

# Processing Learner Profiles for Smart Indicators

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# Processing Learner Profiles for Smart Indicators

Christian Glahn,  
Open University of the Netherlands  
[christian.glahn@ou.nl](mailto:christian.glahn@ou.nl)



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Learners need support  
during their learning process



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~~with every job~~ ~~with tasks and processes~~  
~~after school~~

~~Learning changes throughout life~~

~~with the community~~ *with the context*

... and the learner support has to change, too!



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Knut Illeris

# The Challenge

How to utilize  
interaction footprints  
for learner support in  
unstructured or emerging  
environments?



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# Our Approach

Highlight and unveil

effort, interest, and competences

by providing and adapting

**different indicators**

on the learning process

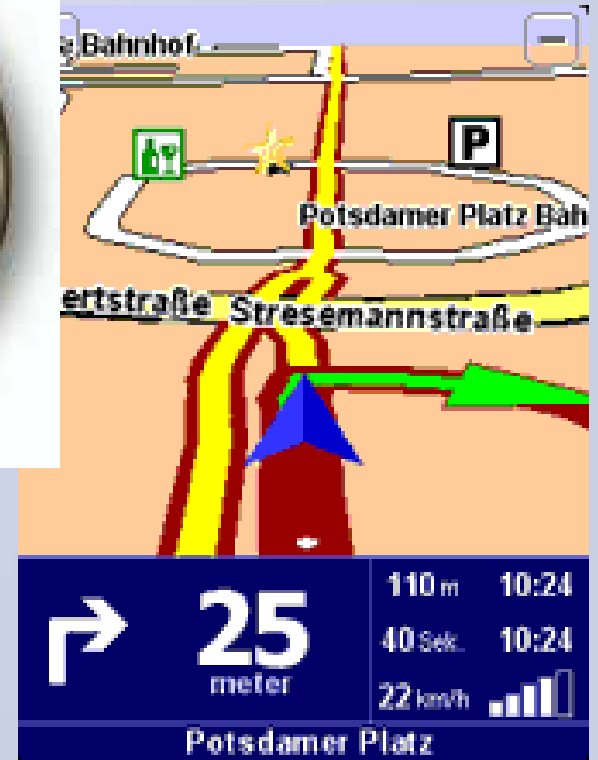
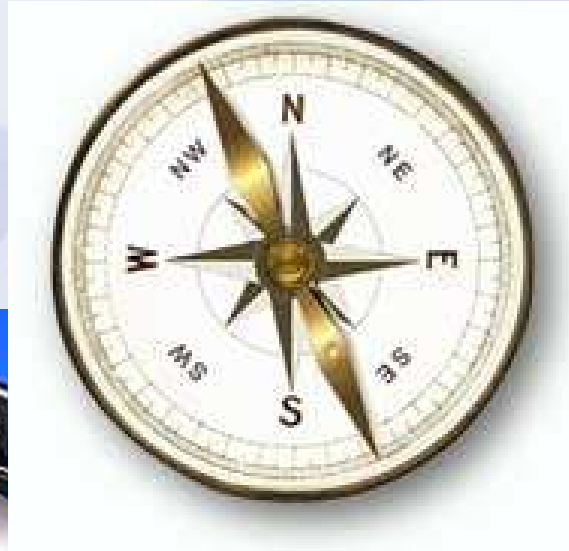
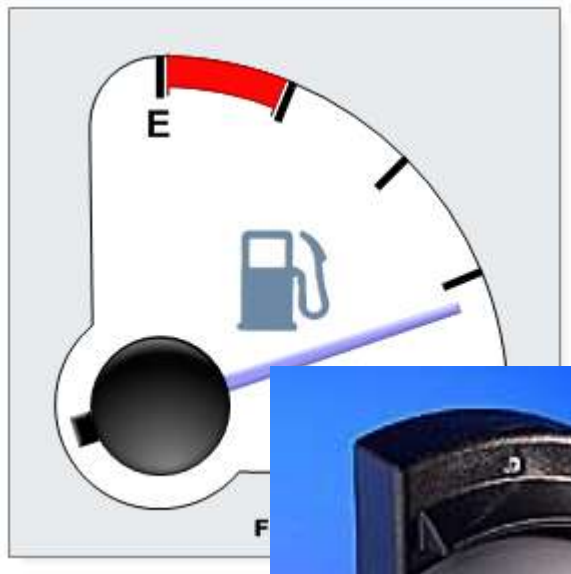
to the learner



