

turning knowledge into practice

Lessons Learned in Embodying Tutoring for Interactive Skills
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Big Picture

§ Focus of presentation is simulation training.

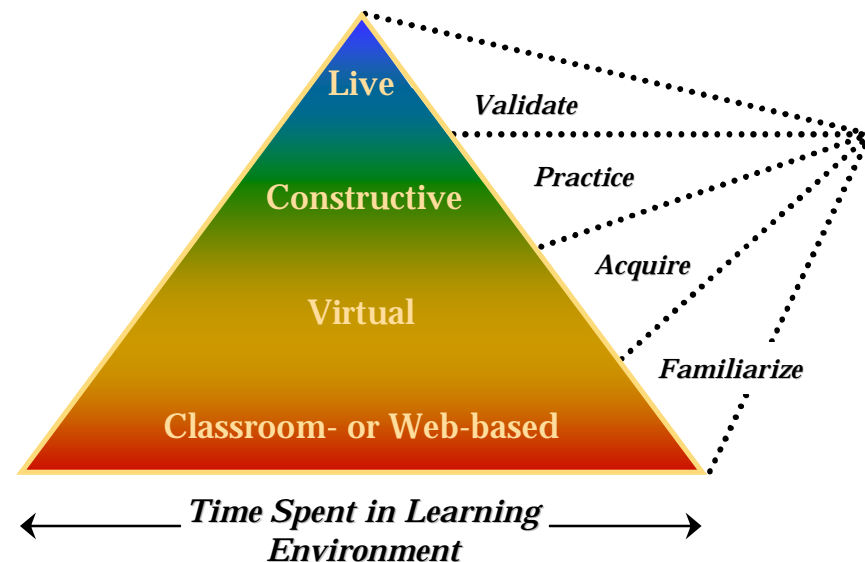
§ Implications:

§ Significance of performance measurement.

§ Appropriateness of use of [embodied] tutor.

Simulation Training Approach

- § **Familiarize** – Gain knowledge about components or events or procedures.
- § **Acquire** – Learn “school solution” or best-practice techniques and procedures, often in lock-step (i.e., vs. free-play) fashion.
- § **Practice** – Practice techniques and procedures and strategies for their application.
- § **Validate** – Test on performance of skills to established standards within set conditions.



Tutoring Approach

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Assess with typical testing.



Learn by doing, multiple scenarios with different 'fault' conditions, reach-back to supporting materials.

React to differences between student actions and performance criteria.

Provide guidance or feedback but refrain from interjecting unless an obvious error.

Performance Criteria

- § **Lesson** – Atomic unit of instruction doable in a single computer session (though bookmarking adds convenience) having terminal and enabling learning objectives.
- § **Terminal learning objectives (TLO):**
 - § For a familiarize lesson:
 - § Learn components of and relationships [within [subsystem Y of] system Z].
 - § Learn states and modes [of [subsystem Y of] system Z].
 - § Learn how a mission is defined [for [subsystem Y of] system Z].
 - § For an acquire lesson – Acquire the skill to do task X [...].
 - § For a practice lesson – Practice the skill of doing task X [...].
 - § For a validate lesson – Demonstrate mastery of the skill of doing task X [...].
- § **Enabling learning objectives (ELO)** – Linked to specific measurable events; also termed performance measures.

Training Course

- § Organized into lessons:
 - § FAPV progression.
 - § Lessons address specific ELO/TLO.
 - § Some type of assessment (quiz, practical demonstration) determines student GO/NOGO:
- § Lessons can be skipped if student already knows material as determined by some type of initial assessment.
- § Partial ordering in lesson sequence, but students not forced to comply with ordering.
 - § Recommended sequencing is based on analyses of student performance.



