고등교육에서의 학습분석사례 및 그 의미와 전망

유비온 에듀테크 센터장 유인식

학습분석의 의미

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growing focus on measuring learning is an accelerating trend in educational settings, and analytics technologies are the cornerstone. This category of technologies encompasses a diverse array of tools and applications that turn data into information. Data are the currency of the digital economy driving the information age, in which finding ways to collect, connect, combine, and Interpret data to more clearly understand learner capabilities and progress can fuel personalized and adaptive learning experiences.185 In the past 20 years, measuring student learning has evolved from passive and latent metrics in duding semester/quarter grades, grade-level promotion, and graduation rates to interactive and real-time metrics that recommend adjustments to meet learners' needs and inform faculty decisions about curriculum and pedagogy. 186 Understanding how to use new data tools and developing analytic skills, including data literacy, computational thinking, and coding, is essential for faculty and students to advance the understanding and use of big data in educational settings.

Definition of Learning Analytics

- for individual learners to reflect on their achievements and patterns of behaviour in relation to others
- to help teachers and support staff plan supporting interventions with individuals and groups
- for functional groups such as course teams seeking to improve current courses or develop new curriculum offerings
- for institutional administrators taking decisions on matters such as marketing and recruitment or efficiency and effectiveness measures

Analytic outcomes

- Prediction purposes, for example to identify "at risk" students in terms of drop out or course failure
- Personalization & adaptation, to provide students with tailored learning pathways, or assessment materials
- Intervention purposes, providing educators with information to intervene to support students
- Information visualization, typically in the form of so-called learning dashboards which provide overview learning data through data visualisation tools

국내 고등교육 Learning Analytics의 현실

Information Visualization



Intervention



Personalization Adaptation



Prediction





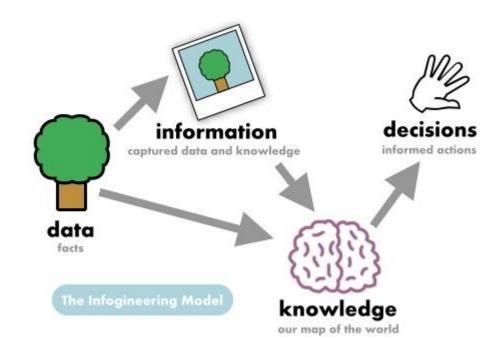




국내 고등교육 LMSs



Analytics : Data → Decision





AI는 체스, 바둑과 같은 보드게임에서는 효과가 큰 반면 복잡한 전략게임에서는 아직 효과를 발휘하지 못하고 있음







해외 vs. 한국

Prediction for what

8,000,000

That's how many students are currently enrolled in online courses today - in the U.S. alone.

Prediction for what

50%

That's the percentage of those 8 million students that will actually complete those courses.

Cases in LMS

Blackboard



Blackboard Predict

- 목적: 학습위험 조기 진단

- 효과: 위험군 학습자 관리

- 효과: 교육과정 개선

- 데이터: SIS/ERP, 활동 데이터

· X-ray Learning Analytics

- 목적: 학습 활동 관리

- 효과: 활동 관리, 교수 피드백

- 데이터: 활동 데이터

Canvas



· Course Analytics

- 목적: 학습관리

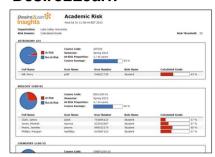
- 효과: 위험군 학습자 관리

- 데이터: 활동 데이터

- 산출: 학습빈도, 제출, 성적

- 기능: 자동 알림(Alert)

Desire2Learn



· Desire2learn Insights

- 목적: 예측분석

- 효과: 기관 수준 성과 측정

- 데이터: SIS/ERP, 활동 데이터

- 기능: "Advanced Analytics"

