Examples to Evaluate

- **Situation 1:** I-Help Style system (Greer et al, 2000)
  - AI used so that your agent negotiates with other peoples agents to find someone you can help with a programming assignment

- **Situation 2:** Cognitive type tutor for teaching Java
  - Model and knowledge tracing used to design sequence of problems, detect bugs and offer specific remediation

- **Situation 3:** Simulation environment
  - Free discovery environment that allows learners to construct models of physical phenomena and then run experiments on them.

- **Situation 4:** Ambient Wood style experience (Rogers et al, 2002)
  - Collaborating child explore a rainforest using PDAs, moisture and light probes and a sound horn, with an occasional showers of rain.

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**Your mission**

- **Goal**
  - To evaluate whether these systems and situations enhance the learning experiences of their intended population

- **Assumptions**
  - Fully working research prototypes. Bug Free!
  - Successfully formatively evaluated
Systems

♦ Dependent Variables ♦ Dependent Variables

♦ Design(s) ♦ Design(s)

Systems

♦ Comparison(s) ♦ Comparison(s)

♦ Context ♦ Context

Conclusion: System A

Conclusion: System B