



Team Models in the Generalized Intelligent Framework for Tutoring: 2018 Update

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- The Generalized Intelligent Framework for Tutoring (GIFT) has been in active development for individual learners
- An ultimate goal of GIFT is to be able to train multiple individuals or a Squad as part of a team tutor.
- Effort has begun to scale GIFT to be able to engage in team tutoring.



- Theoretical Background
- Applications of Team Tutoring in GIFT
- Workshops and Output
- Future Directions and Research Gaps



- Meta-Analysis
 - Identified specific constructs that we need to be aware of when developing team tutoring tools/methods in GIFT
 - 300 articles that met criteria
- Searched for articles with keywords paired with team/unit/group/squad or crew that included:
 - performance, competency, trust, cognition, affect, communication, intelligent tutoring, virtual human, mood, skill, knowledge, ability...
- Divided into 4 areas:
 - Team Performance
 - Team Learning
 - Team Satisfaction
 - Team Viability

From Sottolare, R.A., Burke, C.S., Salas, E., Sinatra, A.M., Johnston, J.H., & Gilbert, S.B. (2017). Designing adaptive instruction for teams: A Meta-Analysis. *International Journal of Artificial Intelligence in Education*.



- Behavioral Markers

- Examples:

- Trust Marker: “Frequency which team members remind each other to follow through on their tasks (reverse coded)”
- Task Cohesion Marker: “Members are actively working together and pitch in to reach team goals”
- Team Communication Markers: “Team member communication is concise”, “Team member communication is timely”
- Team Collective Efficacy Marker: “Team members expressed confidence that they could efficiently resolve conflicts regarding which tasks to prioritize and complete the task and begin working toward this goal”

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- Future work:
 - Operationalizing the behavioral markers so they can be assessed in real-time during an ITS
 - Removing the human coder from the requirement
 - Implementing approaches so that authors can select the markers that they want to measure, and how they want to assess them



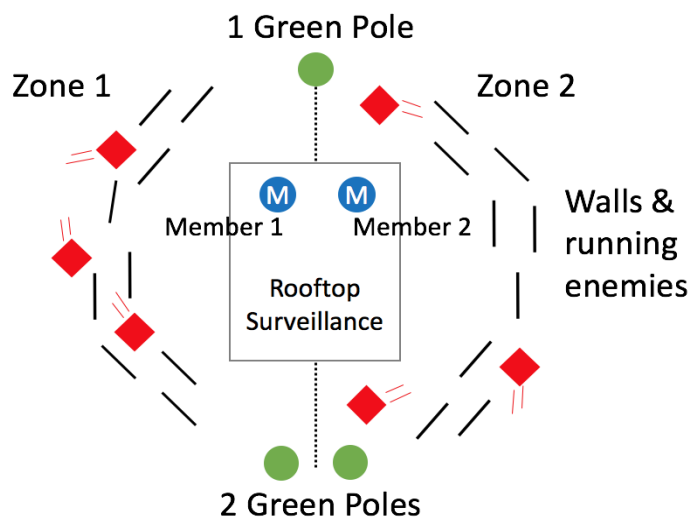
- Surveillance Tutor
 - Work with Iowa State University
- Demonstrated assessing and tutoring both two and three player teams
- Challenges:
 - GIFT tracking, assessing, and providing feedback to both individuals and teams
 - Communication between computers; synchronizing the scenario
 - Extracting team data in a meaningful way



• Surveillance Tutor

Study 1: 2 learners (spotters)

Study 2: 3 learners (2 spotters, 1 sniper)



