Talk, Tutor, Explore, Learn:

Intelligent Tutoring and Exploration for Robust Learning



Project

iTalk2Learn is a 3 year collaborative European project (Nov 2012 – Oct 2015). The overall aim of the project is to develop a learning platform to support children aged 5 to 11 learning mathematics. The system will be able to provide recommendations and individualised feedback. Learners will be able to interact more naturally with the system via intuitive user interfaces including object manipulation and speech. Structured questions and open-ended activities will be evaluated for their potential to lead to robust learning.

Objectives

- 1. Provide an open source platform for intelligent support systems that includes both structured questions and exploratory activities.
- Develop artificial intelligence techniques to provide recommendations and individualised feedback based on students' interaction with the system.
- Develop an innovative user interface that allows students to manipulate objects on the screen and speak in order to provide answers.
- 4. Investigate the role of speech and visual representations in learning elementary mathematics with digital technologies.
- 5. Evaluate the advantages of the new platform to the learning process.

Sign up

If you would like to know more or participate in the user studies please contact us:

Partners

Stiftung Universität Hildesheim (UHi) is a German University with a focus on pedagogics, cultural sciences, languages, and computer science. The Information Systems and Machine Learning Lab (ISMLL) is a world leading research group on machine learning and recommender systems. www.uni-hildesheim.de





Ruhr-Universität Bochum (RUB) is one of Germany's leading research universities with an acknowledged reputation for excellence in research, for the promotion of early career researchers and for its forward-looking teaching concepts. ww.ruhr-uni-bochum.de

London Knowledge Lab (LKL) is an interdisciplinary research lab that aims to explore and invent the roles of technology in learning, and to understand how technology relates to broader Indonesia learning, and to understand how technology relates to broader Indonesia learning, and to understand how technology relates to broader Indonesia learning, and to understand how technology relates to broader Indonesia learning learning learning. social, economic and cultural factors. LKL is a collaboration between two centres of world-class research - the Institute of Education (IOE) and Birkbeck College (BBK), www.lkl.ac.uk





The IOE is one of the world's leading institutions for education and social sciences and tops the league table for education research.

www.ioe.ac.uk

BBK is a world-class research and teaching institution, a vibrant centre of academic excellence and London's only specialist provider of evening higher education. Birkbeck is engaged in conducting research that is actively pushing back the boundaries of the world's knowledge across the disciplines. www.bbk.ac.uk





SAIL LABS Technology (Speech-Artificial-Intelligence-Language-**Laboratories**) is one of the world's leading innovators of speech and language technology. SAIL develops technologies to mine media and text including the indexing of audio, video and text, speech recognition, transcriptions from multiple languages, and the processing of social media.

www.sail-labs.com

Testaluna (TL) designs and develops videogames, simulations, virtual communities combining high quality entertainment with training, educational, therapeutic or promotional purposes. www.testaluna.it





Whizz Education works with parents, schools and ministries of education to raise standards in maths for 5 to 13 year olds. The Maths-Whizz® suite of services incorporates adaptive tutoring, whole class learning tools and application of best practices. www.whizz.com



