

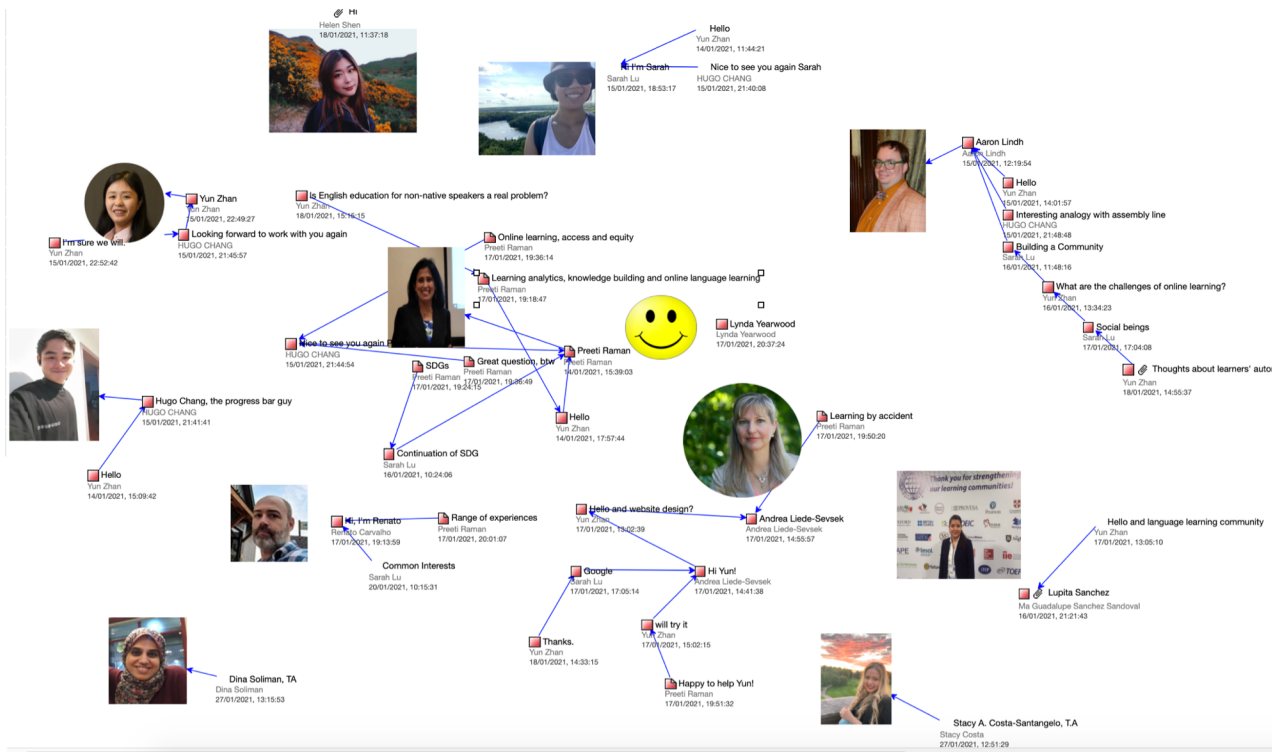
Affective Learning Analytics for Interactive Knowledge Building

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Top-Level Goal/Vision Statement: Democratizing and Advancing Knowledge for Public Good

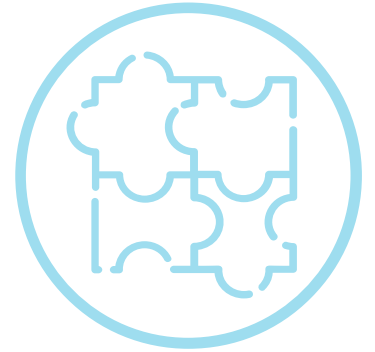
Marlene Scardamalia

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“We aim to co-design knowledge practices and technologies to enable a realistic model of students advancing knowledge for public good.”

DESIGN CHALLENGE

How can we engage knowledge building communities using KF in higher-level sustained idea improvement?



