

Scott Crossley
Elvira Popescu (Eds.)

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Intelligent Tutoring Systems

18th International Conference, ITS 2022
Bucharest, Romania, June 29 – July 1, 2022
Proceedings

 Springer



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Preface

The 18th International Conference on Intelligent Tutoring Systems (ITS 2022) was held in Bucharest, Romania, from June 29 to July 1, 2022 in a hybrid format that allowed participants to attend online as needed considering the continuing COVID-19 pandemic. The Hosting Institution of ITS 2022 was the University Politehnica of Bucharest.

Adhering to the mission of ITS, the title of ITS 2022 was “New Challenges for ITS During and After COVID”. Its objective was to present academic and research achievements in computer and cognitive Sciences, artificial intelligence, and, due to its recent emergence, specifically, deep learning in tutoring and education. The aim of ITS 2022 was to promote and improve learning technology systems, by combining novel and advanced technology with complex and nuanced research approaches. It offered a forum for exploring emerging and noteworthy progress in the field of artificial intelligence in education.

The call for scientific papers focused on a broad number of topics of interest in the area of ITS and beyond including the following:

- Intelligent Tutoring
- Learning Environments for Underrepresented Communities
- Artificial Intelligence in Education
- Human in the Loop, Understanding Human Learning on the Web in a Virtual (Digital) World
- Machine Behaviour (MB), Explainable AI, Bias in AI in Learning Environments
- Emotions, Modeling of Motivation, Metacognition and Affect Aspects of Learning, Affective Computing and ITS
- Extended Reality (XR), Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR) in Learning Technologies
- Informal Learning Environments, Learning as a Side Effect of Interactions
- Collaborative and Group Learning, Communities of Practice and Social Networks
- Analytics and Deep Learning in Learning Systems, Educational Datamining, Educational Exploitation of Data Mining and Machine Learning Techniques
- Sentiment Analysis in Learning Environments
- Data Visualization in Learning Environments
- Privacy, Security, and Ethics in Learning Environments
- Gamification, Educational Games, Simulation-based Learning and Serious Games
- Brain-computer Interface Applications in Intelligent Tutoring Systems
- Dialogue and Discourse During Learning Interactions
- Ubiquitous, Mobile, and Cloud Learning Environments
- Virtual Pedagogical Agents and Learning Companions
- Multi-agent and Service-oriented Architectures for Learning and Tutoring Environments
- Single and Groupwise Action Modeling in Learning Environments
- Ontological Modeling, Semantic Web Technologies, and Standards for Learning

- Empirical Studies of Learning with Technologies
- Instructional Design Principles or Design Patterns for Educational Environments
- Authoring Tools and Development Methodologies for Advanced Learning Technologies
- Domain-specific Learning Technologies, e.g. Language, Mathematics, Reading, Science, Medicine, Military, and Industry
- Non-conventional Interactions Between Artificial Intelligence and Human Learning
- Personalized and Adaptive Learning Environments
- Adaptive Support for Learning, Models of Learners, Diagnosis and Feedback
- Recommender Systems for Learning
- Causal Modeling and Constraints-based Modeling in Intelligent Tutoring

The call for papers sought papers that presented significant new research findings in the use of advanced computing technology and interdisciplinary research to allow, promote, and enhance human learning. Full papers allowed for discussion of more mature and finalized research results, while short papers allowed discussions around brief novel findings. There was also a Poster Track, which included an excellent network for researchers to discuss research prototypes and work in progress with conference attendees.

The international Program Committee consisted of 65 leading members of the intelligent tutoring systems community (16 senior and 49 regular).

Scientific papers were reviewed by three to four reviewers through a double-blind process. Only 28% of submitted papers were published as full papers, 26% were published as short papers, and 16% were published as posters.

The full papers outlined important new developments and theory, the short papers explored new ideas and advances, and the posters discussed research in progress, all based on the ITS philosophy.

The main topics under which the accepted papers fall, on which basis we also structured this book, are as follows:

- Tools and methods for learning sciences and practices
- Algorithms for prediction, recommendation, and classification in learning systems
- Tutoring and learning systems: new approaches, frameworks, and theories

The quality of a conference is reflected by the work of its participants as well as their ability to push the boundaries, and the rigor with which they encourage the rest of the research field to move forward. The papers of ITS 2022 stretched the limits of intelligent tutoring, much as they had over the previous years. Virtual reality, reverse image searches, sequence models, cognitive maps, recommendation systems, and natural language processing were among the fields where authors had documented remarkable work. The ITS 2022 program was also reinforced by the successful organization of Intelligent Tutor Demonstrations by Mihai Dascalu and Philippe Dessus.