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# Indicators



# Indicators for Learner Support?

- Raise awareness about group activities
- Engage and motivate to participate
- Support reflection on the learning process
- Identify hidden competences and hidden interests



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Indicators are *landmarks*  
that help learners to  
navigate through  
the learning process  
in different contexts



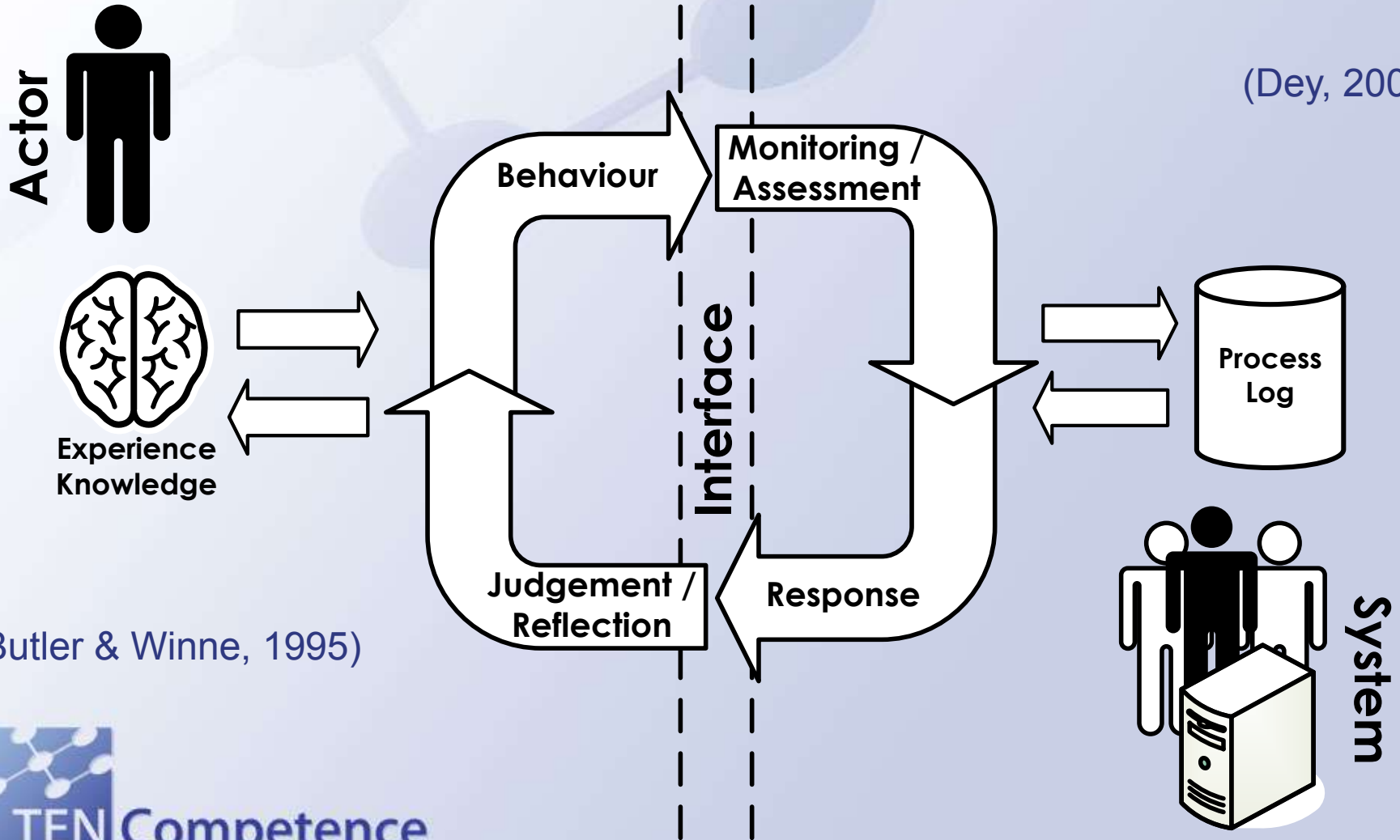
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# Interaction-Model for Smart Indicators