MOTIVATION

Boredom, social isolation, lack of motivation and emotional distance are some of the challenges faced by students and instructors online

(Finneran & Zhang, 2018; Pearce, Ainley, & Howard, 2005; Peters & Hewitt, 2010)

Students need temporal, spatial, and intellectual supports both in classrooms and online *(Artino & Jones, 2012)*

Cognition and emotion are two initially independent systems that become inseparably interrelated *(Leventhal & Scherer, 1987)*

Noddings (2010) Framework of Moral Education and Ethics of Care, which provides a systematic lens through which affective inquiry and constructive classroom orchestrations could be studied

Self-Organization & Emergence | Edge of Chaos

In any sufficiently complex system, if there exists a set of rules that governs the interactions between the entities of the system, the system may eventually achieve a state of productive development and interaction amongst those entities. This state can be achieved if the rules place the system at the Edge of Chaos.

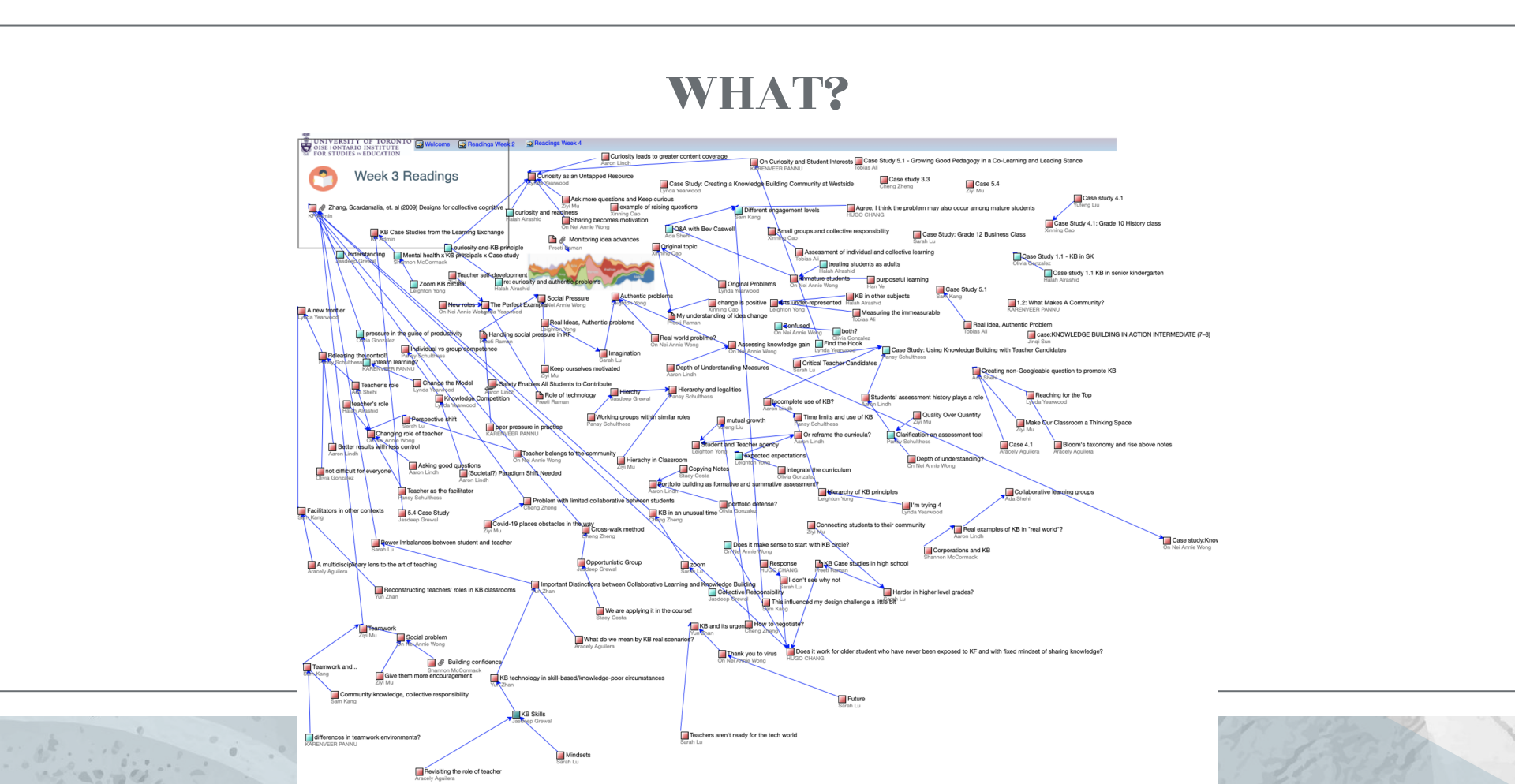
(Kauffman, 1995)