- 학습활동 측정

- 개인화학습 근거 데이터 제공

- 교수활동 피드백

Moodle Rooms*



INTELLIBOARD

- 서드파티 분석도구

- Moodle, Totara

- 데이터: 활동 데이터

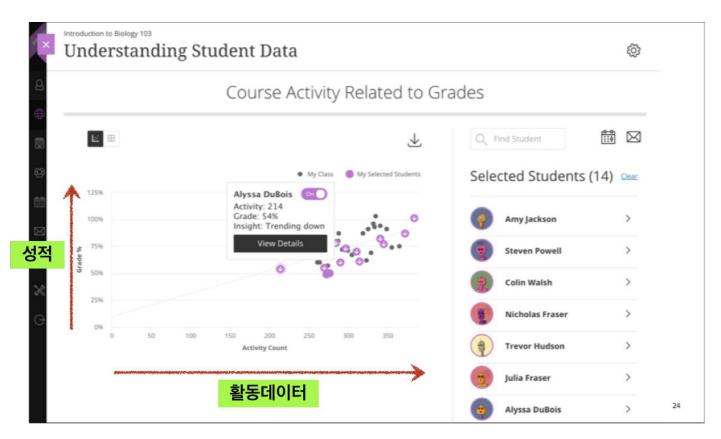
- 기능 및 산출

- 학습빈도 측정

- 위험군 학습자 관리

- 학습자 대시보드 제공

Blackboard x-ray



Blackboard Predict

[비교] 로그인 횟수

x: 기간(월) v: 로그인 횟수

• 학습자 분석 레포트

- 목적: 학습성과 예측

- 비교: 본인/동일 전공/대학 전체

- 기간별 로그인 횟수

