Table of Contents – Part I

Invited Talks

Can Research-Based Technology Change School-Based Learning? Perspectives from Singapore]
Modeling Emotion and Its Expression	2
Active Learning in Technology-Enhanced Environments: On Sensible and Less Sensible Conceptions of "Active" and Their Instructional Consequences	3
Riding the Third Wave	4
Social and Caring Tutors: ITS 2010 Keynote Address	Ę
Educational Data Mining 1	
Predicting Correctness of Problem Solving in ITS with a Temporal Collaborative Filtering Approach	18
Detecting the Moment of Learning	25
Comparing Knowledge Tracing and Performance Factor Analysis by Using Multiple Model Fitting Procedures	35
Natural Language Interaction 1	
Automatic Question Generation for Literature Review Writing Support	45
Characterizing the Effectiveness of Tutorial Dialogue with Hidden Markov Models	55



Exploiting Predictable Response Training to Improve Automatic Recognition of Children's Spoken Responses	65
ITS in Ill-Defined Domains	
Leveraging a Domain Ontology to Increase the Quality of Feedback in an Intelligent Tutoring System	75
Modeling Long Term Learning of Generic Skills	85
Eliciting Informative Feedback in Peer Review: Importance of Problem-Specific Scaffolding	95
Inquiry Learning	
Layered Development and Evaluation for Intelligent Support in Exploratory Environments: The Case of Microworlds	105
The Invention Lab: Using a Hybrid of Model Tracing and Constraint-Based Modeling to Offer Intelligent Support in Inquiry Environments	115
Discovering and Recognizing Student Interaction Patterns in Exploratory Learning Environments	125
Collaborative and Group Learning 1	
Lesson Study Communities on Web to Support Teacher Collaboration for Professional Development	135
Using Problem-Solving Context to Assess Help Quality in Computer-Mediated Peer Tutoring	145
Socially Capable Conversational Tutors Can Be Effective in Collaborative Learning Situations	156

Intelligent Games 1	
Facial Expressions and Politeness Effect in Foreign Language Training System	165
Intercultural Negotiation with Virtual Humans: The Effect of Social Goals on Gameplay and Learning	174
Gaming the System	
An Analysis of Gaming Behaviors in an Intelligent Tutoring System Kasia Muldner, Winslow Burleson, Brett Van de Sande, and Kurt VanLehn	184
The Fine-Grained Impact of Gaming (?) on Learning Yue Gong, Joseph E. Beck, Neil T. Heffernan, and Elijah Forbes-Summers	194
Squeezing Out Gaming Behavior in a Dialog-Based ITS Peter Hastings, Elizabeth Arnott-Hill, and David Allbritton	204
Pedagogical Strategies 1	
Analogies, Explanations, and Practice: Examining How Task Types Affect Second Language Grammar Learning	214
Do Micro-Level Tutorial Decisions Matter: Applying Reinforcement Learning to Induce Pedagogical Tutorial Tactics	224
Examining the Role of Gestures in Expert Tutoring	235
Affect 1	
A Time for Emoting: When Affect-Sensitivity Is and Isn't Effective at Promoting Deep Learning	245
The Affective and Learning Profiles of Students Using an Intelligent Tutoring System for Algebra	255

The Impact of System Feedback on Learners' Affective and Physiological States	264
Payam Aghaei Pour, M. Sazzad Hussain, Omar AlZoubi, Sidney D'Mello, and Rafael A. Calvo	
Games and Augmented Reality	
Investigating the Relationship between Presence and Learning in a Serious Game	274
Developing Empirically Based Student Personality Profiles for Affective Feedback Models	285
Evaluating the Usability of an Augmented Reality Based Educational Application	296
Pedagogical Agents, Learning Companions, and Teachable Agents	
What Do Children Favor as Embodied Pedagogical Agents?	307
Learning by Teaching SimStudent: Technical Accomplishments and an Initial Use with Students	317
The Effect of Motivational Learning Companions on Low Achieving Students and Students with Disabilities	327
Intelligent Tutoring and Scaffolding 1	
Use of a Medical ITS Improves Reporting Performance among Community Pathologists	338
Hints: Is It Better to Give or Wait to Be Asked?	349

Table of Contents – Part I	XIX
Error-Flagging Support for Testing and Its Effect on Adaptation $Amruth\ N.\ Kumar$	359
Metacognition	
Emotions and Motivation on Performance during Multimedia Learning: How Do I Feel and Why Do I Care?	369
Metacognition and Learning in Spoken Dialogue Computer Tutoring Kate Forbes-Riley and Diane Litman	379
A Self-regulator for Navigational Learning in Hyperspace	389
Pedagogical Strategies 2	
How Adaptive Is an Expert Human Tutor?	401
Blocked versus Interleaved Practice with Multiple Representations in an Intelligent Tutoring System for Fractions	413
Improving Math Learning through Intelligent Tutoring and Basic Skills	400
Training	423
Author Index	433

Table of Contents - Part II

Δ	ffect	ŀ	2
-	116-1	١.	

