

Leveraging xAPI for AI-Based Performance Measurement and Adaptive Learning

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Center for Surface Combat Systems Course Challenges

Aegis Computer Network Technician (ACNT)

Mission Critical Enclosure (MCE) Block

Lack of lab practice time due to schedule and physical constraints

Students enter course with varying levels of skill proficiency and experience

Formal knowledge and skill assessments are summative in nature

Numerous equipment baselines must be tracked across training courses

Lack of objective measurement of student performance

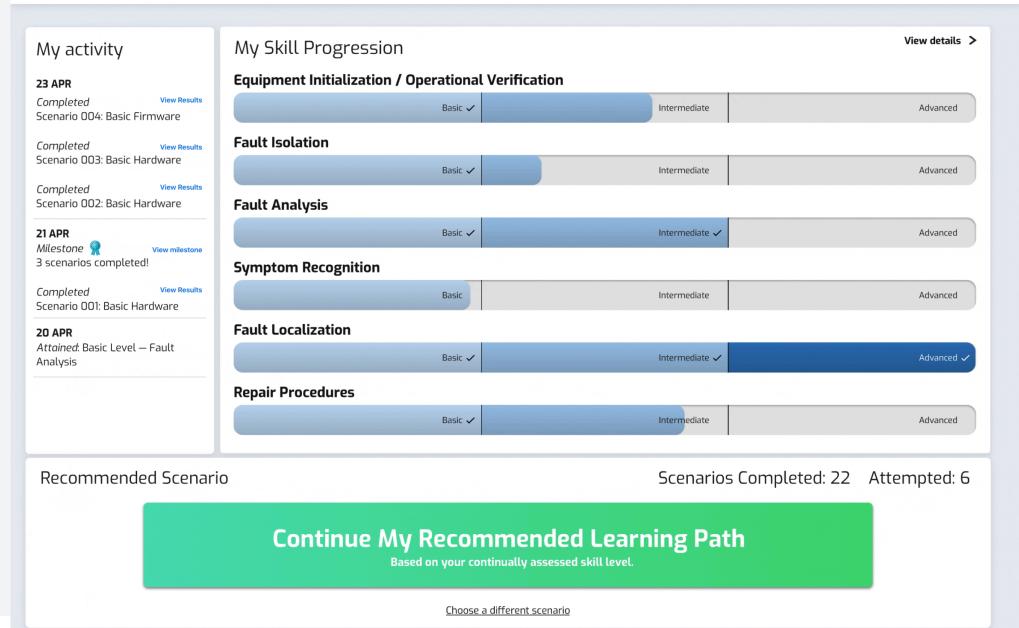


SHIPMATE Features/Benefits

- Asynchronous virtual lab that gives students *reps and sets* practice and provides a **clear** and **self-evident view** of their knowledge and skill progression.
- The system interoperates (i.e., "wraps around") with **existing simulation-based environments** to extend xAPI statements into more granular measures of performance.
- **Continually assesses** each student's strengths and weaknesses, and selects fault scenarios that will best improve skill level and proficiency.
- The skill progression graph shows the **student's current progress toward proficiency** using the six-step troubleshooting process mental model.
- Maintains scenario difficulty with basic, intermediate, and advanced faults within the student's Zone of Proximal Development (Vygotsky 1978).
- The Artificial Intelligence (AI) recommendation engine **optimizes a learner's path** using "middle-loop adaptation," helping to accelerate time to proficiency.







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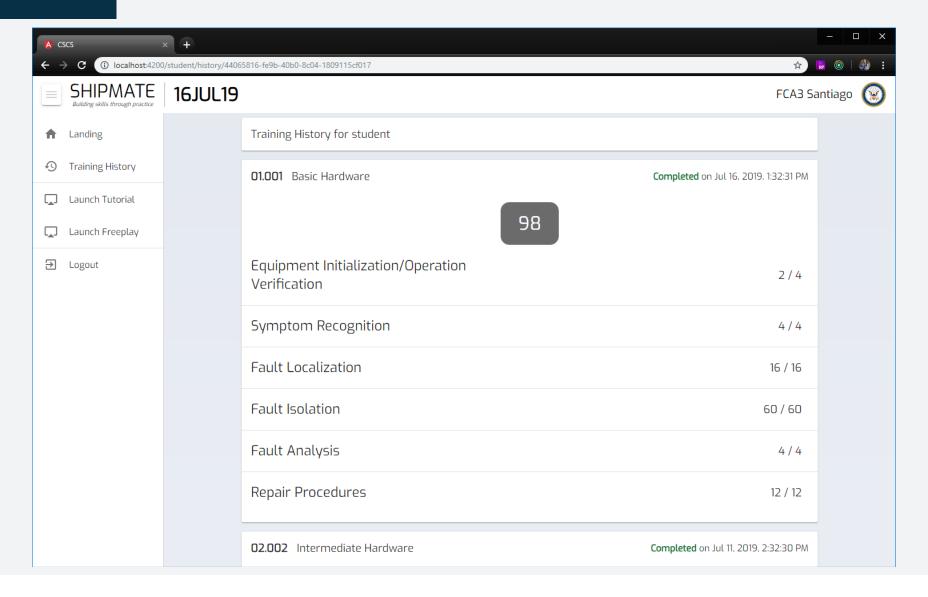