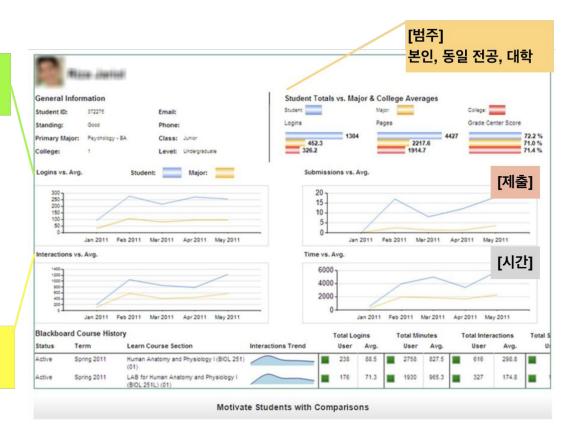
- 기간별 인터렉션 횟수

- 기간별 제출 횟수

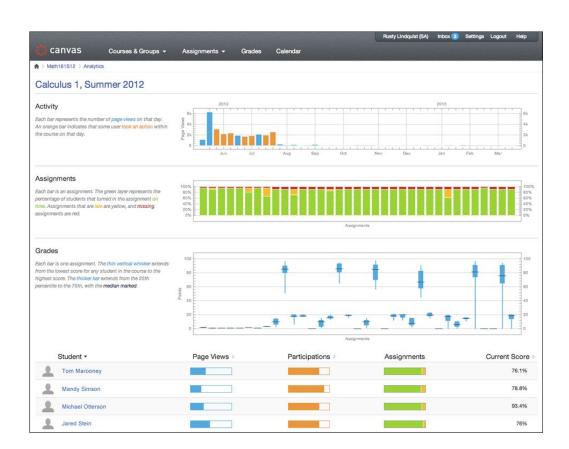
- 기간별 접속 시간

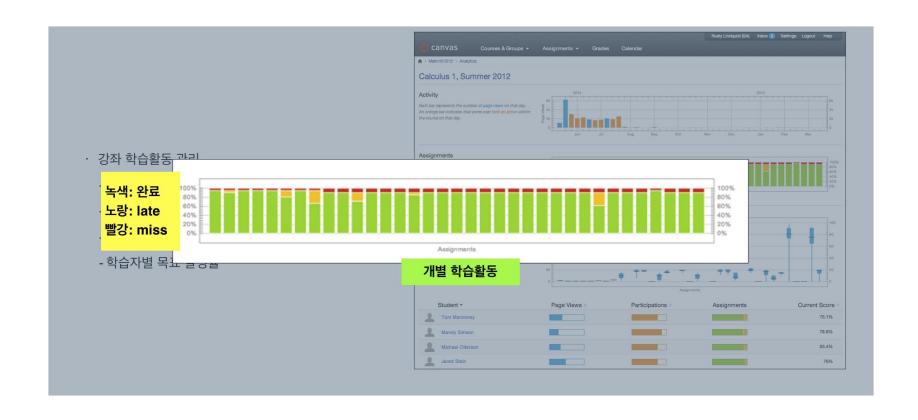
[비교] 인터렉션 횟수 x: 기간(월)

y: 인터렉션 횟수

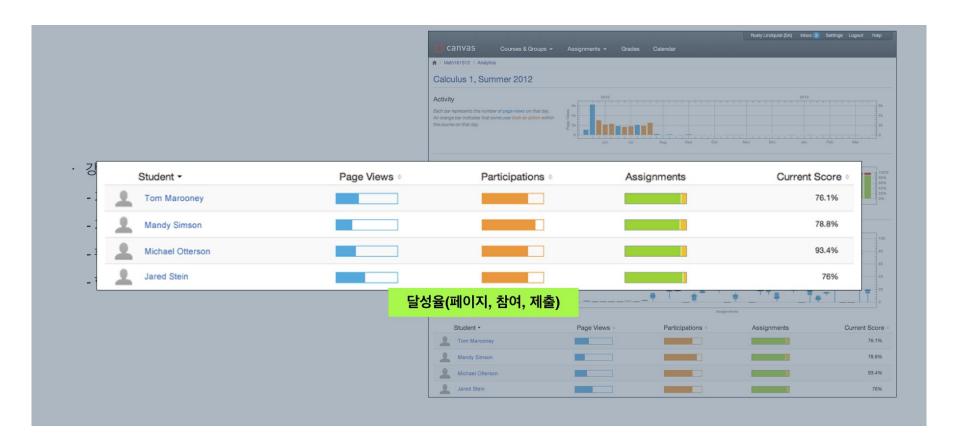


- ㆍ 강좌 학습활동 관리
 - 기간별 학습활동(Activity)
 - 기간별 제출(Assignments)
 - 활동별 성적 분포(Grades)
 - 학습자별 목표 달성율