The Intricate Dance between Cognition and Emotion during Expert Tutoring	1
Blair Lehman, Sidney D'Mello, and Natalie Person	
Subliminally Enhancing Self-esteem: Impact on Learner Performance and Affective State	11
Detecting Learner Frustration: Towards Mainstream Use Cases Judi McCuaig, Mike Pearlstein, and Andrew Judd	21
Educational Data Mining 2	
Enhancing the Automatic Generation of Hints with Expert Seeding John Stamper, Tiffany Barnes, and Marvin Croy	31
Learning What Works in ITS from Non-traditional Randomized Controlled Trial Data	41
Natural Language Interaction 2	
Persuasive Dialogues in an Intelligent Tutoring System for Medical Diagnosis	51
Predicting Student Knowledge Level from Domain-Independent Function and Content Words	62
KSC-PaL: A Peer Learning Agent	72
Authoring Tools and Theoretical Synthesis	
Transforming a Linear Module into an Adaptive One: Tackling the Challenge	82
Jonathan G.K. Foss and Alexandra I. Cristea	

An Authoring Tool to Support the Design and Use of Theory-Based Collaborative Learning Activities	9
How to Build Bridges between Intelligent Tutoring System Subfields of Research	10
Collaborative and Group Learning 2	
Recognizing Dialogue Content in Student Collaborative Conversation Toby Dragon, Mark Floryan, Beverly Woolf, and Tom Murray	11
Supporting Learners' Self-organization: An Exploratory Study	12
Exploring the Effectiveness of Social Capabilities and Goal Alignment in Computer Supported Collaborative Learning	13
Intelligent Games 2	
Virtual Humans with Secrets: Learning to Detect Verbal Cues to Deception	14
Optimizing Story-Based Learning: An Investigation of Student Narrative Profiles	15
Integrating Learning and Engagement in Narrative-Centered Learning Environments	10
Intelligent Tutoring and Scaffolding 2	
Collaborative Lecturing by Human and Computer Tutors	1'
Computational Workflows for Assessing Student Learning Jun Ma. Erin Shaw, and Jihie Kim	18

Table of Contents – Part II	XXII
Predictors of Transfer of Experimental Design Skills in Elementary and Middle School Children	19
Stephanie Siler, David Klahr, Cressida Magaro, Kevin Willows, and Dana Mowery	
Young Researchers Track	
Moodle Discussion Forum Analyzer Tool (DFAT)	20
Peer-Based Intelligent Tutoring Systems: A Corpus-Oriented	01
Approach	21
Intelligent Tutoring Systems, Educational Data Mining, and the Design and Evaluation of Video Games	21
An Intelligent Debater for Teaching Argumentation	21
Multiple Interactive Representations for Fractions Learning	22
An Interactive Educational Diagrammatic System for Assessing and Remediating the Graph-as-Picture Misconception	22
Long Term Student Learner Modeling and Curriculum Mapping Richard $Gluga$	22
Student Dispositions and Help-Seeking in Collaborative Learning Iris K. Howley and Carolyn Penstein Rosé	23
Visualizing Educational Data from Logic Tutors	23
An Authoring Language as a Key to Usability in a Problem-Solving ITS Framework	23
Towards the Creation of a Data-Driven Programming Tutor	23
Using Expert Models to Provide Feedback on Clinical Reasoning	24
Skills	24

Algorithms for Robust Knowledge Extraction in Learning Environments	245
Ifeyinwa Okoye, Keith Maull, and Tamara Sumner	
Integrating Sophisticated Domain-Independent Pedagogical Behaviors in an ITS Framework	248
Delivering Tutoring Feedback Using Persuasive Dialogues	251
Coordinate Geometry Learning Environment with Game-Like Properties	254
Long-Term Benefits of Direct Instruction with Reification for Learning the Control of Variables Strategy	257
Short Papers	
Can Affect Be Detected from Intelligent Tutoring System Interaction Data? – A Preliminary Study Elizabeth A. Anglo and Ma. Mercedes T. Rodrigo	260
Comparing Disengaged Behavior within a Cognitive Tutor in the USA and Philippines	263
Adaptive Tutorials for Virtual Microscopy: A Design Paradigm to Promote Pedagogical Ownership	266
The Online Deteriorating Patient: An Adaptive Simulation to Foster Expertise in Emergency Decision-Making	269
DynaLearn: Architecture and Approach for Investigating Conceptual System Knowledge Acquisition Bert Bredeweg, Jochem Liem, Floris Linnebank, René Bühling, Michael Wißner, Jorge Gracia del Río, Paulo Salles, Wouter Beek, and Asunción Gómez Pérez	272
Interfaces for Inspectable Learner Models	275