Beyond the Centralized Mindset

KF can act as an ideal tool for developing complex ideas.

The study of complexity focuses on “the investigation of how complex phenomena can arise from simple components and simple interactions.”

(Resnick & Wilensky, 1996)

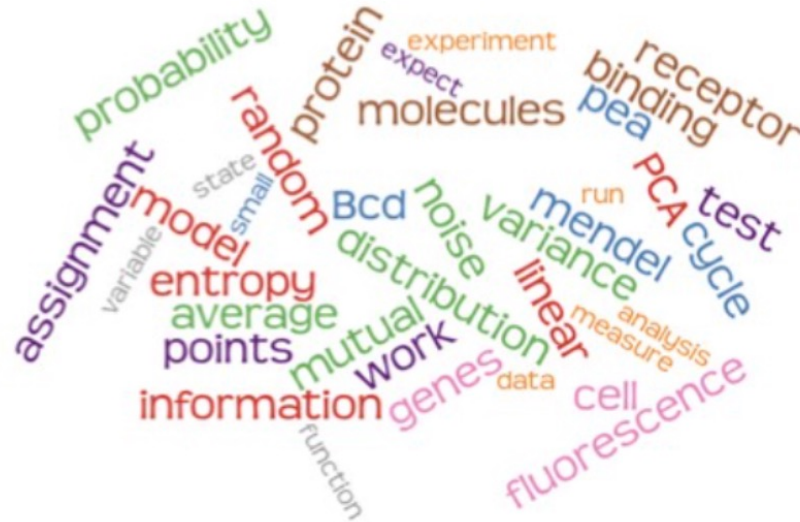


WORD CLOUD

Good! Our brain perceives new
parts! Functions extended!
Brain as
machine of experiences
experience makes connections.
Human functions will evolve.
Edit Text

scientific reasoning diversity of ideas pervasive knowledge building
key components epistemic agency new knowledge
new ideas neural network surprising results kf note incorrect solutions
rules of engagement cognitive science students
community knowledge questions ideas dunbar
blended learning experience note title aha intended use
principles of abduction kb community note cognitive presence
better process good note title user story creative solutions design thinking
intrinsic motivation creativity kb analogy
collective responsibility new note problem
improvable ideas knowledge building knowledge creation
world laboratory community of inquiry teachers norm of engagement
social presence knowledge community

