

# What does your digital footprint say about you?

(Machine Learning to understand Human Learning)

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מכון ויצמן למדע

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**Machine learning** is about providing machines the ability to learn and improve from experience (data) without being explicitly programmed



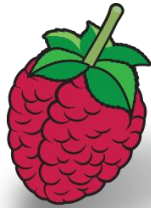
# Online Learning is Booming



מרכז להוראה ולמידה מותאמת אישית



Personalized Teaching and Learning Center



Pearson Google Classroom





# Our Lab: Computational Approaches in Science Ed (CASEd)




**Mission statement:** “Understanding and optimizing learning and the environments in which it occurs, using **computation & data**”

## Physics Massive Open Online Course

- ▶ Problem Proving Grounds
- ▶ Introduction
- ▶ 1: Newton's Laws of Motion
- ▶ 2: Interactions and Forces
- Homework for Units 1 and 2:  
▶ Newton's Laws and Interactions and Forces
- ▶ Quiz 1 and 2
- ▶ 3: Applying Newton's Laws
- Homework for Unit 3:  
▶ Applying Newton's Laws
- ▶ Quiz 3
- ▶ 4: Describing Motion

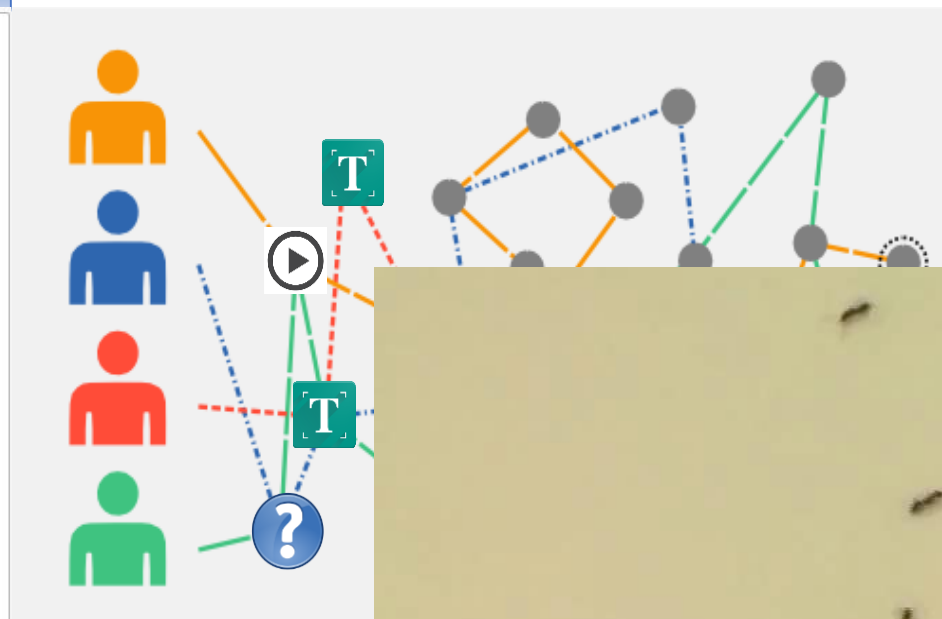
VIEW UNIT IN STUDIO

CHECKPOINT 12: CARTS ON AN AIRTRACK (1 point possible)



Two identical carts, A and B, are moving on frictionless air tracks. The initial speed of cart A is twice that of cart B. You then exert the same constant force on the two carts over 1 second. The change in momentum of cart A is:

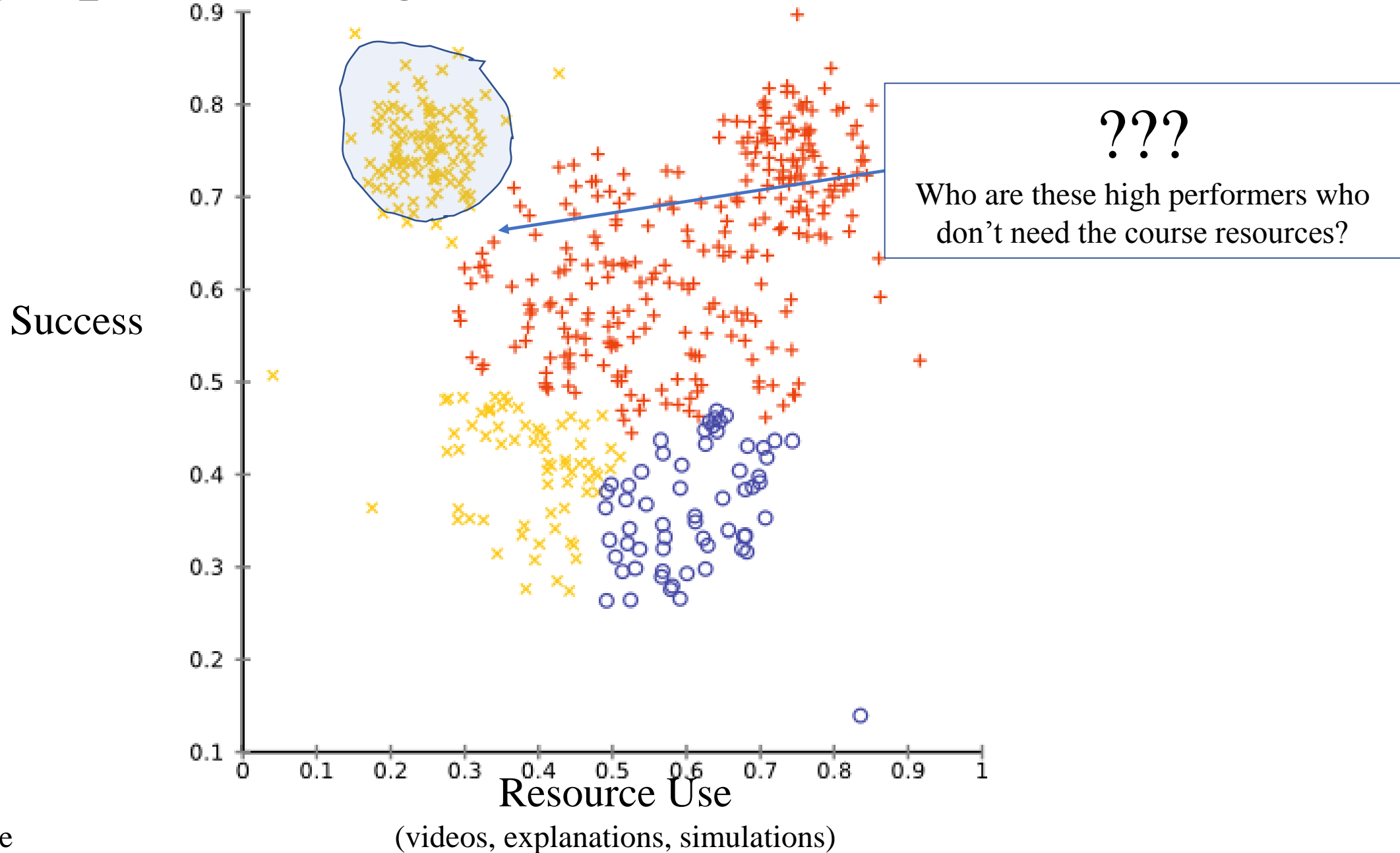
- Twice the change of the momentum of cart B
- The same as the change of the momentum of cart B
- Half the change of the momentum of cart B