The successful preparation and implementation of the ITS 2022 conference was secured by the original work of all the authors, the devoted contribution of the various conference chairs, the members of the Program Committee, the Steering Committee Chair, Claude Frasson, and in particular the General Conference Chair,

Stefan Trausan-Matu. The organization, coordination, and online operation of the conference was achieved by the organizers, the Local Organization Chair, Mihai Dascalu, and the Organization Committee Chair, Kitty Panourgia. We would like to acknowledge the Politehnica University of Bucharest, where the conference was held. Last but not least, we would like to acknowledge the Institute of Intelligent Systems (IIS) for helping organize the conference.

Like previous conferences, the emphasis of ITS 2022 was to introduce new and established scholars to one another, continue to develop and innovate ideas, develop theoretical and business interests, and broaden areas and subgenres related to intelligent tutoring systems. We hope you enjoy reading the papers, building on the research reported, and continuing to develop theories and applications in intelligent tutoring systems.

June 2022

Scott Crossley
Elvira Popescu

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Contents

Tools and Methods for Learning Sciences and Practices

Comparative Evaluation of EduClust and Its Transfer to a Virtual Reality Environment	3
<i>Johannes Fuchs and Matthias Kraus</i>	
Function Execution Log Based Judgment System for Arduino Learning Practice	17
<i>Kangbok Seo and Woojin Lee</i>	
A Hybrid Approach for Mitigating Learners' Rogue Review Behavior in Peer Assessment	24
<i>Gabriel Badea and Elvira Popescu</i>	
DeepCode: An Annotated Set of Instructional Code Examples to Foster Deep Code Comprehension and Learning	36
<i>Vasile Rus, Peter Brusilovsky, Lasang Jimba Tamang, Kamil Akhuseyinoglu, and Scott Fleming</i>	
Cross-Cutting Support of Making and Explaining Decisions in Intelligent Tutoring Systems Using Cognitive Maps of Knowledge Diagnosis	51
<i>Viktor Uglev, Oleg Sychev, and Tatiana Gavrilova</i>	
Covering Possible Reasoning Errors for Intelligent Tutoring Systems: Order of Expression Evaluation Case	65
<i>Yaroslav Kamennov, Oleg Sychev, and Yulia Orlova</i>	
Handshape Recognition in an Educational Game for Finger Alphabet Practicing	75
<i>Tomasz Kapuscinski</i>	
Comparing Alternative Approaches to Debriefing in a Tool to Support Peer-Led Simulation-Based Training	88
<i>Sandra Katz, Patricia Albacete, John Gallagher, Pamela Jordan, Thomas Platt, Scott Silliman, and Tiffany Yang</i>	
Ontological Reference Model for Piloting Procedures	95
<i>Marc-Antoine Courtemanche, Ange Tato, and Roger Nkambou</i>	

Towards Adaptive Coaching in Piloting Tasks: Learning Pilots' Behavioral Profiles from Flight Data	105
<i>Ange Tato, Roger Nkambou, and Gabrielle Joyce Nana Tato</i>	
LORD: A Moodle Plug-in Helps to Find the Relations Among Learning Objects	115
<i>Rita Kuo, Radomir Wasowski, Ted Krahn, and Maiga Chang</i>	
Deep Knowledge Tracing on Skills with Small Datasets	123
<i>Ange Tato and Roger Nkambou</i>	
Algorithms for Prediction, Recommendation and Classification in Learning Systems	
A Learning Analytics Approach to Build Learner Profiles Within the Educational Game OMEGA+	139
<i>Deepak Chandrasekaran, Maiga Chang, and Sabine Graf</i>	
Design and Evaluation of a Competency-Based Recommendation Process	148
<i>Louis Sablayrolles, Marie Lefevre, Nathalie Guin, and Julien Broisin</i>	
A Classification Approach to Recognize On-Task Student's Behavior for Context Aware Recommendations	161
<i>Lisa Roux, Thierry Nodenot, Patrick Etcheverry, Pantxika Dagorret, Christophe Marquesuzaa, and Philippe Lopisteguy</i>	
Automated Classification of Argumentative Components in Students' Essays	171
<i>Qian Wan, Scott Crossley, and Yu Tian</i>	
Evaluating the Effect of Imperfect Data in Voice Emotion Recognition	183
<i>Mahsa Aghajani, Hamdi Ben Abdessalem, and Claude Frasson</i>	
Application of 3D Human Pose Estimation for Behavioral Reproduction	190
<i>Kodjine Dare, Hamdi Ben Abdessalem, and Claude Frasson</i>	
Evaluation Test Generation Model Using Degrees of Difficulty and Keywords	197
<i>Doru Anastasiu Popescu and Mariana Madalina Nastase</i>	
Double-Layer Controller for Detecting Learners' Erroneous Knowledge in Database Programming	204
<i>Christos Troussas, Akrivi Krouska, and Cleo Sgouropoulou</i>	