(Dey, 2000)




(Butler & Winne, 1995)

# Smart Adaptation for Informal Learning




**Engage**

▼ activity 

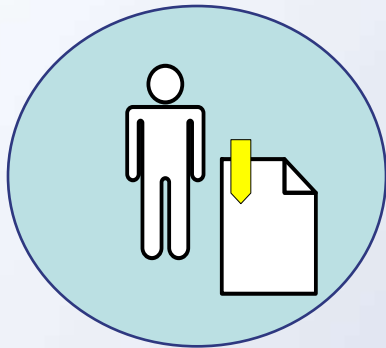
▼ tags ComputerGames ComputerHistory  
 ComputerScience Demos Design Flash  
 FutureTechnologies GameBasedLearning Gaming  
 GraphicDesign GUI HCI Journals JSON  
 LearningTechnology Literature LSA Mace MMURPG  
 MobileLearning OpenSource SOAP SocialSoftware  
 TENCompetence Usability Visualisai  
 WebAnimation WebApplications We  
 XUL

*actions*


*performance*

▼ activity 

▼ tags ComputerGames ComputerHistory  
 ComputerScience Demos Design Flash  
 FutureTechnologies GameBasedLearning Gaming  
 GraphicDesign GUI HCI Journals JSON  
 LearningTechnology Literature LSA Mace MMURPG  
 MobileLearning OpenSource SOAP  
 TENCompetence Usability Visualisai  
 WebAnimation WebApplications We  
 XUL

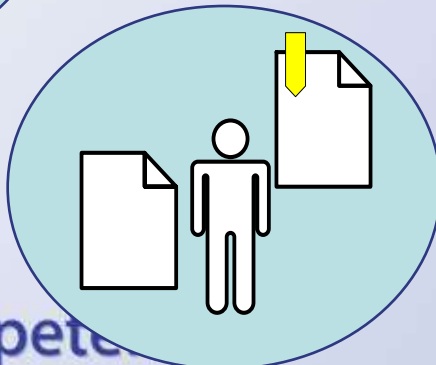


**Motivate**

▼ activity 

▼ tags ComputerGames **ComputerHistory**  
 ComputerScience Demos Design Flash **Flow**  
 FutureTechnologies GameBasedLearning  
**GraphicDesign** GUI HCI Journals JSON  
**LearningTechnology** Literature LSA Mace  
 MMURPG MobileLearning OpenSource **Perl**  
 SOAP SocialSoftware  
**TENCompetence** Usability  
 Visualisation Web WebAnimation  
**WebApplications** WebDesign XML XUL

*interest*



**Reflect**



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Indicators are landmarks  
that help learners to  
navigate through  
the learning process  
in *different contexts*