Analyses of Student Performance



The screenshot displays a software interface titled "AAR Results". It features a header section with fields for "Student", "Date", and "Time". Below this, there are several data tables and sections. One prominent section is titled "Performance Measures" and contains a list of items with associated values and status indicators. Another section, "Student Actions", lists specific actions taken by the student, including timestamps and descriptions of the actions. The interface uses a color-coded system, with green for positive or completed items and red for errors or warnings.

- § Ongoing and after-the-fact.
- § Categorical – Actions might be correct, incorrect, don't care.
 - § Incorrect actions placed into pre-defined categories.
 - § What happened – Performance measures.
 - § Why it happened – Performance measure criteria.
 - § How it happened – Student actions.
- § Based on student actions and simulation state, decide whether and how to intervene.
 - § Intervention based on error category and frequency of errors.
 - § Direct support – dialog boxes, cueing, tutoring
 - § Internal support – change in lesson sequencing, reduction of task complexity.
- § Evaluate overall progress through training course as well as through individual lessons.

Tutoring Roles



- § A continuum of “intrusiveness”.
 - § Role changes based on analyses of student performance.
- § *Demonstration* – Demonstrate best practices and step-by-step techniques.
- § *Coaching* – Actively prompt, cue, and assist as the students perform, suggesting actions to guide students while remediating after actions.
- § *Training* – Provide content-relevant help, with students largely in control, while frequently assessing knowledge to keep learning on track.
- § *Mentoring* – Monitor actions and only offer context-sensitive help or remediation or critique when necessary or requested.
- § *Observation* – Observe and record and conduct after-action review involving playback and reflection.

