



#### Testing the KRK theory

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Slides presented at the ACT-R Workshop, July 2018

WIRES ACT-R review



Thanks to: Ashley McDermott, Sarah Stager, Peter Weyhrauch, Ben Bauchwitz, N00014-15-1-2275



#### EXPANDING SMART TUTORING TO SUPPORT SKILL LEARNING AND RETENTION

Frank Ritter (Penn State), Peter Weyhrauch (Charles River Analytics) 1 Apr 15 – 30 Mar 2020, started 28 Jul 2015 PENN<u>STATE</u>

charles river analytics

#### **Project Objectives**

Improve learning and retention in training by understanding learning better:

- Develop a cognitive architecture-based theory to optimize training *and* retention
- . Explore and design better training schedules
- . Create deeper understanding of maintenance skill learning and retention
- . Implement tutoring approach to apply results

#### **Technical Approach**

- . A learning and retention theory
- . Learn more about how learning schedules interact with tasks
- System to build adaptive tutors quickly (D2P2) using learning theory, HCI methods, software engineering, + example tutors
- Refine D2P2 tutoring system iteratively through use



#### Accomplishments/Impact/Transitions

- 1. Microgenetic analysis of learning & retention
- 2. Work on training schedules study finished
- 3. D2P tutoring architecture
  - \* Web deployed w/ simulations
  - \* Supports mobile devices
  - \* Adaptive instruction with page annotations
  - \* Usable by undergraduates
  - \* Provided to NSMRL for feedback
- Built tutors (Revised: CLS, MTT), (New: Maintenance+Mends simulation, Medals, Rate&Ratings, Tutor<sup>2</sup>, Chess pieces)
  (Othern AF Trauma Numerical DUA AA IT)
  - (Other: AF Trauma Nursing, DHA AAJT)
- 5. D2P approach used in Canadian DRDC study

### **Technical Approach 1: KRK theory**



(Kim, Ritter, & Koubek, 2013)

### TA 2: Piloting study with ACT-R model

Dismal spreadsheet task (14 subtasks, 4 repetitions, 1 delayed test)

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**Declarative Memory HTA** 

 (III) Dismal, a spreadsheet in Emacs Ritter & Wood, 2005)
(III) RUI, a keystroke logger, Kukreja et al. 2006; Morgan et al. 2013)



### TA2: Piloting study with ACT-R



Figure 3: Predictions for task time with OL (black). Forgetting curves show task time after [1-5] days of decay after a period of consistent practice.



Figure 8. Predictions for task completion time with BL with 24-hour decay periods between each trial and an initial 24 decay on the declarative knowledge, adjusted



Figure 5: Predictions for task time with BL for ten trials of practice (black). Forgetting curves show task time after [1-5] days of decay after a period of consistent practice.

#### <u>Thus (?)</u>

- •1, 2, 4-5 trials
  - w/ Delay of 3, 5, 7 days
- No relearning from test
- 24 h delay makes a difference
- Problems with decay

### TA2: Piloting study eyes and hands

- Revision of SegMan from C to Java, using Robot and Sikuli libraries
- Model does the task with full, uninstrumented interaction
- Does the Dismal task, like, it *actually* does it
- Found mistakes in model b/c we could see
- Closer fit:

| Day       | Human       | Original<br>Model | JSegMan<br>Hands+Eyes |
|-----------|-------------|-------------------|-----------------------|
| 1         | 1366 (60.8) | 1326 (12.1)       | 1339 (11.7)           |
| 2         | 894 (26.6)  | 891 (6.1)         | 894 (6.5)             |
| 3         | 727 (25.5)  | 693 (4.5)         | 704 (5.0)             |
| 4         | 659 (22.7)  | 594 (5.8)         | 614 (4.4)             |
| <b>R2</b> |             | .997              | .9984                 |
| MSE       |             | 1745              | 820                   |

## TA2: Study proposed

- 1. Subjects, N=135 PSU students balanced by major
- 2. Tasks:
  - a) Complex troubleshooting task (45 min.) (BenFranklinRadar = Diag++++), in D2P tutor 5x bigger than DiagTask 35v.7 45 faults, single, multiple



- b) KLM constants tasks (4 min. at start), vertical mouse
- c) At test Knowledge types tasks (3x4min.)
  - i. Tasks related to the complex task, procedural troubleshooting
  - ii. P/M (mouse/keystroke speed)
  - iii. Recognition (10 stimuli, 10 foils, have you seen this before?)
- d) Record task actions and mouse & keystrokes
- 3. Design:
  - 3 training amounts (1, 2, 4) before retention measure
  - 3 retention amounts (3, 5, 7 days), without feedback

x 15 Ss = 135 Ss, 450 sessions

4. Data will provide trial#s and times for entry into each stage for a task or several tasks based on decay rates

# **Device Schematic**



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Practice Trials

- Model used to design a study
- Model can interact via OS
- •Will generate single set of 4 learning and retention curves for a complex task
- Corrections, citations, comments, requested

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