Simulation Environment



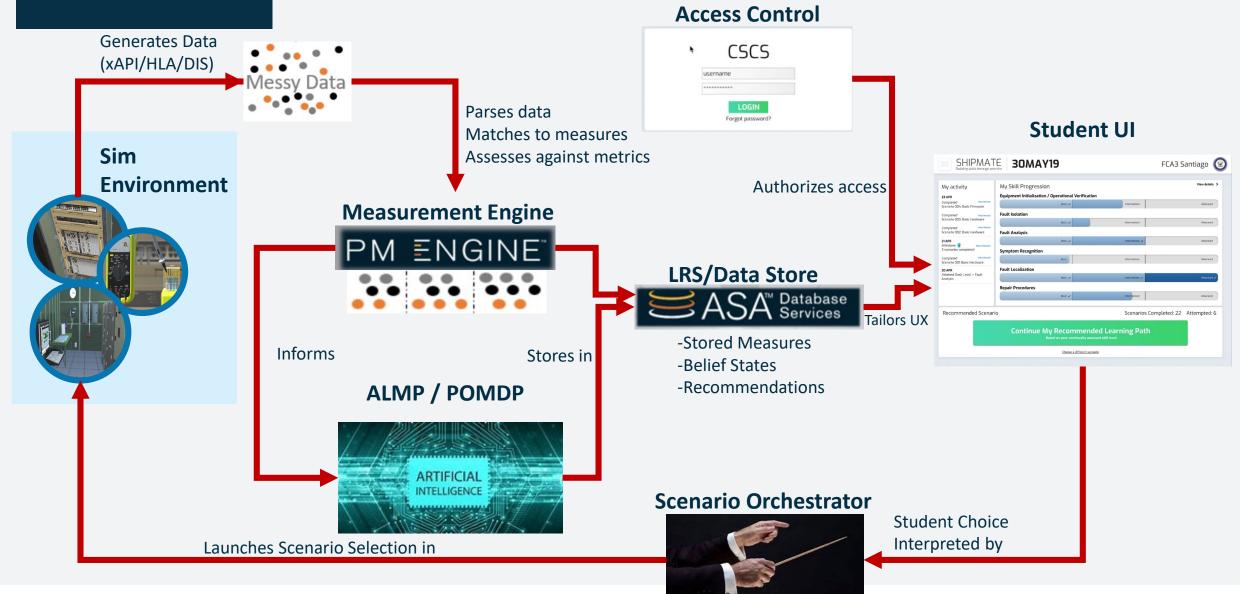


SHIPMATE's Scenario Summary Screen





SHIPMATE Concept of Operations





xAPI Implementation

Immersive Training Environment

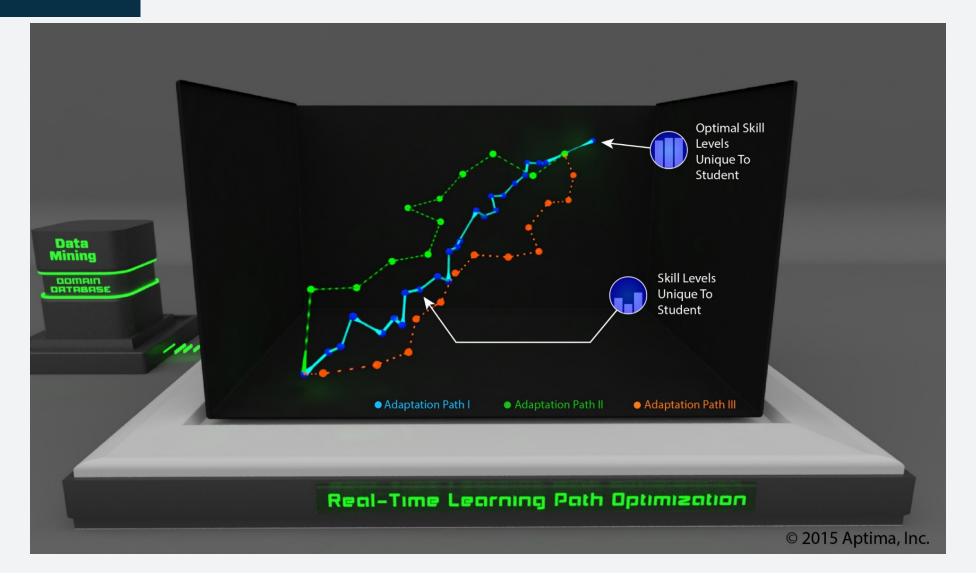
- Tracks user interactions
- Generates xAPI statements (actor, verb, object)
- Sends xAPI statements