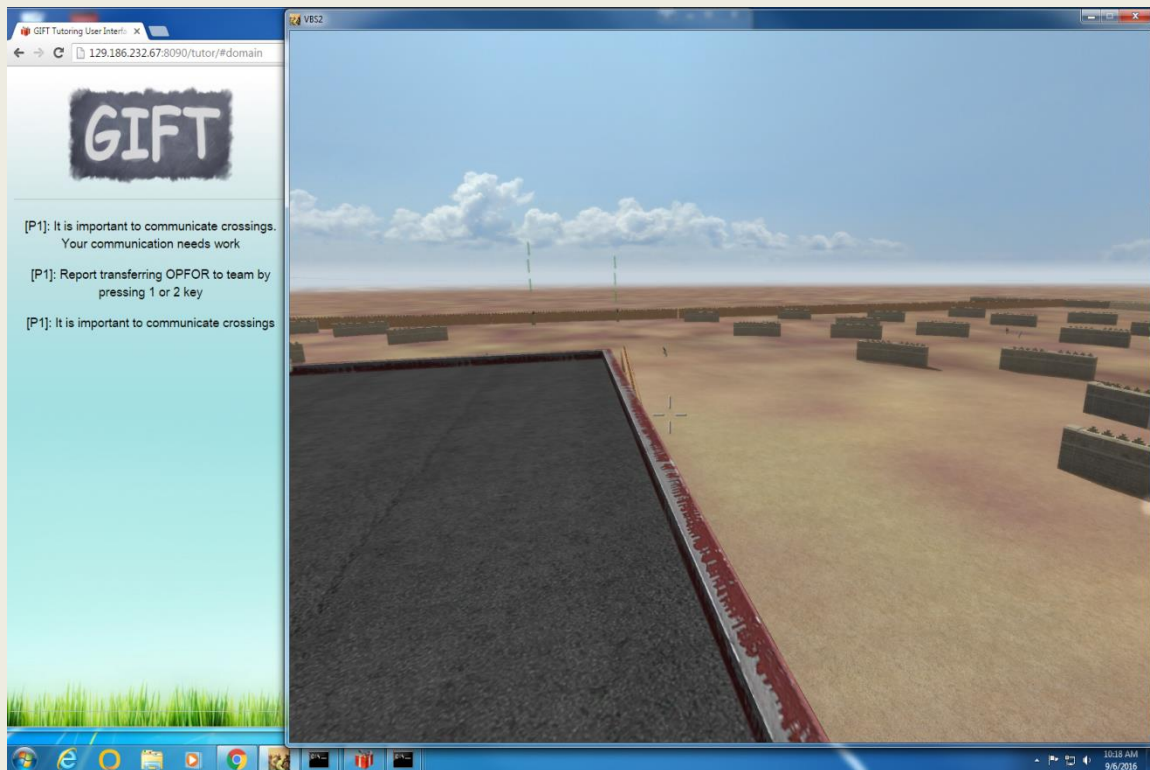
Assessments for spotters:

Identify (Individual)

Transfer (Individual)

Acknowledge (Individual)

Transfer-Acknowledge (Team)





Study 1:

- 2 spotters
 - 3 DKFs
 - one overall team DKF
 - two individual spotter DKFs which are duplicates

Study 2:

- 2 spotters and 1 sniper
 - 4 DKFs
 - one overall team DKF
 - two individual spotter DKFs which are duplicates
 - one individual sniper DKF



Examples of Evaluations for Surveillance Tutor

Individual Transfer Task:

Transfer Action Assessment	Transfer Performance State Assessment	Individual Feedback to Members
Above-Expectation: N/A (task was binary)	Above-Expectation: Transfer occurred when OPFOR is at zone boundary	Good alerts about crossings.
At-Expectation: Transfer is announced for a crossing OPFOR.	At-Expectation: Transfer occurred shortly before OPFOR arrives at zone boundary	It is important to communicate crossings.
Below-Expectation: Transfer is not announced for a crossing OPFOR.	Below-Expectation: OPFOR passes into other team member's zone without a transfer occurring.	1 st : Make sure your partner always knows when an OPFOR is about to cross. 2 nd +: It is important report crossing OPFOR.

