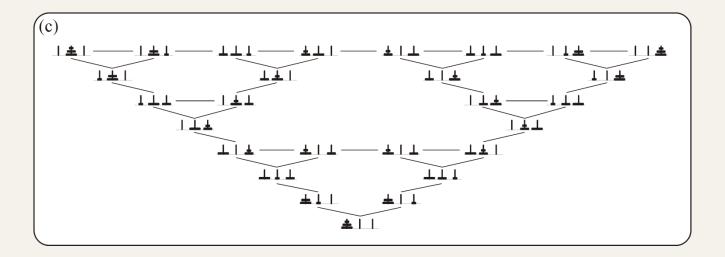




Merging with Problem Spaces



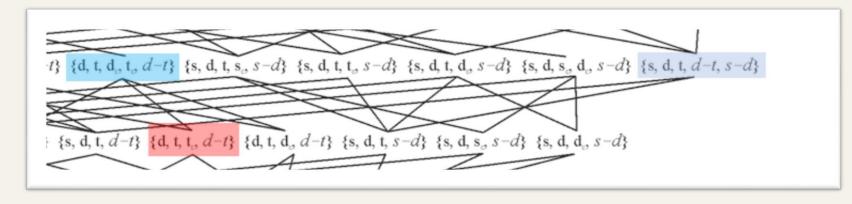


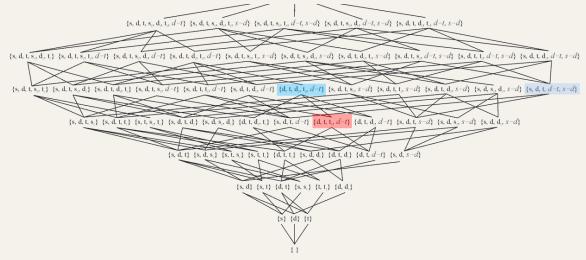






Educational decisions: The outer fringes

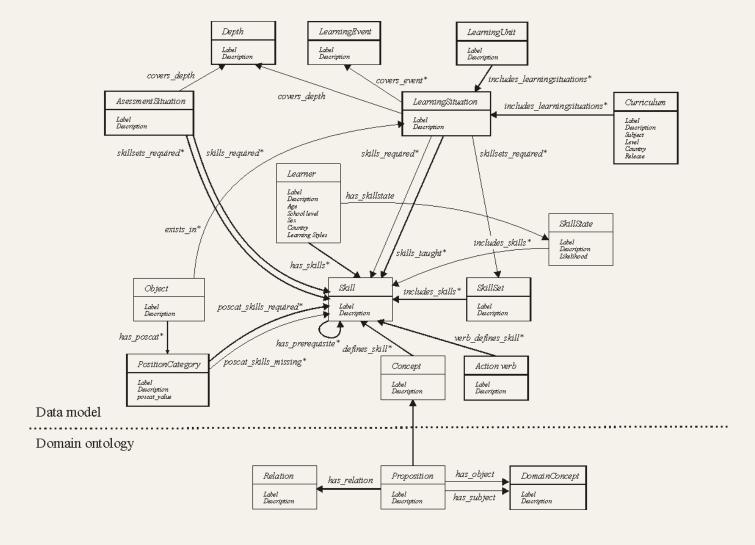








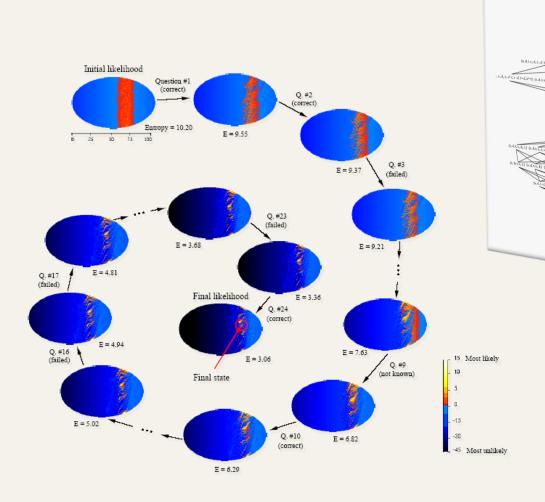
The ontology model: The games memory (where analytics go)