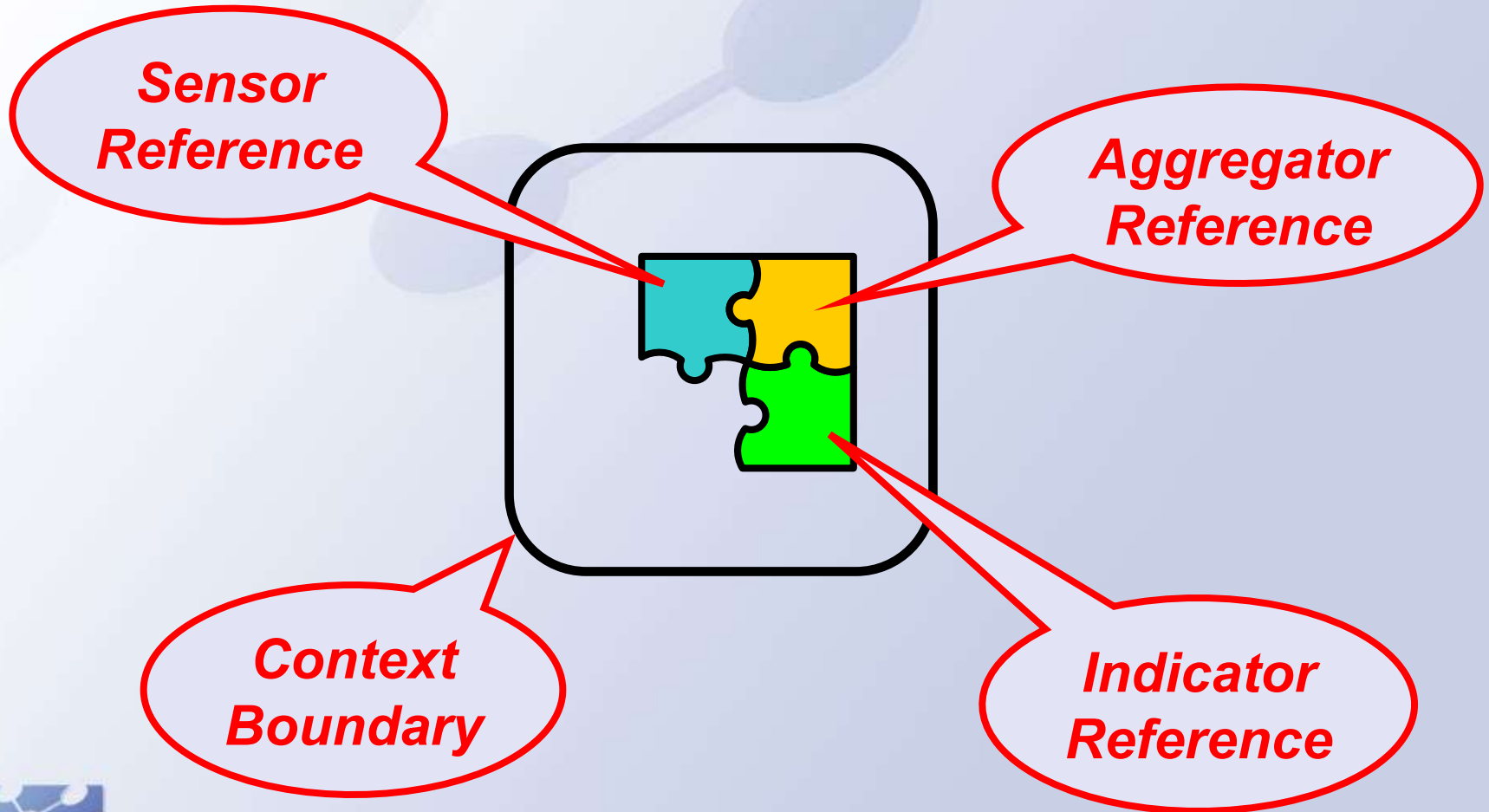


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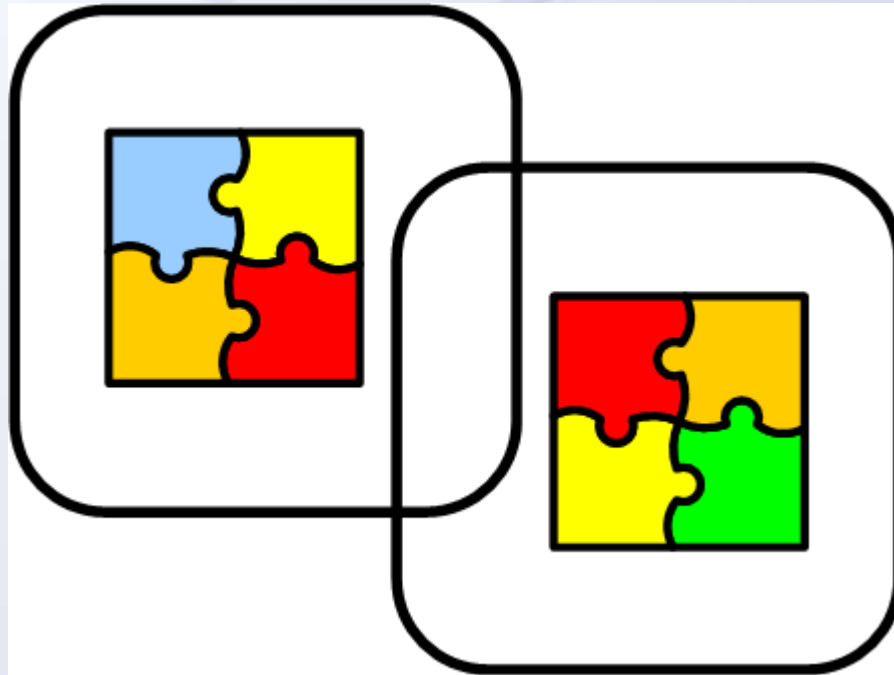
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# Smart Adaptation