Team Transfer-Acknowledge Task:

Transfer-Acknowledge Team Action Assessment	Transfer-Acknowledge Team Performance State Assessment	Team Feedback to All Members
Above-Expectation: N/A (task was binary)	Above-Expectation: acknowledge time – transfer time \leq 1 second	Successful handoffs!
At-Expectation: For the last transfer from either member, there was an acknowledge from the other member.	At-Expectation: acknowledge time – transfer time \leq 2 seconds and $>$ 1 second	It is important to alert each other about crossings and acknowledge them.
Below-Expectation: For the last transfer, there was no acknowledge.	Below-Expectation: acknowledge time – transfer time $>$ 2 seconds	1 st : Your team communication needs to improve. 2 nd : Team, please keep up the communication. 3 rd +: Work on communication.

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- Search and Rescue Tutor
 - Work with Aptima
- Demonstrate assessment and after action review for a nine-person team (Squad)
- Challenges:
 - GIFT tracking, assessing, and providing feedback for a team of nine
 - Communication between computers; synchronizing the scenario
 - Operationalizing behavioral markers
 - Creating a military-relevant scenario with appropriate measures



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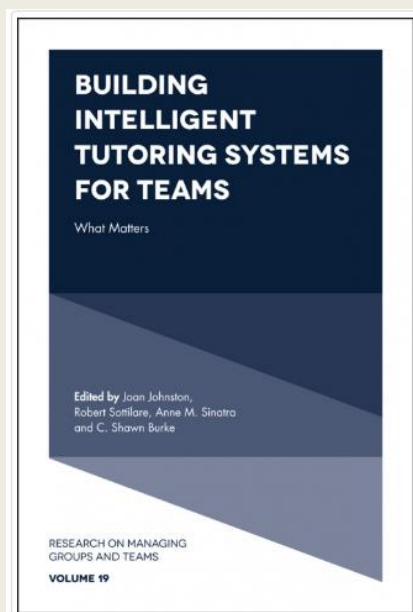
Applications: Search and Rescue Tutor

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- Search and Rescue Scenario in Virtual Battlespace 3
- Initially, assessment and after action review at the team level
 - One Team DKF
- Additional information during presentation titled “Scenarios for Training Teamwork Skills in Virtual Environments with GIFT”

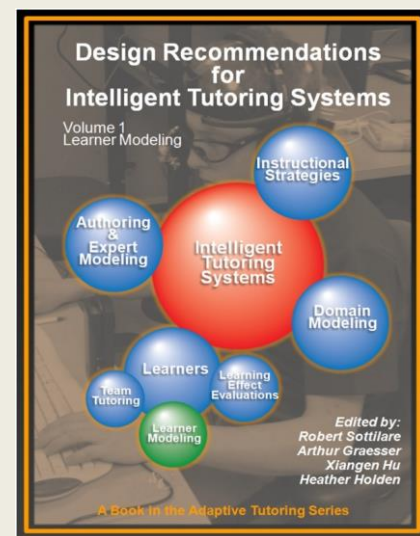


- Building Intelligent Tutoring Systems for Teams: What Matters
 - March 2016, Orlando, FL
 - Output: Book Titled “Building Intelligent Tutoring Systems for Teams: What Matters (Volume 19)”
 - Expected Publication: September 20th, 2018





- Team Modeling and Team Taskwork Expert Workshop
 - June 2017
 - Held at the Iowa State University campus
 - Focus was on Team Taskwork, with presentations in many different domains and topic areas
 - Output: Book in the “Design Recommendations in Intelligent Tutoring Systems” series (Vol. 6)
 - Expected Publication: Summer 2018





- Assessment and Intervention during Team Tutoring Workshop
 - AIED 2018 Conference Workshop (London Festival of Learning)
 - June 30th, 2018 in London, UK
 - Papers on:
 - Team Tasks
 - Team Communications
 - Considerations for Team Tutoring
 - Theoretical Implications
 - Intended Output: Online Workshop Proceedings
 - Expected Publication: June 2018



