Design of Pedagogical Feedbacks in a Learning Environment for Object-Oriented Modeling

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Context of this work



- Project of the LIUM laboratory: « Interaction and knowledge »
- Participants: Dominique Py, Mathilde Alonso, Ludovic Auxepaules
- Goal of the project: designing models, methods and tools for object-oriented modeling learning environments
 - Interaction design
 - Diagnosis
- **Application:** the Diagram environment

Plan of the presentation

- Context and approach
- The Diagram environment
 - General interaction framework
 - Diagnostic module
- Pedagogical feedbacks
 - Methodology
 - Principles
 - Example



Context and approach Related work



Two learning environments for object-oriented modeling :

- COLLECT-UML [Baghaei & Mitrovic 06]
 - « Constraint-based » approach (syntactic and semantic constraints)
 - Messages associated with each violated constraint
- CIMEL-ITS [Moritz et al. 05]
 - « Curriculum » approach (curriculum model)
 - Predefined solution and typical errors

Context and approach

Metacognitive aspects of the modeling task

- Modeling task with UML
 - Design a class diagram from a textual description
 - Open task, more than one solution
- Metacognitive regulation
 - Control processes about cognitive activities
 - Three functions [Brown 87]
 - Planning and monitoring the cognitive activities
 - **Checking** the outcomes of these activities
- → Supporting the reflective activity in UML modeling requires to take into account these three aspects



Context and approach Position of the Diagram project

- Model of the interaction
 - Assistance during the task
 - Specific helps for novice students
 - Metacognitive support
- Diagnostic tool [Auxepaules et al. 08]
- Diagram environment
 - Class diagram editor
 - Implements the interaction model and provides feedback



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The Diagram environment

Specific interaction modes



- Diagram
 - A class diagram editor providing a subset of classic editors functions
- Facilitation of visual control
 - Problem text displayed on the interface
 - Underlining function for relevant expressions
 - Creation of diagram elements from text expressions
 - The element and the corresponding expression are displayed in the same color

The Diagram environment Task organization



• First step

- Reading the text
- Underlining the expressions

🗴 👝 🗇 Diagram [/Users/mathildealonso/Desktop/ICALT 2008/Docs Diagram/Pens and felt-pens/Pens and felt
Fichier Edition Affichage Aide
A <u>pen</u> and a <u>felt-pen</u> are two concepts with common attributes : <u>color</u> , <u>brand</u> <u>name</u> , etc. A felt-pen has a top. Both pen and felt-pen have a body with some properties. Pens and felt-pens are used by a person and belong to a person. These is a specific felt-pen that is an eraser felt-pen.
Valider l'étape de lecture et passer à l'étape de modélisation

The Diagram environment Task organization



Second step

Designing the class diagram

 Underlining and highlighting functions

×),-),D Diagram [/Users/mathildealonso/Desktop/ICALT 2008/Docs Diagram/Pens and felt-pens/Pens and felt-pens Starting ve. 7DI e e s x A **pen** and a <u>felt-pen</u> are two concepts with common attributes :<u>color</u>, <u>brand name</u>, etc. A felt-pen has a top. Both pen and felt-pen have a body with some properties. Pens and felt-pens are used by a person and belong to a person. These is a specific felt-pen that is ar eraser felt-pen. 癶 Ж 近 珀 A: O: 目 目 目 🖿 + → 급 Pencíl top body felt-pen Den

Valider l'étape de modélisation et passer à l'étape de vérification

The Diagram environment Task organization



Third step

Checking the diagram correctness and completeness

x) (=) (D) Diagram [/Users/mathildealonso/Desktop/ICALT 2008/Docs Diagram/Pens and felt-pens/Pens and felt-pens Starting ve. 751 **Q Q | S X** A **pen** and a felt-pen are two concepts with common attributes :color, brand name, etc. A felt-pen has a top. Both pen and felt-pen have a body with some properties. Pens and felt-pens are used by a person and belong to a person. These is a specific felt-pen that is ar eraser felt-pen. 癶 6 6 A: O: 🗏 吉 Pencil pen Retourner à l'étape de modélisation

