

# Overview Introduction Background Design of Learning Object Search Engine

# Introduction

- □ What is Learning Object Search Engine
  - A tool that retrieves learning objects (LOs) indexed by metadata from online LO libraries based on users queries.

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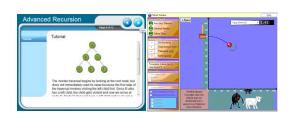
# Introduction

□ Future Work

- What is a Learning Object(LO)?
  - provides reusable online instruction and tutorials (e.g. text, image and flash object). Some LOs contain assessment questions to evaluate users' performance.
  - Usually web-based (can be used in learning management system like Blackboard and Moodle)
  - Contains metadata to describe the structure and the characteristics of LO.

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# Introduction



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# Introduction

- □ What is Digital Library of Learning Object?
  - Online storage of learning objects with tools for search and retrieval.
  - Or indexing of the LO from other storage with tool for search and retrieval.

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#### Introduction

Search Tool in Moodle.org

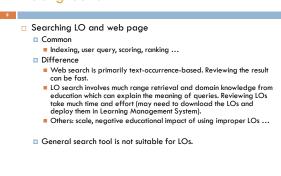


#### Introduction

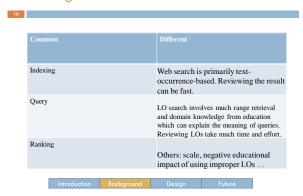
Search Tool in the National Science Digital Library



# Background



# Background



# Background

□ LO Metadata and Its Extension

- Metadata is an xml file with tags (e.g. tags of SCORM) that describe the structure (e.g. what page and image are contained?) and characteristics (e.g. author, difficulty level) of LO)
- New tags can be added as extensions to describe customized attributes (e.g. average score of the users who finish the assessment questions).

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# Background

□ Search Form and Metadata Extension

- Many LO search engines only provide simple interface to users. Users can not specify values for different tags in the metadata in details.
- Some LO search engines have complicated interface designed for the variety of metadata and extensions but the LOs provided by third parties do not have the preferred metadata.

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# Background

- User Preference Modeling and Ranking
  - User may prefer some LOs to other LOs in the result.
  - Preference may not be completely specified in the query.
  - Clicking behaviors (e.g. time of click, position of click) contains important information which can be used to model the preference.
  - Preferred LOs should be ranked higher in the result.

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# Background

- □ User Preference Modeling and Ranking
  - "Crucial" technology which can improve the result areatly.
  - □ Widely used in major search engines for web page.
  - Few LO search engine uses it except NSDL.

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# Background

# User Preference Modeling and Ranking

- A Dynamic Bayesian Network is proposed (Chapelle, 2009) to predict the click through rates of URLs based on users' clicking history in different positions on the result page.
- It introduces 3 hidden variables to describe whether a user examines, is attracted by or is satisfied by the URL approximated by using EM.
- click through rates can be used as a parameter of other ranking function such as RankNet (next slide).

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# Background

# User Preference Modeling and Ranking

- RankNet (Burges, et al, 2005) will give a rank for each result in the result set using data of clicking behavior.
- □ It is basically a neural network trained by pair-wised ranked examples with probability of the paired
- $\hfill \square$  It ranks the results in the result set directly.

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#### Design of Learning Object Search Engine

#### □ Two problems to be solved:

- □ Third party LOs may not contain desired metadata.
- Different standard metadata
- Same standard metadata with different extensions
- □ It costs much time and effort for the user to review the results. Reviewing LOs may include downloading the LOs or uploading to user's own learning management system.

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#### Design of Learning Object Search Engine

#### How to populate metadata if the metadata of the LO is not designed in the desired way?

LO hosting

- LOs developed by third parties can be hosted by the search
- LOs can be uploaded to the system and deployed to users for a period
- Collect the usage data, analyze the data and add the result to metadata.

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#### Design of Learning Object Search Engine

- Two search forms for the metadata collected from LO hostina
  - Provide a general search form if users want to handle the extensions as text-occurrence-based search.
  - Provide an advanced search form and allow users to specify the requirement for each tag in the metadata in the query.

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#### Design of Learning Object Search Engine



- Given the query, the search engine will go over the metadata of all the LOs to see whether the requirements of the query are met.
- All the LOs in the result will be graded and ranked based on the fitness and user's implicit preference.
  - Fitness of a LO measures how well a LO matches user's requirements in the query.

  - Grading computing the fitness for each LO.
    User's implicit preference derived from the dicking and browsing behaviors when a user is reviewing the results.
  - Ranking considers the fitness, the preference from the same user's previous search and the preference from other similar users.

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#### Design of Learning Object Search Engine

How to improve the result and reduce the negative impact of reviewing LOs?

- User Preference Modeling
  - When a user clicks and reviews a LO in the result, this interaction will be tracked for modeling the preference in the future.
  - Users are encouraged to rate the LOs as explicit feedback of the review of the result.
  - When the user comes back and searches again, the search engine will be able to predict what this user really wants besides the requirements in the

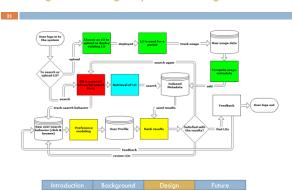
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# Design of Learning Object Search Engine

- □ The entire system contains 4 major components.
  - Search Form
    - General search form handles text-occurrence-based search.
    - Advanced search form handles the metadata with extensions.
  - Learning Object Hosting
  - Retrieval of LO
  - User Preference Modeling

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#### Design of Learning Object Search Engine



#### **Future Work**

- □ Compare different algorithms of user preference modeling.
  - Design a search form that handles arbitrary metadata coming along with the LOs when they are indexed.

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# Thank you



Question?