# Smart Adaptation (cont.)



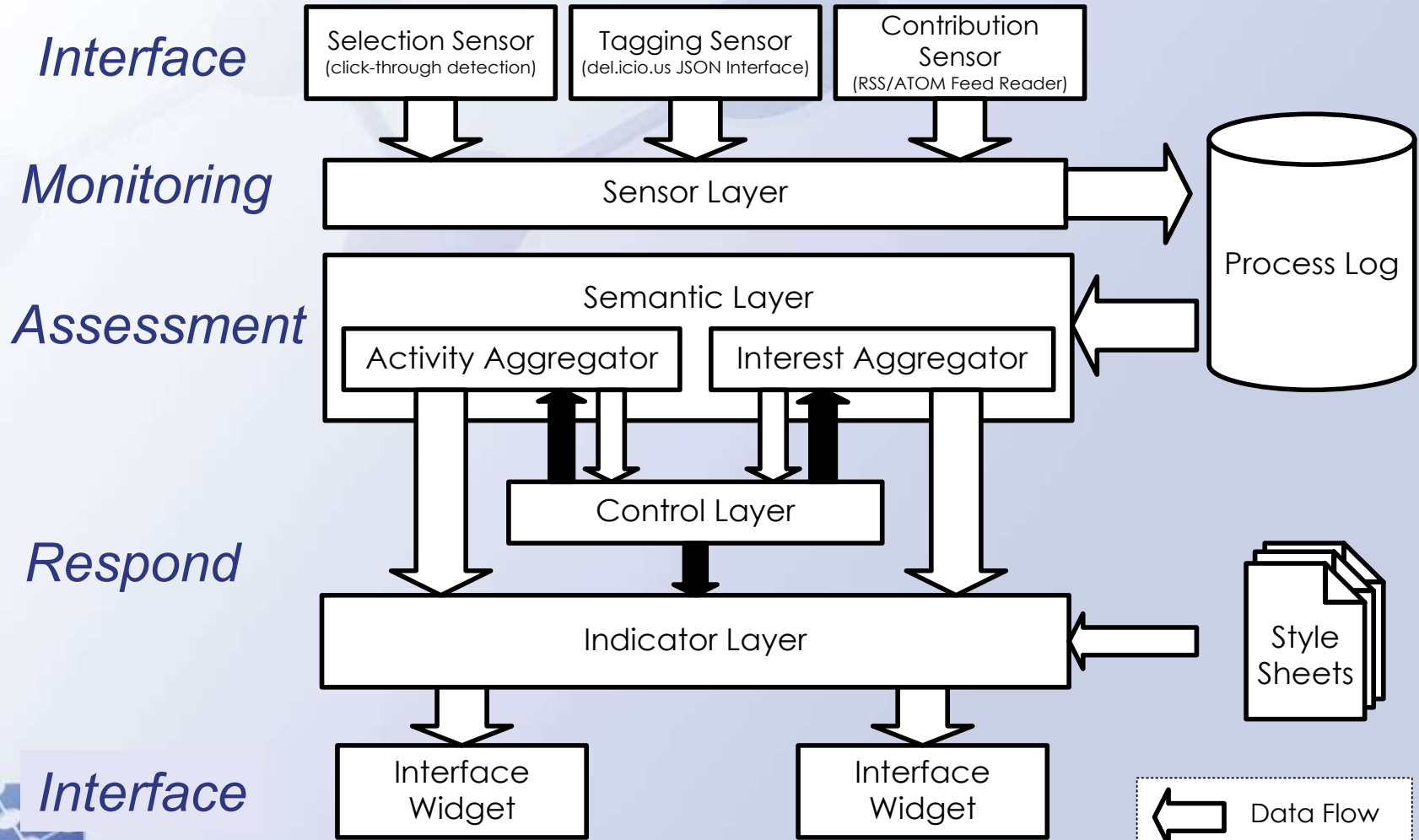
***Adaptation  
Strategy***



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# Web 2.0 Framework



# The TeamSpace Example

The screenshot shows a Mozilla Firefox browser window with the address bar displaying <http://inx-otecexp-005v.ou.nl/post/>. The page title is "Team Space".

**del.icio.us Links**

- [Blackboard Academic Suite](#)  
posted by Marcus Specht, on 2007-10-18 15:12:04
- [Programme - Online Educa Berlin 2007](#)  
posted by Marcus Specht, on 2007-10-17 14:48:03
- [ASSION Electronic - Kompliziertes machen wir einfacher](#)  
posted by Marcus Specht, on 2007-10-17 14:48:03
- [Ten Steps to Complex Learning](#)  
posted by Marcus Specht, on 2007-10-17 14:48:03
- [Apple - Web apps - All Categories](#)  
posted by Marcus Specht, on 2007-10-16 13:48:03
- [Eclipse IDE for Java Developers](#)  
posted by Marcus Specht, on 2007-10-15 13:48:03

**Blog Entries**

- [the platform is the platform is the ... 2.0](#)  
posted by Marcus Specht, on 2007-10-17 18:17:56  
I like discussion about web 2.0 especially those of dilbert. are you web 2.0 ready? So did you ever have such discussions with your colleagues? Lets stop buzzword bingo I mobile socialsoftware, technologieZ, web2.0
- [Educating People](#)  
posted by Christian Glahn, on 2007-10-16 06:17:07  
Opposite to many people I met, I like clear communication and proper structure when it comes to work organisation. Maybe I am just in the wrong business, but the people I meet over time seem to prefer reinventing structure and hide important information in a lot of talk. Yesterday, I just learned one of these lessons. [read more](#)
- [Approaching Adaptation Smartness Systematically](#)  
posted by Christian Glahn, on 2007-10-06 18:48:17  
Since EC-TEL it has been pretty quiet here. But never mind, it wasn't that quiet under the surface. I have been pretty busy in polishing and breaking my [smart indicator prototype](#) and sharpening the evaluation design for the follow-up studies of my research. In this post I discuss some of preliminary results that [nona-tun](#) while I have been worked on the

**Right Sidebar:**

Hello **Christian Glahn** [tools](#) [logout](#)

**performance**

**tags** [clear selection](#)

ajax architecture airt audiocaster blog coding conferences context coolstuff culture design education events flash gaming hci home innovation javascript kinder languagetechnology learning learningtechnology linux literature mace mobile mobilelearning museum music opencontent opensource ass perl projects publications **research** semanticweb smalltools socialsoftware software technologieZ technology tencompetence theory tools web2.0 **webapplications** wiki