CLOUD OF IDEAS



CLOUD OF IDEAS



CLOUD OF IDEAS

cycle
pea
mendel
small
Bcd

fluorescence
genes
cell

molecules
receptor
binding
protein

distribution
average
variance
probability
noise
mutual

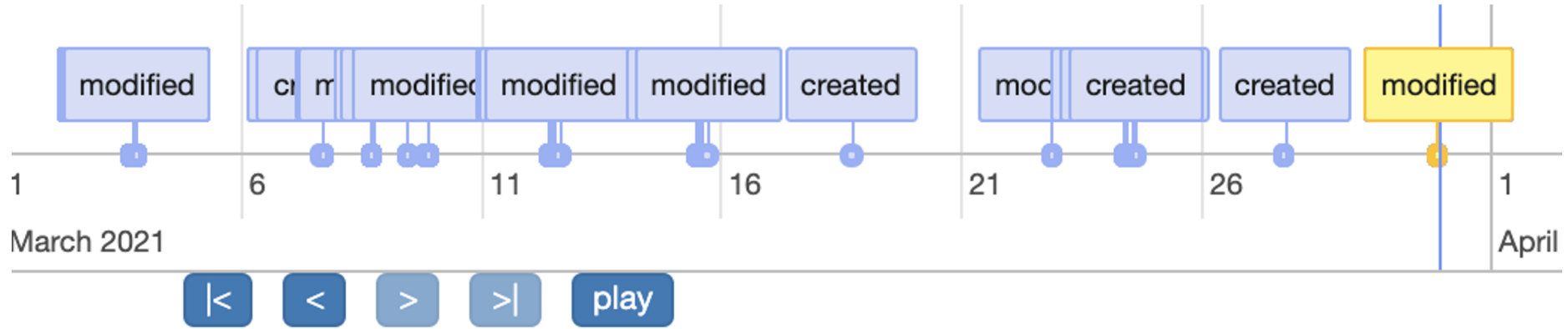
run
analysis
measure
data
experiments

expect
test
assignment
points
work

random
information
model
entropy
linear
PCA

function
variable
state

EXTENDING THE TIME MACHINE

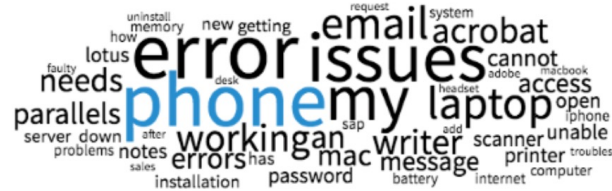


EXTENDING THE TIME MACHINE

April 6 ◀ ▶



Number of open incidents (352)