**RELATE**

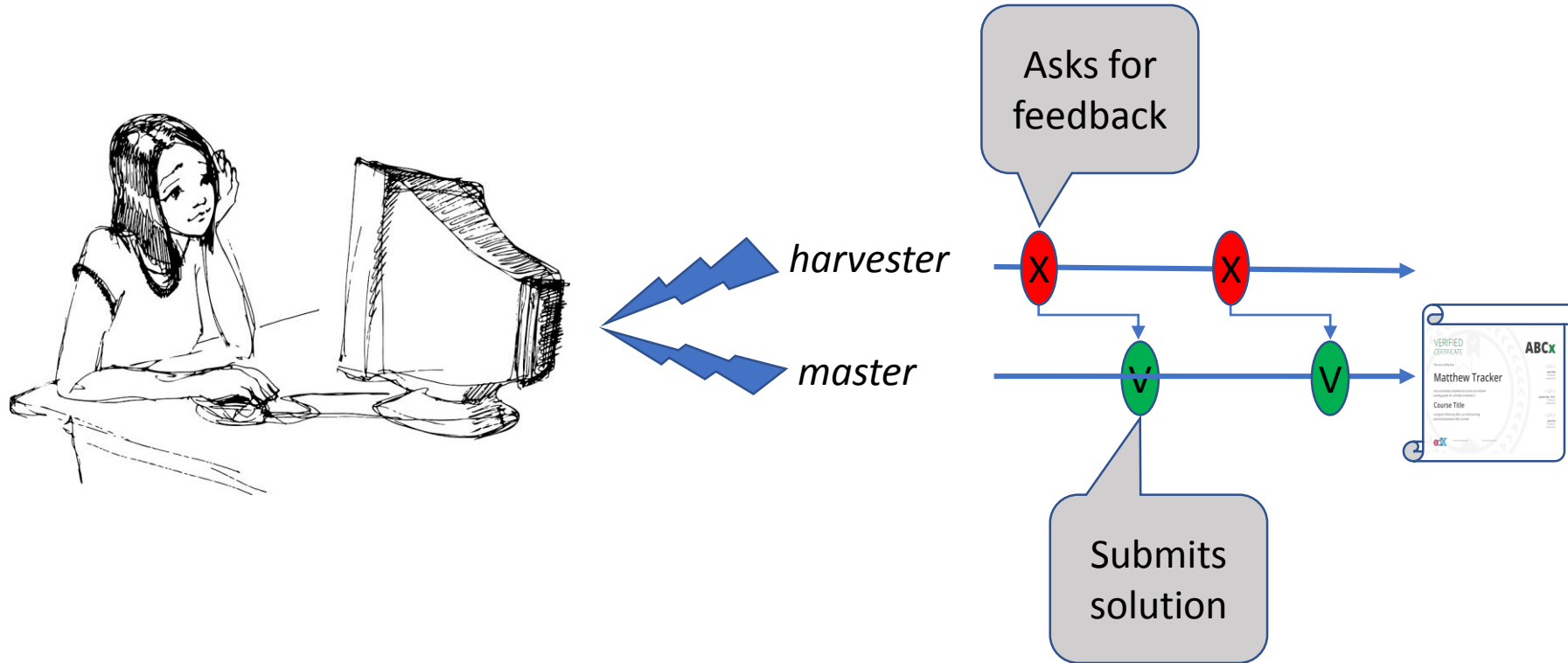
Research in Learning, Assessing and Tutoring Effectively  
 Education Research Group of Professor David Pritchard  
 Department of Physics and Research Laboratory of Electronics, MIT