An iterative LA loop



The Black Galileans







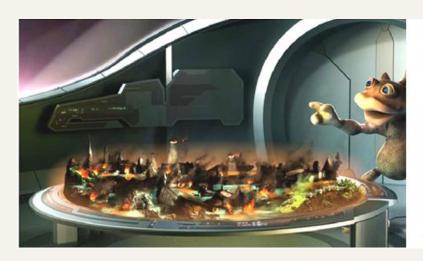


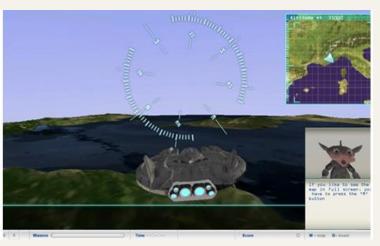




Teaching an Alien Geography EA'S BOX











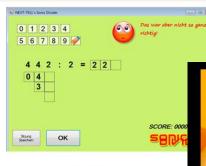
Apps and others





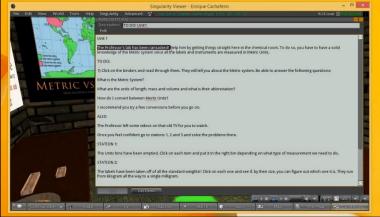










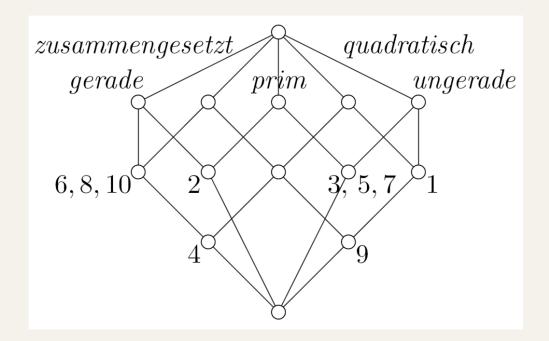


Coming up next!





CbKST + FCA

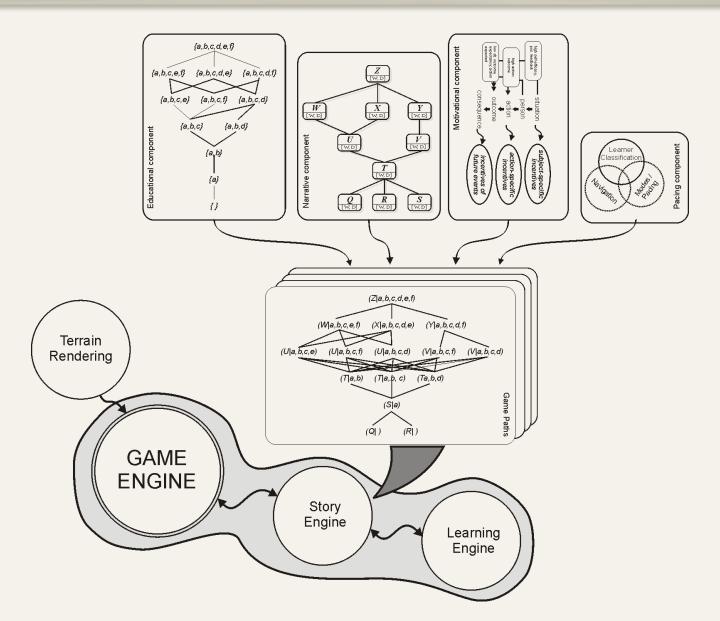


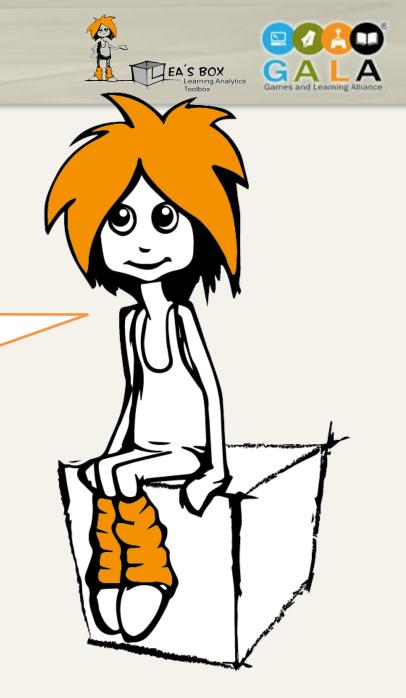
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Coming up next!









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