Identifying Metacognitive Processes Using Trace Data in an Open-Ended Problem-Solving Learning Environment 213
Rumana Pathan, Daevesh Singh, Sahana Murthy, and Ramkumar Rajendran

Intervention Prediction in MOOCs Based on Learners’ Comments: A Temporal Multi-input Approach Using Deep Learning and Transformer Models 227
Laila Alrajhi, Ahmed Alamri, and Alexandra I. Cristea

Not Another Hardcoded Solution to the Student Dropout Prediction Problem: A Novel Approach Using Genetic Algorithms for Feature Selection 238
Yixin Cheng, Bernardo Pereira Nunes, and Rubén Manrique

Tutoring and Learning Systems: New Approaches, Frameworks, and Theories

Equitable Access to Intelligent Tutoring Systems Through Paper-Digital Integration 255
Nirmal Patel, Mithilesh Thakkar, Bansri Rabadiya, Darshan Patel, Shrey Malvi, Aditya Sharma, and Derek Lomas

“See the Image in Different Contexts”: Using Reverse Image Search to Support the Identification of Fake News in Instagram-Like Social Media 264
Farbod Aprin, Irene-Angelica Chounta, and H. Ulrich Hoppe

A Theory Based Adaptive Pedagogical Agent in a Reading App for Primary Students - A User Study 276
Anna Riedmann, Philipp Schaper, Benedikt Jakob, and Birgit Lugin

Intelligent Tutor for Designing Function Interface in a Programming Language 293
Dmitrii Litovkin, Anton Anikin, Kirill Kulyukin, and Oleg Sychev

Effects of Guidance on Learning About Ill-defined Problems 303
Sungeun An, Emily Weigel, and Ashok K. Goel

MEMORABLE: A Multi-playEr custoMisable seriOus Game fRamework for cyBer-security LEarning 313
Jingyun Wang, Ryan Hodgson, and Alexandra I. Cristea

Improving Program Matching to Automatically Repair Introductory Programs 323
Maheen Riaz Contractor and Carlos R. Rivero

Gamification, User-Centered Design and Learning Objectives as the Basis for a Minigame-Based Cardiovascular Anatomy ITS	336
<i>Reva Freedman, Virginia Naples, Ian Sullivan, Lucas Edwards, and Dean LaBarbera</i>	
Investigating Clues for Estimating Near-Future Collaborative Work Execution State Based on Learners' Behavioural Data During Collaborative Learning	343
<i>Yoshimasa Ohmoto, Shigen Shimojo, Junya Morita, and Yugo Hayashi</i>	
Selfit v2 – Challenges Encountered in Building a Psychomotor Intelligent Tutoring System	350
<i>Laurentiu-Marian Neagu, Eric Rigaud, Vincent Guarnieri, Mihai Dascalu, and Sébastien Travadel</i>	
Integrating Speech Technology into the iSTART-Early Intelligent Tutoring System	362
<i>Renu Balyan, Tracy Arner, Tong Li, Ellen Orcutt, Reese Butterfuss, Panayiota Kendeou, and Danielle McNamara</i>	
iSTART-Early: Interactive Strategy Training for Early Readers	371
<i>Panayiota Kendeou, Ellen Orcutt, Tracy Arner, Tong Li, Renu Balyan, Reese Butterfuss, Micah Watanabe, and Danielle McNamara</i>	
Correction to: Intelligent Tutoring Systems	C1
<i>Scott Crossley and Elvira Popescu</i>	
Author Index	381