# Explore and Engage

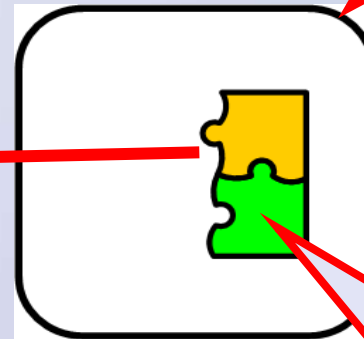


**activity**



**tags** [clear selection](#)

ajax architecture art audiocaster blog  
coding conferences context coolstuff  
culture design education events flash  
gaming hci home innovation javascript  
kinder languagetechology learning  
learningtechnology linux literature mace  
mobile mobilelearning museum music  
opencontent opensource oss perl  
projects publications **research**  
semanticweb smalltools socialsoftware  
software technologiez technology  
tencompetence theory tools web2.0  
**webapplications** wiki



**#blog-entries =**

0

- click through
- delicious links
- page visits

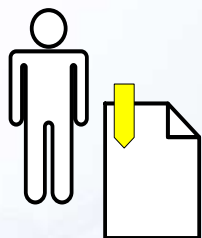
**every action counts**



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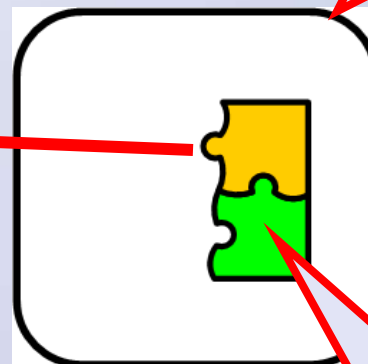
# Compare and Motivate



**performance**

**tags** [clear selection](#)

ajax architecture art audiocaster blog  
coding conferences context coolstuff  
culture design education events flash  
gaming hci home innovation javascript  
kinder languagetechnology learning  
learningtechnology linux literature mace  
mobile mobilelearning museum music  
opencontent opensource oss perl  
projects publications **research**  
semanticweb smalltools socialsoftware  
software technologiez technology  
tencompetence theory tools web2.0  
**webapplications** wiki



**#blog-entries >**

- delicious links \* 5**
- blog entries \* 10**
- click through \* 1**

**every action has its value  
for the user and the community**

# Multi-encoded information for reflection support

I use **del.icio.us** for bookmarking. Below you find the tags I use.

The tag cloud shows the relevance and the recency of those topics that I find interesting. The font-size of each tag indicates its relevance, while the color tells you my current interest for the tag.

LO-F.A1

ajax ambientcomputing **art** austria **blog** bugfix call casestudies  
**coding** comic competence computeranimated computergames  
computerhistory computerscience **conferences** contemporary creative  
critique **culture** demos **design** desktoputilities dictionaries distributions  
documentation dutch **education** email eu exhibition fantasy flash  
friends funding futuretechnologies gamebaselearning gaming google  
googleearth graphicdesign gtalk **gui** **hardware** hci home html  
ideas illustration indicators innovation instantmessaging java javaclasses  
**javascript** journals **learningtechnology** **linux** **literature** lsa  
mace management mindmap mmorpg mobile mobilelearning modelling  
movies **museum** **news** nfl ocr **opensource** optimization pdf  
performance **perl** philosophy **photos** policy project  
project-management publication requirements-engineering **research**  
robotics science security semanticweb sensors server shortmovie  
socialeffects **socialsoftware** software specifications study svg  
system tax technology **tools** toys train travel tv uml **usability**  
usercontent video videotools virtualmuseum visualisation voip **weather**  
web **web2.0** webanimation **webapplications** webdesign  
windows work wow xml xul youth

Color Legend:

unused used interesting relevant important very important hot very hot big deal



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<http://lo-f.at/glahn/>

# Conclusions

Indicators are landmarks  
that help learners to  
navigate through  
the learning process  
in different contexts

*but these landmarks have to relate  
to the learner's context*



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