XXVI Table of Contents – Part II

Generating Proactive Feedback to Help Students Stay on Track
ITS in Ill-Defined Domains: Toward Hybrid Approaches
Analyzing Student Gaming with Bayesian Networks
EdiScenE: A System to Help the Design of Online Learning Activities
Critiquing Media Reports with Flawed Scientific Findings: Operation ARIES! A Game with Animated Agents and Natural Language Trialogues
Art Graesser, Anne Britt, Keith Millis, Patty Wallace, Diane Halpern, Zhiqiang Cai, Kris Kopp, and Carol Forsyth
A Case-Based Reasoning Approach to Provide Adaptive Feedback in Microworlds
Real-Time Control of a Remote Virtual Tutor Using Minimal Pen-Gestures
Theoretical Model for Interplay between Some Learning Situations and Brainwaves
Cultural Adaptation of Pedagogical Resources within Intelligent Tutorial Systems
An Interactive Learning Environment for Problem-Changing Exercise 3 Tsukasa Hirashima, Sho Yamamoto, and Hiromi Waki
Towards Intelligent Tutoring with Erroneous Examples: A Taxonomy of Decimal Misconceptions
The Efficacy of iSTART Extended Practice: Low Ability Students Catch Up

Expecting the Unexpected: Warehousing and Analyzing Data from ITS Field Use	352
Developing an Intelligent Tutoring System Using Natural Language for Knowledge Representation	355
A Network Analysis of Student Groups in Threaded Discussions Jeon-Hyung Kang, Jihie Kim, and Erin Shaw	359
A New Framework of Metacognition with Abstraction/Instantiation Operations	362
Expansion of the xPST Framework to Enable Non-programmers to Create Intelligent Tutoring Systems in 3D Game Environments Satesh Kumar Kodavali, Stephen Gilbert, and Stephen B. Blessing	365
A Computational Model of Accelerated Future Learning through Feature Recognition	368
Automated and Flexible Comparison of Course Sequencing Algorithms in the LS-Lab Framework	371
Correcting Scientific Knowledge in a General-Purpose Ontology Michael Lipschultz and Diane Litman	374
Learning to Argue Using Computers – A View from Teachers, Researchers, and System Developers	377
How to Take into Account Different Problem Solving Modalities for Doing a Diagnosis? Experiment and Results	380
Behavior Effect of Hint Selection Penalties and Availability in an Intelligent Tutoring System	384
DesignWebs: A Tool for Automatic Construction of Interactive Conceptual Maps from Document Collections	387

XXVIII Table of Contents - Part II

Extraction of Concept Maps from Textbooks for Domain Modeling Andrew M. Olney	390
Levels of Interaction (LoI): A Model for Scaffolding Learner Engagement in an Immersive Environment	393
Tools for Acquiring Data about Student Work in Interactive Learning Environment T-Algebra	396
Mily's World: A Coordinate Geometry Learning Environment with Game-Like Properties	399
An Intelligent Tutoring System Supporting Metacognition and Sharing Learners' Experiences	402
Are ILEs Ready for the Classroom? Bringing Teachers into the Feedback Loop	405
Comparison of a Computer-Based to Hands-On Lesson in Experimental Design	408
Toward the Development of an Intelligent Tutoring System for Distributed Team Training through Passive Sensing	411
Open Educational Resource Assessments (OPERA)	414
Annie: A Tutor That Works in Digital Games	417
Learning from Erroneous Examples	420
Feasibility of a Socially Intelligent Tutor	423
Agent Prompts: Scaffolding Students for Productive Reflection in an Intelligent Learning Environment	426

Table of Contents – Part II X	XIX
Identifying Problem Localization in Peer-Review Feedback	429
AlgoTutor: From Algorithm Design to Coding	432
Adaptive, Assessment-Based Educational Games	435
Interactive Events	
ITS Authoring through Programming-by-Demonstration	438
A Coordinate Geometry Learning Environment with Game-Like Properties	439
Adaptive Tutorials and the Adaptive eLearning Platform	440
DomainBuilder – An Authoring System for Visual Classification Tutoring Systems	441
AWESOME Computing: Using Corpus Data to Tailor a Community Environment for Dissertation Writing	443
Collaboration and Content Recognition Features in an Inquiry Tutor Mark Floryan, Toby Dragon, Beverly Woolf, and Tom Murray	444
The Science Assistments Project: Scaffolding Scientific Inquiry Skills Janice D. Gobert, Orlando Montalvo, Ermal Toto, Michael A. Sao Pedro, and Ryan S.J.d. Baker	445
Incorporating Interactive Examples into the Cognitive Tutor	446
iGeom: Towards an Interactive Geometry Software with Intelligent Guidance Capabilities	447
Acquiring Conceptual Knowledge about How Systems Behave Jochem Liem, Bert Bredeweg, Floris Linnebank, René Bühling, Michael Wißner, Jorge Gracia del Río, Wouter Beek, and Asunción Gómez Pérez	448

XXX Table of Contents - Part II

Learning by Teaching SimStudent	449
Authoring Problem-Solving ITS with ASTUS Jean-François Lebeau, Luc Paquette, and André Mayers	450
A Better Reading Tutor That Listens	451
Research-Based Improvements in Cognitive Tutor Geometry	452
A Cognitive Tutor for Geometric Proof	453
Multiplayer Language and Culture Training in ISLET	454
PSLC DataShop: A Data Analysis Service for the Learning Science Community	455
A DIY Pressure Sensitive Chair for Intelligent Tutoring Systems	456
Author Index	457