- Progress is being made with Team Tutoring in GIFT
- There are still many research gaps and challenges
 - Team Tutor authoring
 - Real-time communication and content analysis
 - Operationalizing behavioral markers; generalized strategies



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References

- Gilbert, S.B., Slavina, A., Dorneich, M., Sinatra, A.M., Bonner, D., Johnston, J., Holub, J., MacAllister, A. & Winer, E. (2017). Creating a team tutor using GIFT. *Journal of Artificial Intelligence in Education*.
- McCormack, R., Kilcullen, T., Sinatra, A.M., Brown, T., & Beaubian, J. (in press). Scenarios for Training Teamwork Skills in Virtual Environments with GIFT. In *Proceedings of the 6th Annual Generalized Intelligent Framework for Tutoring (GIFT) Users Symposium (GIFTSym6)*.
- Sottolare, R.A., Burke, C.S., Salas, E., Sinatra, A.M., Johnston, J.H., & Gilbert, S.B. (2017). Designing adaptive instruction for teams: A Meta-Analysis. *International Journal of Artificial Intelligence in Education*.



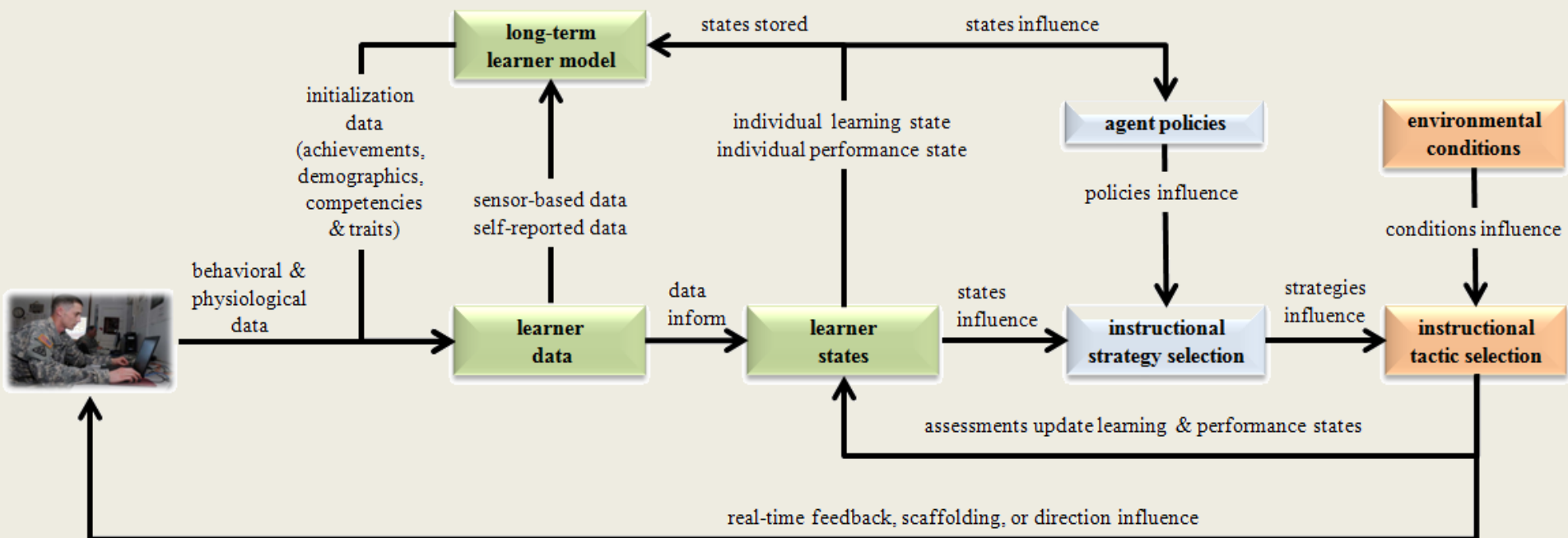
Questions?