Tutoring Approach

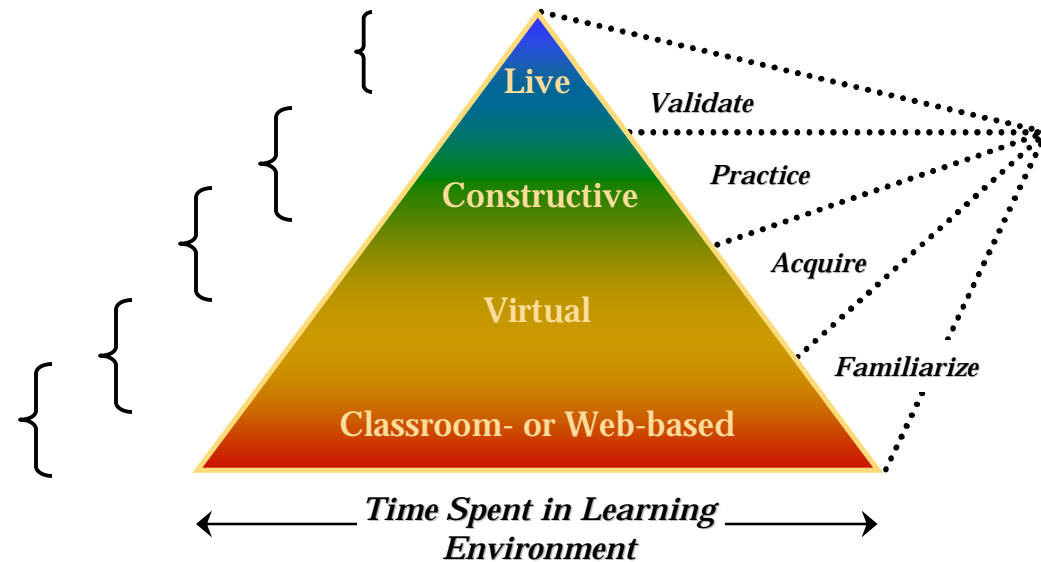
Demonstration

Coaching

Training

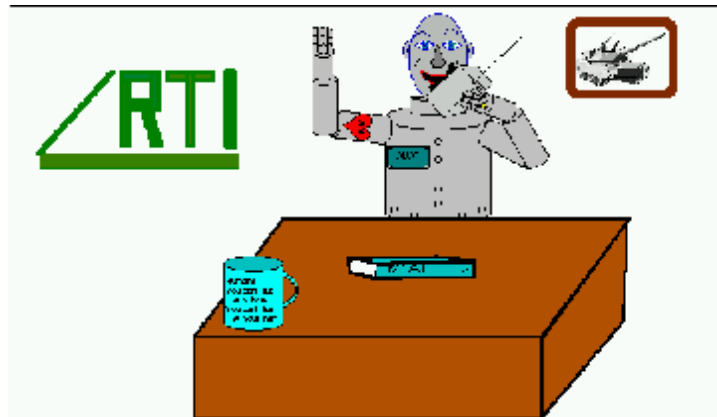
Mentoring

Observation



Our First Virtual Tutor

- § Integrated into maintenance training simulation.
- § Idea was to enable hands-free practice.
- § Soldiers loved it.



Where We've Since Gone: Interaction Skills Training



