



Activity in Context – Planning to Keep Learners ‘in the Zone’ for Scenario-based Mixed-Initiative Training

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constrain the world situation and activities possible
select relevant tasks and events
inject events to situation to keep learners ‘in the zone’
induce appropriate learner ‘activity in context’

A number of threads have been brought together in this work:

- to study the cognitive psychological foundations for situated social learning;
- to identify effective learning methods relevant to mixed-initiative interaction between agents;
- to describe the relationship between cognitive psychological activity models and an Artificial Intelligence research-informed conceptual model of activity;
- to utilise Artificial Intelligence Planning technology;
- to employ automated Non-Player Characters (NPC) tutors;
- to provide a methodology for how the concepts identified could be utilised in a training-orientated “I-Zone” – a virtual space for intelligent scenario-based interaction; and
- to create, document and demonstrate a resource base for experimentation and potential re-use on projects in this area.