The Diagram environment Diagnostic of the student's diagram



- The student's diagram is compared with an « ideal solution »
- The algorithm is adapted from generic algorithms of graphs comparison and matching [Auxepaules 2008]
- Output: a list of « differences » between the two diagrams, according to our Structural Differences Taxonomy (SDT)

The Diagram environment Structural Differences Taxonomy

- Univalent difference : partial match of one pattern with another one
 - **Specific** difference related to pattern properties and semantic
 - **General** difference related to patterns organization in the diagrams
- Multivalent difference : partial match of several patterns with one pattern



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 - General interaction framework
 - Diagnostic module

Pedagogical feedbacks

- Methodology
- Principles
- Example

Pedagogical feedbacks Methodology



- Comprehensive study of errors found in diagrams built by students during previous experiments with Diagram
- Design of a Pedagogical Differences Taxonomy (PDT)
- Correspondence established between SDT and PDT taxonomies
- Messages associated with each PDT difference (three modes: notify, question, suggest)
- Implementation and test

Pedagogical feedbacks Pedagogical Differences Taxonomy

Eight categories of differences between class diagrams :

- 1. Omission of an element
- 2. Addition of an element
- 3. Transfer of an element
- 4. Duplication of an element
- 5. Merging of several elements
- 6. Misrepresentation of an element (wrong type...)
- 7. Reversion of the direction of a relationship
- 8. Wrong multiplicity in a relationship

Pedagogical feedbacks Pedagogical Differences Taxonomy



- Simple differences : a single difference
- Complex differences
 - Groups of simple differences that usually occur together
 - Example: « class omission » implies « relation omission » or « relation transfer »
- Complex differences have priority on simple differences and are associated with specific feedback messages

$\begin{array}{l} \mbox{Pedagogical feedbacks} \\ \mbox{Correspondance SDT} \rightarrow \mbox{PDT} \end{array}$



• Motivation: independance of taxonomies, modularity, genericity

Structural DT	Pedagogical DT
Univalent – specific	Misrepresentation, reversion,
Univalent – Insertion	Addition
Univalent - Replacement	no match

Pedagogical feedbacks Feedbacks formulation



- **Goal** : Soliciting the metacognitive regulation (*checking* function)
- Three kinds of messages
 - **Notify**: point out a diagram part « you say that... »
 - **Question**: ask whether a representation is correct « does x has y? »
 - **Propose**: suggest another way « I would rather say... »



- 9 simple differences
- 3 compound differences

Compound difference #1

 Duplication and transfer of « has » relationship between « Pencil » and « Body » classes

• Compound difference #1

- Duplication and transfer of « has » relationship between « Pencil » and « Body » classes
- Feedbacks
 - *Notify*: You say 'Pen has Body' and 'Felt-pen has Body'.
 - Question: Do the relationships 'Pen-Body' et 'Felt-pen Body' represent the same relationship?
 - Propose: You must merge them into one single relationship, using the "Pencil" and "Body" classes.

• Compound difference #2

 Misrepresentation of a relationship and reverse direction (between « Top » and « Felt-pen » classes)

• Compound difference #2

- Misrepresentation of a relationship and reverse direction (between « Top » and « Felt-pen » classes)
- Feedbacks
 - *Notify*: You say 'Top has Felt-pen'.
 - **Question:** Does Top have Felt-pen?
 - **Propose:** I would rather say 'Felt-pen has Top'.

Conclusion

- Pedagogical feedbacks specific to each learner's diagram
- Independence of diagnostic module and feedback module
- Experimentations with students (sept-nov 2008)
- Limits and perspectives
 - Relies on a single reference diagram → include alternative solutions
 - Rocal diagnosis → memorize successive diagnosis to avoid repetitions