§ Law enforcement:

- § Encounters with persons with mental illness.
- § Deception detection.
- § Assess behavior of at-risk populations.

§ Medical:

- § Taking patient history.
- § Interacting with children.
- § Trauma patient assessment.

§ Military:

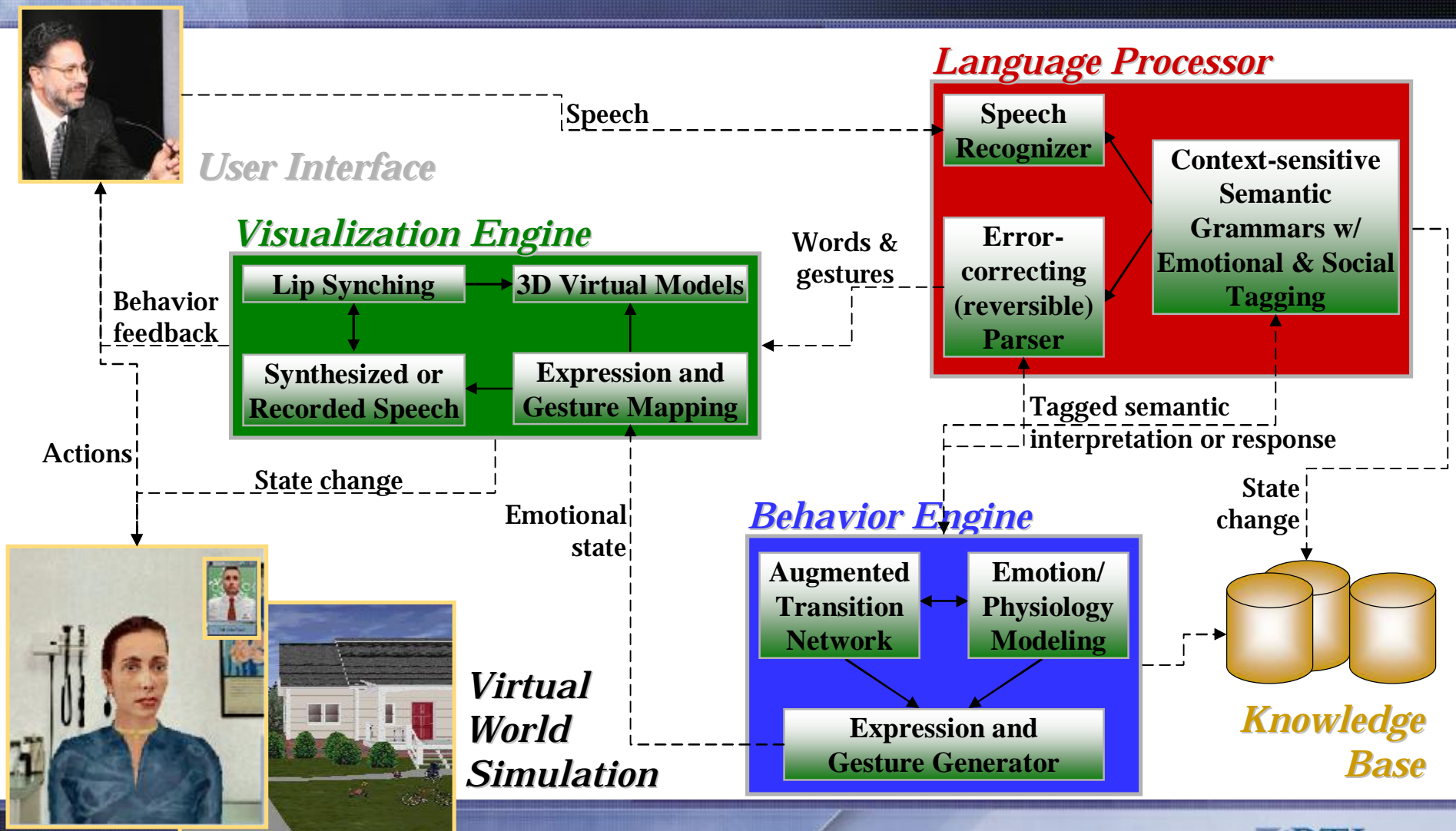
- § Maintenance assistance.
- § Chemical agent attack triage.
- § Self aid / buddy aid.