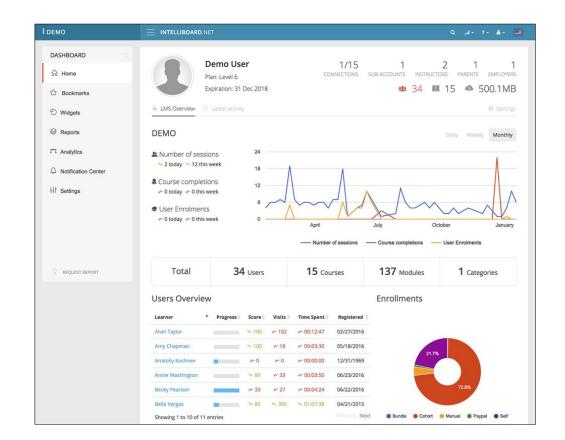




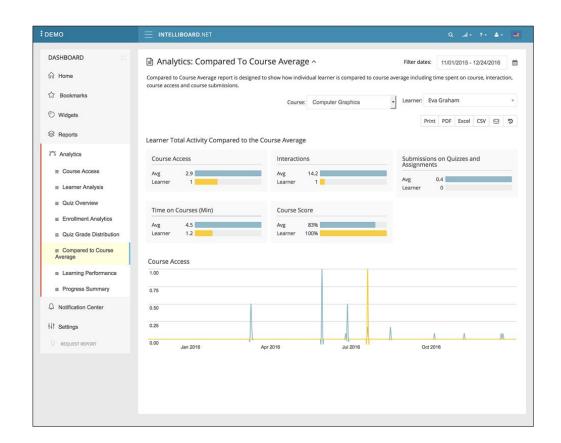




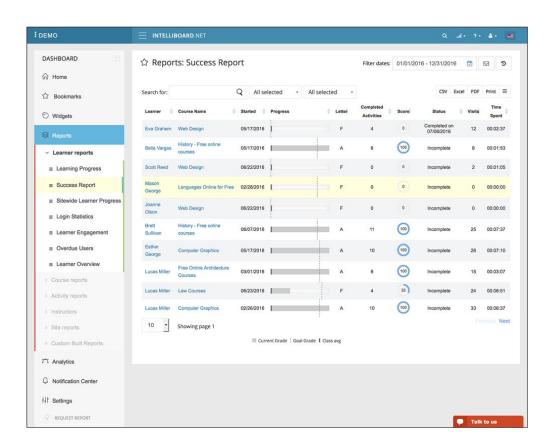
- · LMS Overview(시스템 개요)
 - 유저 등록 수
 - 코스 완료 사용자 수
 - 전체 세션 수
- · User Overview
 - Progress
 - Score
 - Visit
 - Time Spent



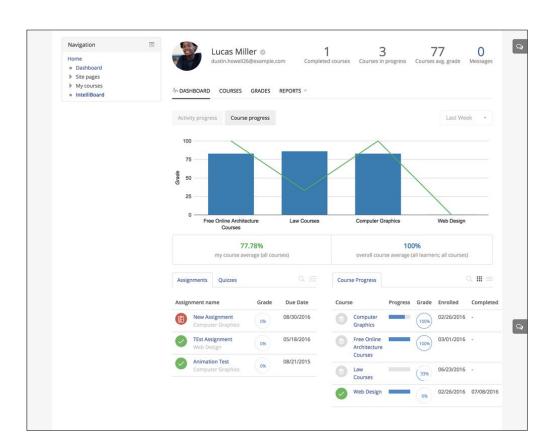
- · Track & Improve Learners Engagement
 - Course Contents Access
 - Course Access
 - Progress Summary



- · Identify at-risk Learner
 - Learner Progress
 - Status Summary
 - Past Due Assignments
 - Compared to Course Average
 - Activity Status Detail



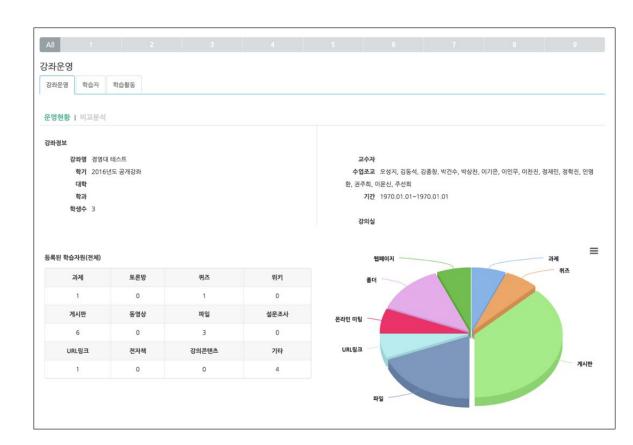
- Enabled Leaner Self Management
 - Course Average Comparison
 - Assignment/Quiz Completion
 - Course Progress
 - Activity Participation
 - Correlations and Grades



