

Language Technologies & Gaming

Summary Writing Guidance

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2 October 2012

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Summary Writing Guidance

1. EMERGO & Interactions

Chatbot: Luctor



Relevance:

- More authentic interactions
- Extending possible scenarios

2. Summary writing Guidance

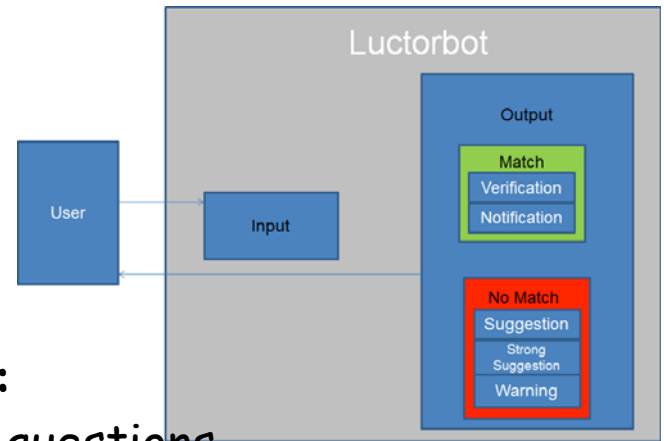
Example: Analyse - Visualise - Compare & Discuss

I	shared	II
Ad-hoc transient community		Personal recommender system
Communities		System
Model	Learning activity	Suitable
Question	Learning	Specific
Time	Learning network	Problem
Specific	Recommendation	Provide
Knowledge	Available	Information
Social	User	Data
Support	Learner	Items
Information	Technique	Recommender system
Participants		Collaborative filtering
Community		Strategy
		context

Relevance:

- Summarizing is an effective strategy to improve text comprehension, though complex to do

EMERGO & Interactions



Luctor (project ABI T61327) results so far:

- Simple pattern matching (AIML) to detect questions
- A fallback strategy: summarising & hinting what could be next
- Integrated with EMERGO

Further ICT related R&D, e.g.:

- Reasoning Layer to model and monitor structured dialogues, e.g.:
 - In take consultations (Psychology)
 - Advisory (Law)
- Additional dialogue strategies, e.g.:
 - Combining open input with selected choices
 - Dialogue Progress Indicators
- Improvement of pattern matching
- Authoring tools & methods for dialogue input



Summary Writing Guidance

(Liesbeth Kester, Els Boshuizen, Peter van Rosmalen)

Objectives

Design and development of app-based guidance in summarization training to improve summarizing skills and comprehension of text and hypertext:

1. link the text content to existing prior knowledge (elaboration),
2. promotes self-testing which helps them to identify their comprehension gaps and fix them and (self-testing)
3. directs students' attention to important content parts (visualization)

ICT related R&D questions, e.g.:

- Cross platform App design & development
- Interaction Design and 'proof of concept' prototypes:
 - (1) mobilize and organize word lists (key concepts) for activation of prior knowledge
 - (2) customizable set of generic questions for self-testing
 - (3) Word cloud a-likes visualizations to compare and focus on important content
- (3) integration and application of language technology tools (Alpino, Termtreffer)



References/Links

EMERGO: www.emergo.cc

Luctor test site:

<http://145.20.144.10:8080/luctorBot/simulator/index>

Van Rosmalen, P. Eikelboom, J., Bloemers, E., Van Winzum, K., & Spronck, P. (2012) Towards a Game-Chatbot: Extending the Interaction in Serious Games. ECGBL2012, Cork Ireland.

NWO project plan (on request)

Berlanga, A.J., Van Rosmalen, P., Boshuizen, H.P.A. and Sloep, P.B. (2012). Exploring formative feedback on textual assignments with the help of automatically created visual representations. *Journal of Computer Assisted Learning*, 28, 146-160.

Termtreffer:

<http://www.inl.nl/tst-centrale/nl/over-de-tst-centrale/projecten/termtreffer>

Alpino parser:

<http://www.let.rug.nl/vannoord/alp/Alpino/>

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