§ Civilian:

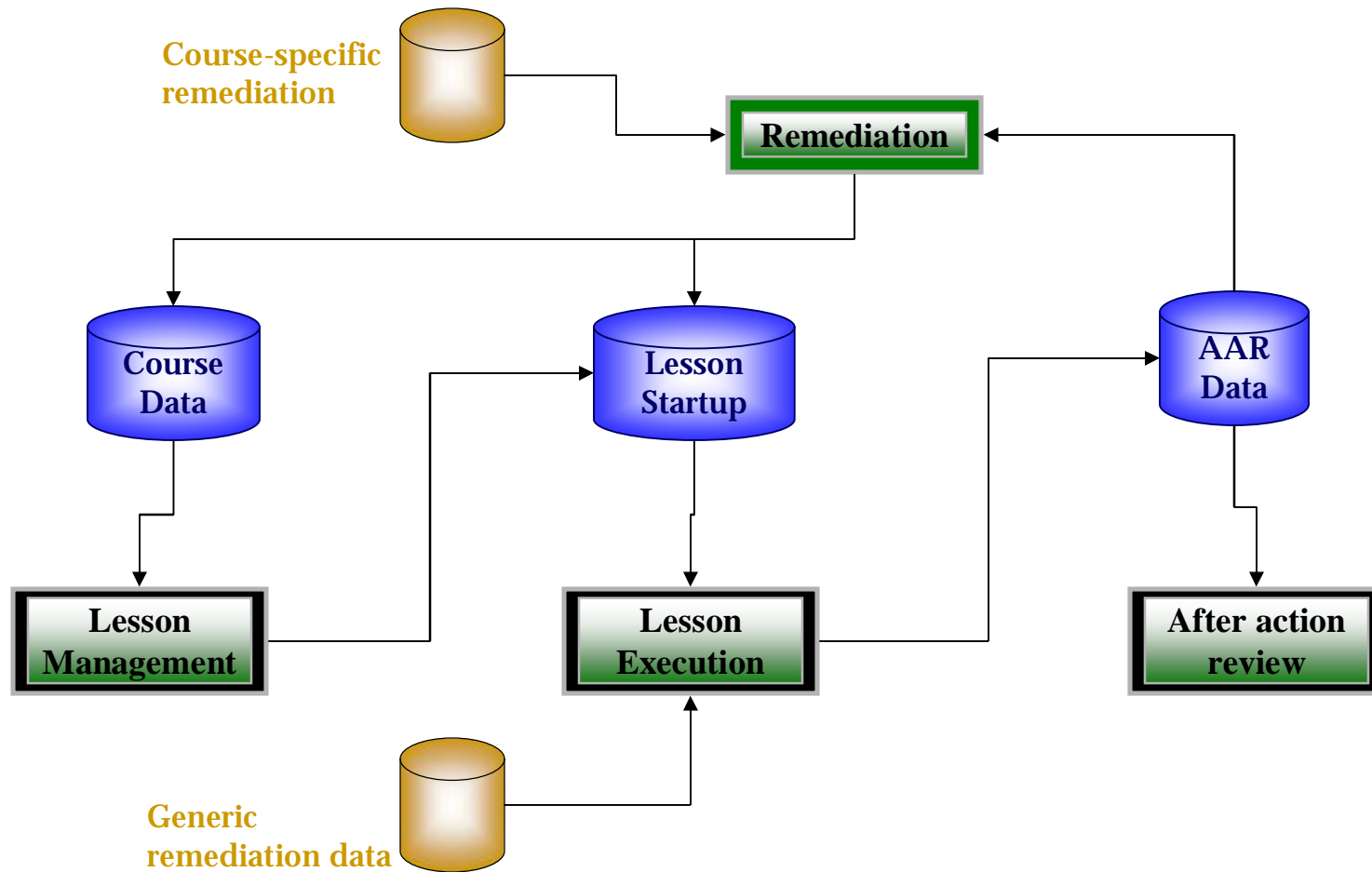
- § Conducting surveys.
- § Customer service.
- § Informed consent.