# High performing learners and course resources



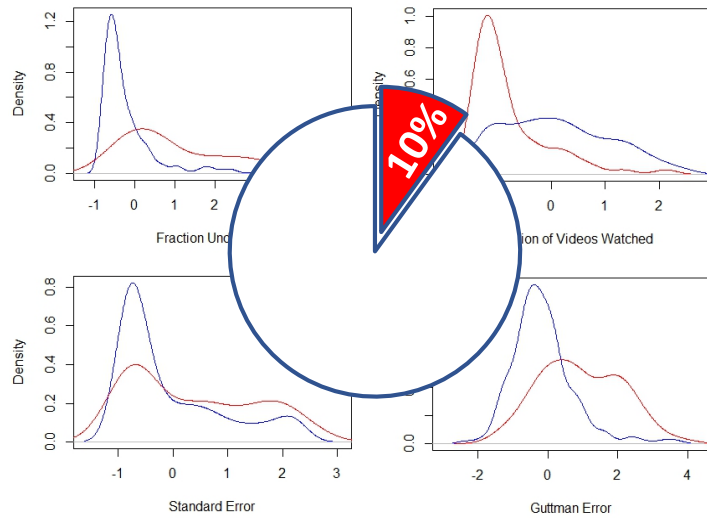
\* Illustrative figure

# “Copying Using Multiple Accounts”

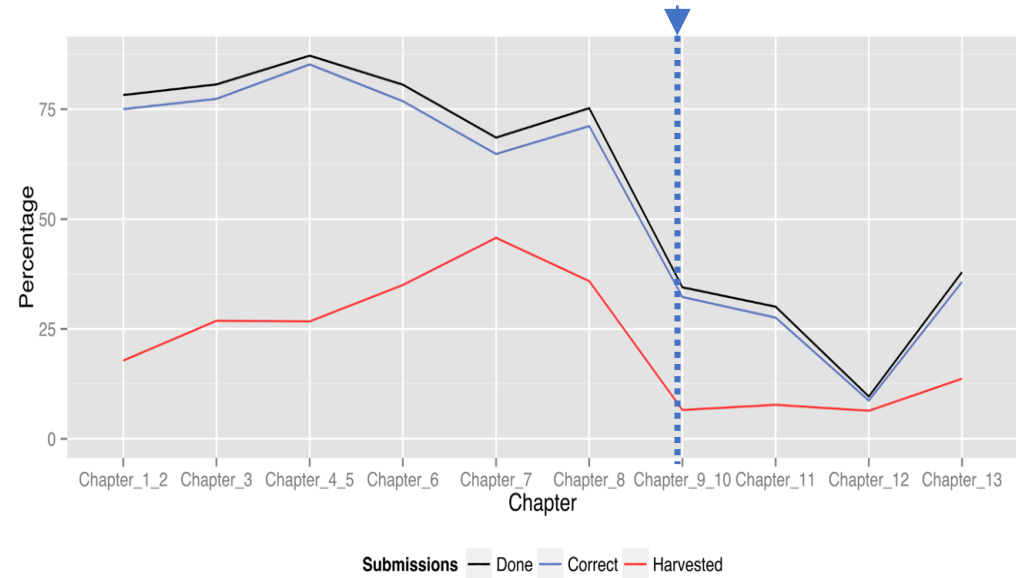


# The role of machine learning

## DETECT



## UNDERSTAND



## PREVENT



# Design affects behavior

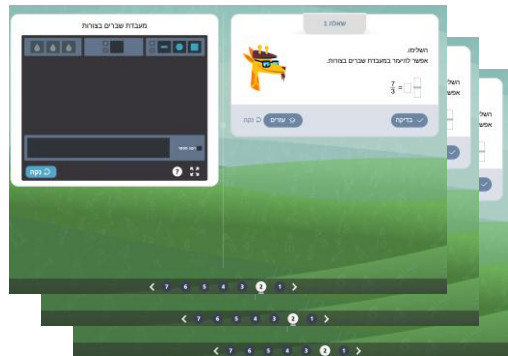


Find the one that works best

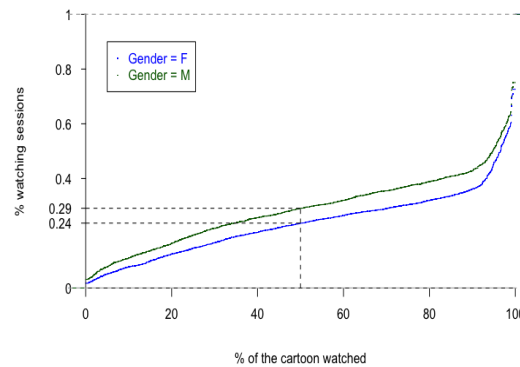
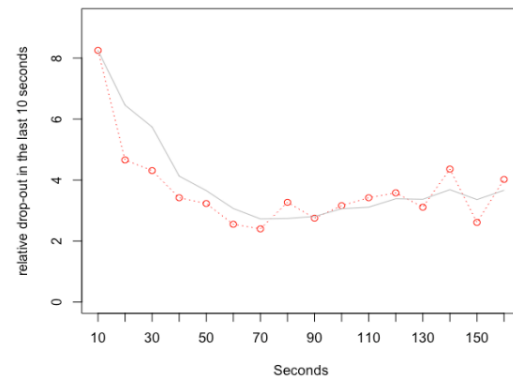