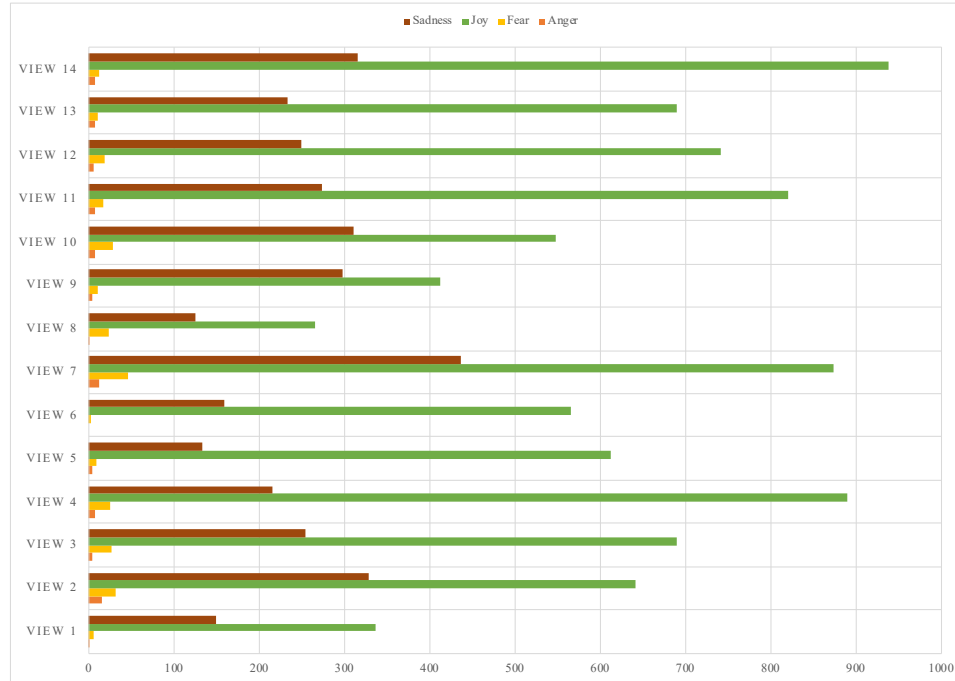
Search word cloud

Trend line Related Records

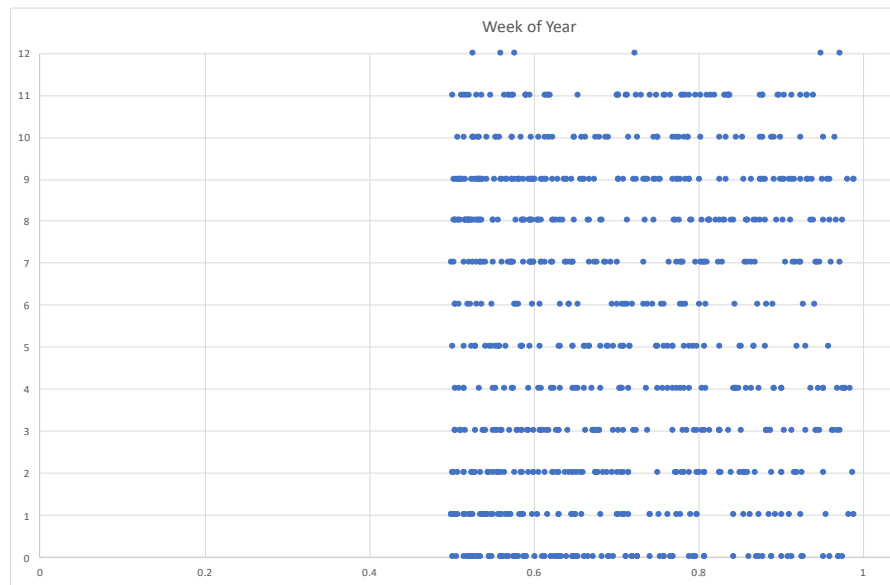




HOW AFFECTIVE?

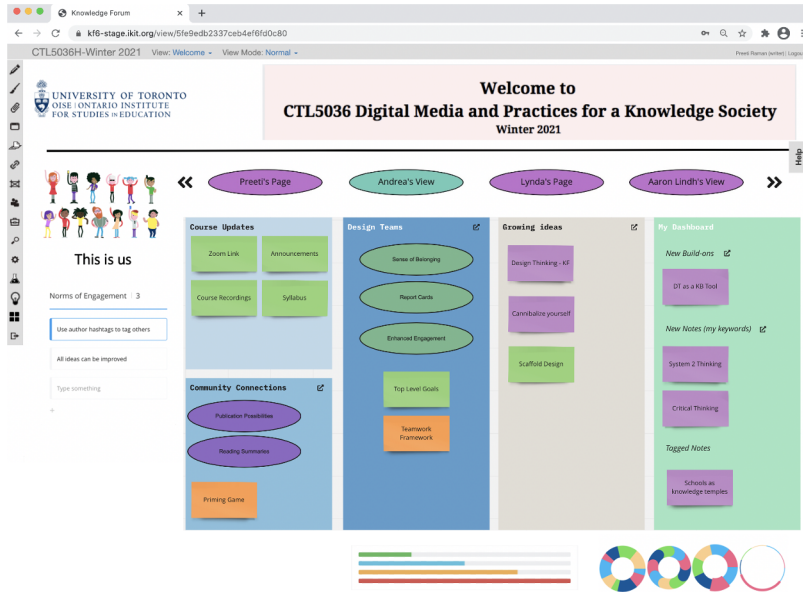


ZOOMING IN



SUMMARY

REDESIGNED TEACHER AND STUDENT HOMEPAGE



NEXT STEPS

Research Study to measure behavioral and cognitive engagement and sustained idea improvement

INTERACTION, EMOTIONS AND IDEA GROWTH

- Ideas can be connected
- Emergent rather than fixed

AUTOMATION AND INTELLIGENCE

- My dashboard suggestions
- Growing big ideas

References

- Kauffman, S. (1995). *At home in the universe: The search for laws of self-organization and complexity*. New York, NY: Oxford University Press.
- Resnick, M., & Wilensky, U. (1998). Diving Into Complexity: Developing Probabilistic Decentralized Thinking Through Role-Playing Activities. *The Journal of the Learning Sciences*, 7(2), 153–172.
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- Shea, P., & Bidjerano, T. (2009). Community of inquiry as a theoretical framework to foster “epistemic engagement” and “cognitive presence” in online education. *Computers and Education*, 52(3), 543–553.
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