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Back Up Slides

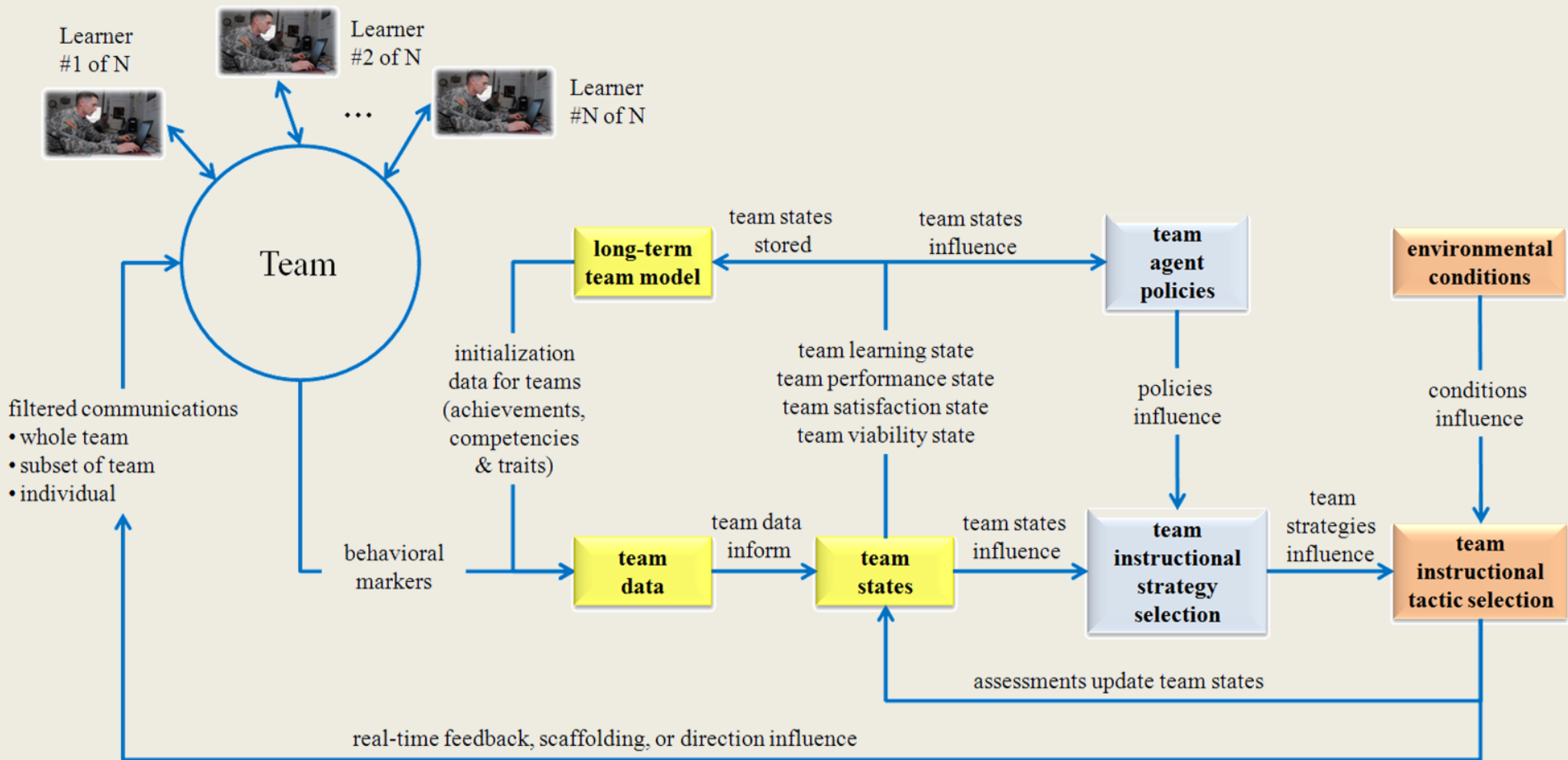




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Learning Effect Model for Teams



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