# Pedagogic Efficacy of Instructional Cartoons

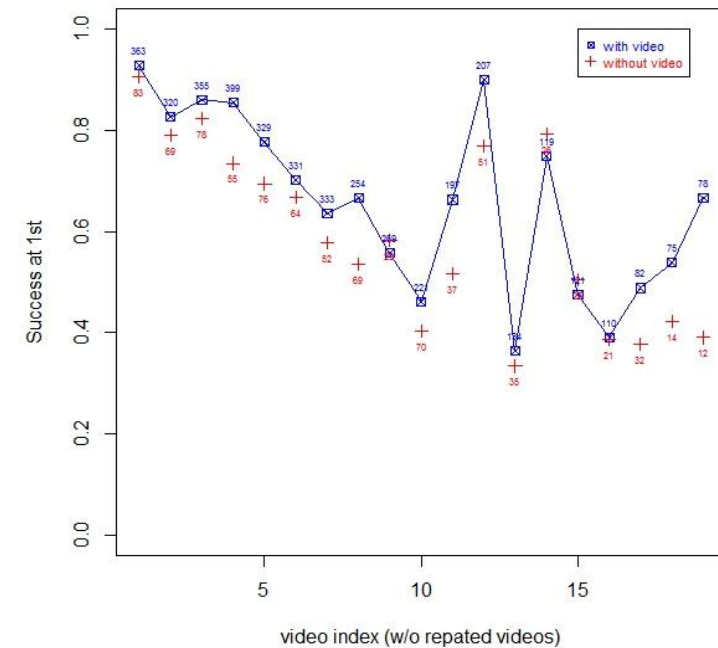
## Learning Environment



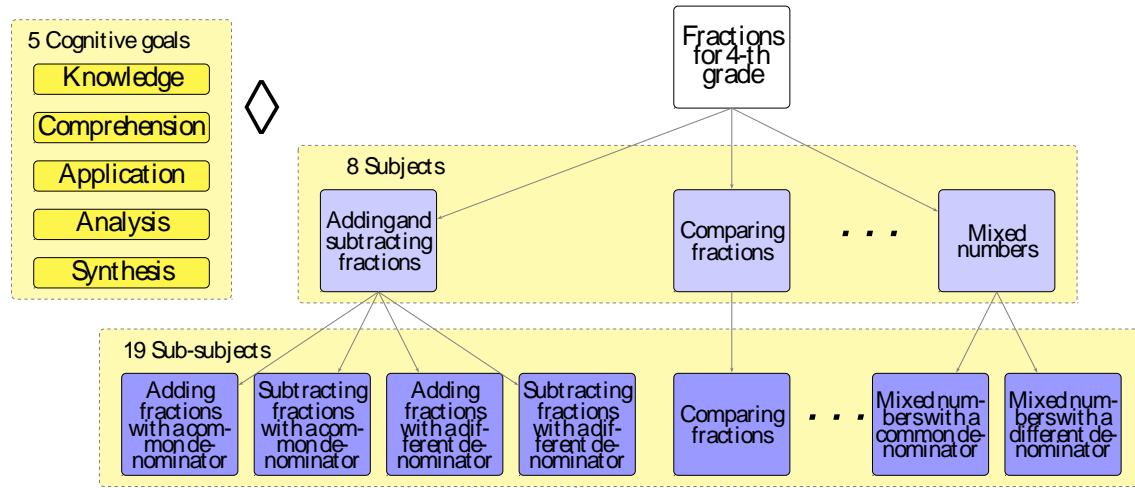
## Engagement



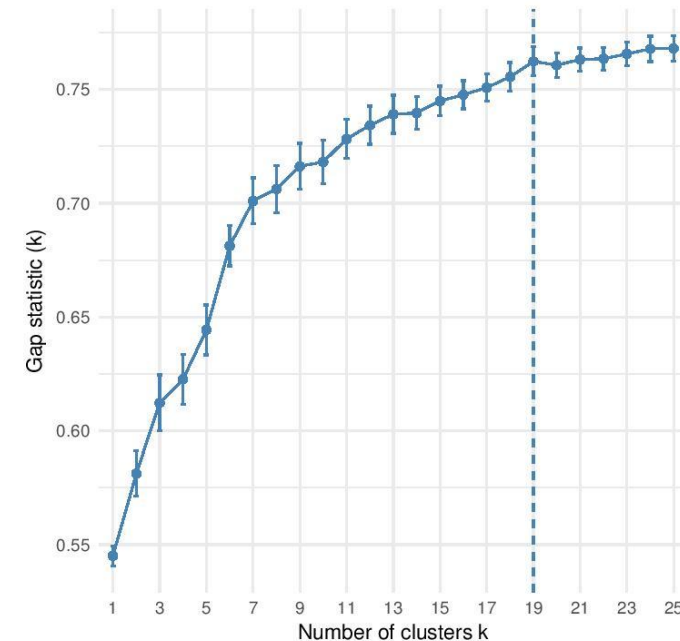
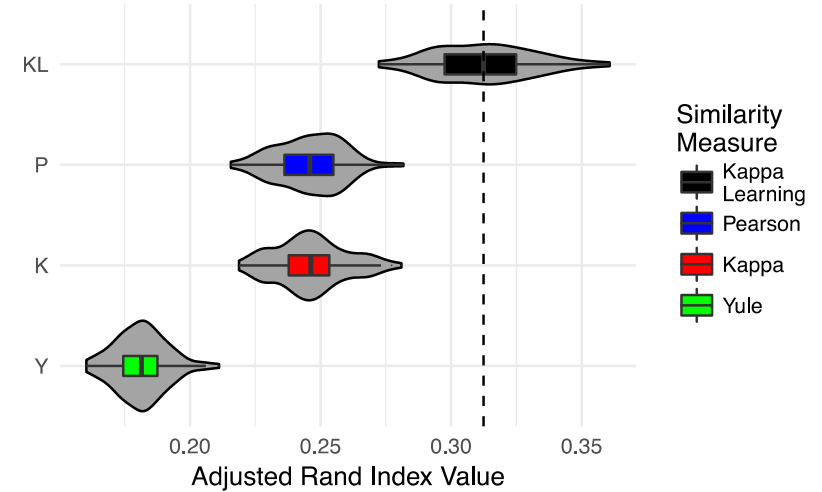
## Efficacy



# Discovering Knowledge Structures in K-6 Math



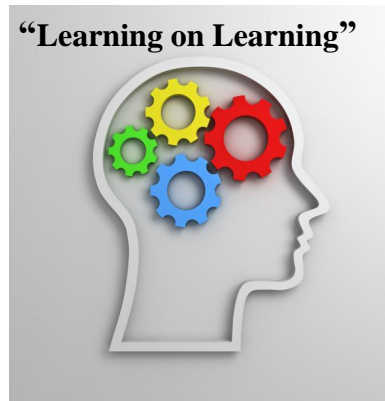
	Item 1	Item 2	Item 3	Item 4	Mean
Person 1	1	1	1	1	1
Person 2	0	1	1	1	0.8
Person 3	0	0	1	1	0.6
Person 4	0	0	0	1	0.5
Person 5	0	0	0	0	0.2
Mean	0.8	0.6	0.4	0.2	



# AI in Education: The Promise



personalization



Thanks for listening!