Architecture: Simulation



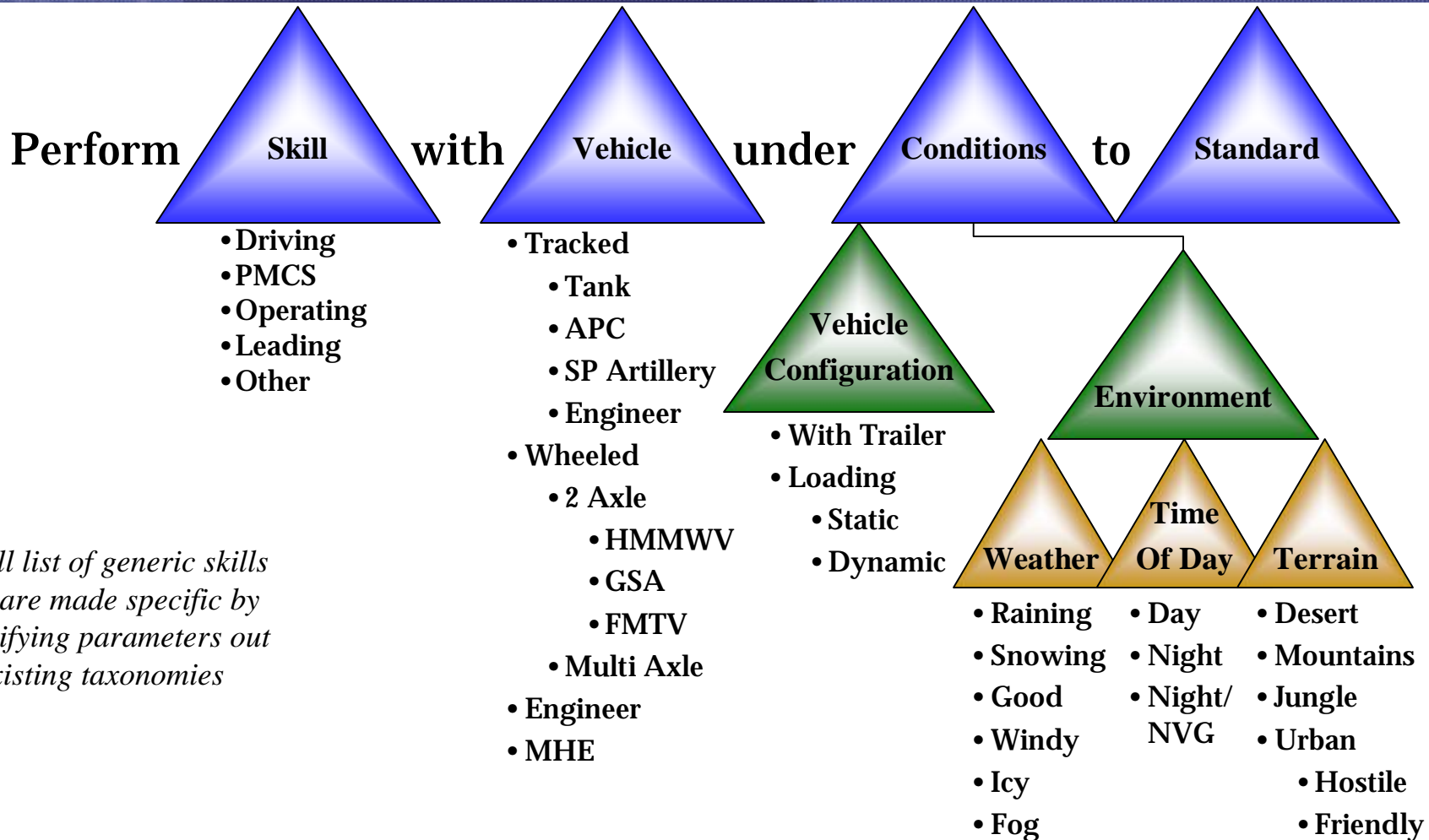
Architecture: Tutoring



Standards Development Participation

- § RTI is active in the development of international standards for computer-based learning, education, and training
 - § ISO/IEC JTC1 Subcommittee 36 (SC36), Information Technology for Learning, Education, and Training
 - § IEEE Learning Technology Standards Committee (LTSC)
 - § Co-Chair of joint IEEE LTSC and SISO SAC study group on standards for interfacing simulations and distributed training
 - § Serving on IEEE LTSC WG20's Project on Reusable Competency Definitions
 - § Serving as liaison between ISO/IEC JTC1 SC36 WG3 and IEEE LTSC WG20 on Competency Standards development

Example Analysis: Using Taxonomies to Define Tasks



Small list of generic skills that are made specific by specifying parameters out of existing taxonomies

AAR Functions

- § Interact with the learner to agree about:
 - § What the learner did right
 - § What the learner did wrong
- § Define a recommended next lesson set
- § Explain the recommendations based on learner experience
- § Store the recommended next lesson set for use by the Lesson Manager

A Few Lessons Learned: Tutoring

- § Identifying student performance measures requires assessment of protocols and standards and subject-matter expert input.
- § Having realistic-enough simulations and tutoring requires rigorous expert or instructor input and review.
- § Performance must be measured against defined criteria, and tutoring should focus students on need-to-know competencies, providing links to prescriptive training.
 - § Simpler assessment for familiarization.
 - § More complex assessment for other phases.
- § Interaction skills often fail to have best-practice criteria, so designer and expert decisions drive assessment.
- § SCORM concepts of ELO/TLO extensible to conceptual performance measures
 - § Take into account reasoning behind student actions, and theory behind the reasoning, to drive remediation.
- § Results from knowledge and performance assessment link to remedial training.

A Few Lessons Learned: Virtual Tutors

§ Students are engaged with virtual human tutors and understand how tutors can take on the different roles.

§ Embodying tutors increases their salience.

§ Virtual human tutors are quite appropriate to lead to competency and mastery of skills:

§ Realism of interacting with an emotive, responsive virtual human engages students.

§ Querying virtual tutors allows strategic and reflective thinking.

§ Interaction skills training increasingly employs virtual humans as interactive partners.

§ Appearance:

§ Gender, age, ethnicity.

§ Personality:

§ Humor, politeness, volatility.

§ Emotion, physiology, behavior models.

§ Role:

§ Level of support, interaction playback.

§ Application flow:

§ Timeout, scenario difficulty, dialog continuity.