SHIPMATE

- Parses xAPI statements according to actor, verb, object
- Matches xAPI statements to performance measure(s)
- Extends xAPI statements as needed with additional data (HPML)
- Assesses xAPI statements against metrics
 - Binary scale
 - Tertiary scale
- Assigns full, partial, or zero credit
- Stores results in an LRS
- Al Algorithms run on the results in the data store to generate recommendations
- Landing page retrieves results, aggregates, and visualizes the proficiency data in the user interface



Optimized Paths





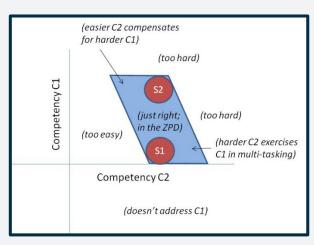
Adaptive Training Methodologies

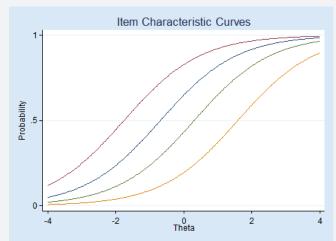
Theoretical:

- Zone of Proximal Development (Vygotsky, 1979)
 - Training should be not too easy, not too hard

Modeling:

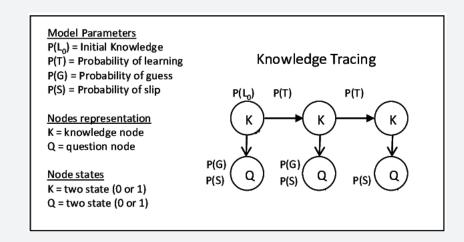
- Item Response Theory (IRT)
 - Relate measures and item difficulty to assessments
 - Used for SAT and other standardized testing
- Bayesian Knowledge Tracing (BKT)
 - Predict training progression





Zone of Proximal Development

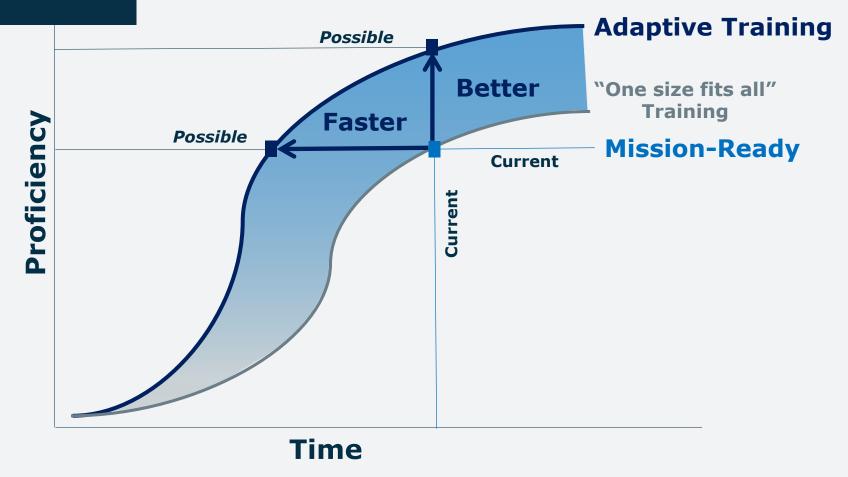
Item Response Theory



Bayesian Knowledge Tracing



Adaptive Training Learning Curve



- Precision training that targets skill/knowledge a student is ready to master
 - → Achieve mission-ready proficiency faster, or
 - → Increase learning capability given a fixed training time



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