DynaLearn - Engaging and informed tools for learning conceptual system knowledge

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To develop an interactive learning environment that allows learners to construct their *conceptual* system knowledge.
DynaLearn - Main objective

- To develop an interactive learning environment that allows learners to construct their conceptual system knowledge.

- React to the individual knowledge needs of learners.

- Reflective interaction with virtual characters.

- Accommodate the true nature of conceptual knowledge.

- Be engaging by using personified agent technology.

- Feedback generators:
  - Semantic technology
  - Model diagnosis

- Workspace for interactive knowledge constructing

- Apply to (environmental) science education
- Secondary & Higher education

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Using animated virtual characters

Feedback & Interaction

What is? Explain: Model Ingredients

How to? Explain: User-Interface

Why? Explain: Occurrence of value changes

Recommendation
Compare to other models & suggest changes in Model Ingredients

Diagnosis
Bridge discrepancy between expected and actual Simulation Result

Special interaction modes:
• Teachable agent
• Quiz using existing model

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