Week 1, Video 5

Case Study – San Pedro

Case Study of Classification

With educational data

Thousands of examples to choose from

This example is one I know particularly well

Case Study of Classification

 San Pedro, M.O.Z., Baker, R.S.J.d., Bowers, A.J., Heffernan, N.T. (2013) Predicting College Enrollment from Student Interaction with an Intelligent Tutoring System in Middle School. Proceedings of the 6th International Conference on Educational Data Mining, 177-184.



Research Goal

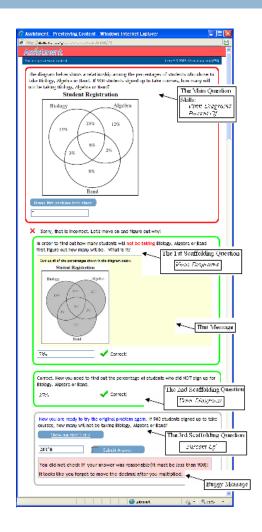
- Can we predict student college attendance
- Based on student engagement and learning in middle school mathematics
- Using fine-grained indicators distilled from interactions with educational software in middle school (~5 years earlier)

Why?

- We can infer engagement and learning in middle school, which supports
 - Automated intervention
 - Providing actionable info to teachers and school leaders
- But which indicators of engagement and learning really matter?
 - Can we find indicators that a student is at-risk, that we can act on, before problem becomes critical?

ASSISTments







Log Data

- 3,747 students
 In 3 school districts in Massachusetts
 - 1 urban
 - 2 suburban
- Completed 494,150 math problems
 Working approximately 1 class period a week for the entire year
- Making 2,107,108 problem-solving attempts or hint requests in ASSISTments
- Between 2004-2007

Data set

- Records about whether student eventually attended college
- 58% of students in sample attended college



Automated Detectors

- A number of automated detectors were applied to the data from ASSISTments
- These detectors had themselves been previously developed using prediction modeling and were published in previous papers, including (Pardos et al., 2013)
- Building a detector and then using it in another analysis is called discovery with models

Automated Detectors

Learning

Bayesian Knowledge Tracing; we'll discuss this later in the course

Disengagement Detectors (No sensors! Just log files!)

Gaming the System

Intentional misuse of educational software Systematic Guessing or Rapid Hint Requests

Off-Task Behavior

Stopping work in educational software to do unrelated task Does *not* include talking to the teacher or another student about math; these can be distinguished by behavior before and after a pause

Carelessness

Making errors despite knowing skill

Affect Detectors (No sensors! Just log files!)

Boredom

Frustration

Confusion

Engaged Concentration

College Attendance Model

- Predict whether a student attended college from a student's year-long average according to the detectors
- Logistic Regression Classifier (binary data)
- Cross-validated at the student-level
 We'll discuss this next week

Individual Feature Predictiveness

	College	Mean	Std.	t-value
			Dev.	
Student	NO	0.292	0.151	-15.481
Knowledge	YES	0.378	0.180	(p<0.01)
Correctness	NO	0.382	0.161	-17.793
	YES	0.483	0.182	(p<0.01)
Boredom	NO	0.287	0.045	5.974
	YES	0.278	0.047	(p<0.01)
Engaged	NO	0.483	0.041	-11.979
Concentration	YES	0.500	0.044	(p<0.01)
Confusion	NO	0.130	0.054	5.686
	YES	0.120	0.052	(p<0.01)

Individual Feature Predictiveness

	College	Mean	Std.	t-value
			Dev.	
Off-Task	NO	0.304	0.119	1.184
	YES	0.300	0.116	p=0.237
Gaming	NO	0.041	0.062	8.862
	YES	0.026	0.044	(p<0.01)
Carelessness	NO	0.132	0.066	-13.361
	YES	0.165	0.077	(p<0.01)
Number of	NO	114.50	91.771	-8.673
First Actions		0		(p<0.01)
(Proxy for	YES	144.56	113.35	, ,
Attendance)		0	7	

Full Model

- \triangle A' = 0.686, Kappa = 0.247
- χ^2 (df = 6, N = 3747) = 386.502, p < 0.001 (computed for a non-cross-validated model)
- R² (Cox & Snell) = 0.098, R² (Nagelkerke) = 0.132
- Overall accuracy = 64.6%; Precision = 66.4;
 Recall rate = 78.3%

Final Model (Logistic Regression)

CollegeEnrollment =

- + 1.119 StudentKnowledge
- + 0.698 Correctness
- + 0.261 NumFirstActions
- 1.145 Carelessness
- + 0.217 Confusion
- + 0.169 Boredom
- + 0.351

Flipped Signs

CollegeEnrollment =

- + 1.119 StudentKnowledge
- + 0.698 Correctness
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- Carelessness is bad... once we take knowledge into account
- Boredom is not a major problem... among knowledgeable students
 - When unsuccessful bored students are removed, all that may remain are those who become bored because material may be too easy
 - Does not mean boredom is a good thing!

- Gaming the System drops out of model
 Probably because gaming substantially hurts learning
 - But just because Gaming->Dropout is likely mediated by learning, doesn't mean gaming doesn't matter!
 - 0.34 σ effect

- Off-Task Behavior is not such a big deal
 How much effort goes into stopping it?
 Past meta-analyses find small significant effect on short-term measures of learning
 - But not when collaborative learning is occurring?

 In-the-moment interventions provided by software (or suggested by software to teachers) may have unexpectedly large effects, if they address boredom, confusion, carelessness, gaming the system

Next Lecture

Less conservative classification algorithms