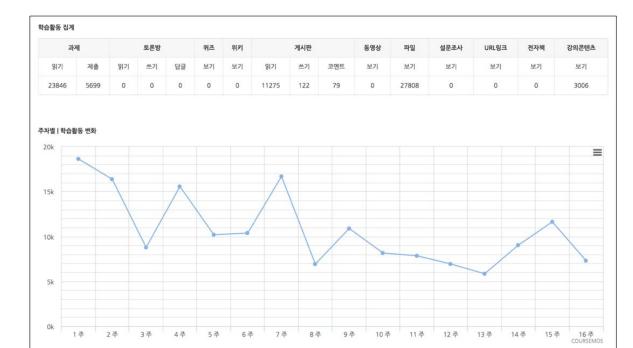




- · 강좌정보
- 학습자원 한눈에 보기

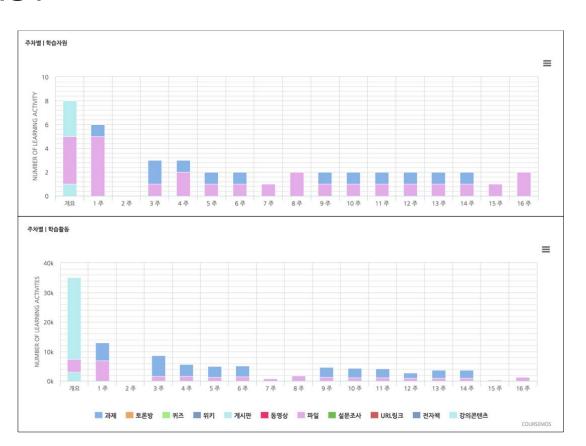


- ㆍ 학습활동 집계
 - 활동별 액션
 - 기간*(*주차*)*별 인터렉션



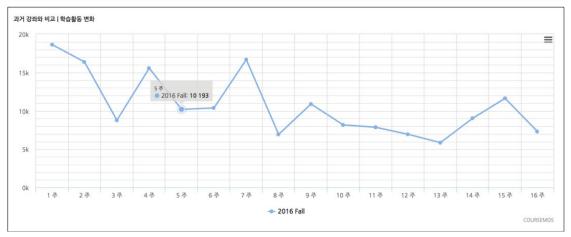
- · 주차별 학습자원
- · 주차별 학습활동(인터렉션)
- · 의도

 f(학습자원) = 학습활동

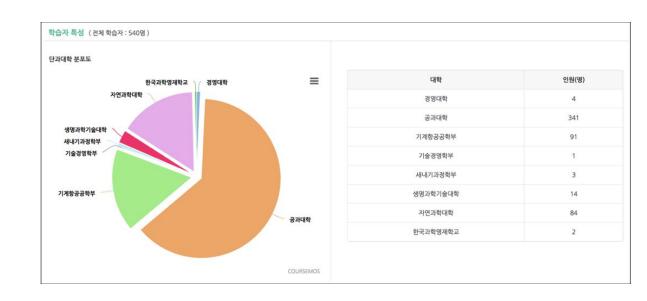


- ㆍ 과거 학기와 비교
 - 등록된 학습 자원 수
 - 해당 기간 전체 인터렉션 수





- 학습자 특성
 - *-* 단과대학, 학과*(*전공)
 - 학년 데이터 없음(한계)
- ・ 의도
 - 교수활동 위한 학습자 파악



Prediction for what

Dropout Rate

Prediction for what

취업(대학평가)

in Korea

현재 대학에 대한 평가의 기준은 학생의 학업 성취도가 아닌 취업관련 역량에 목표를 두고 있음 학습분석은 교육부나 학교의 주요 관심사항이 아님 오프라인 대학은 온라인 학습분석에 대한 무관심 온라인 대학은 학습활동보다는 진도율 중심적

전망

학습분석에 대한 미래

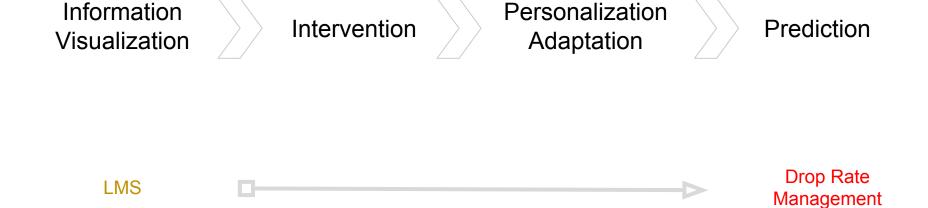




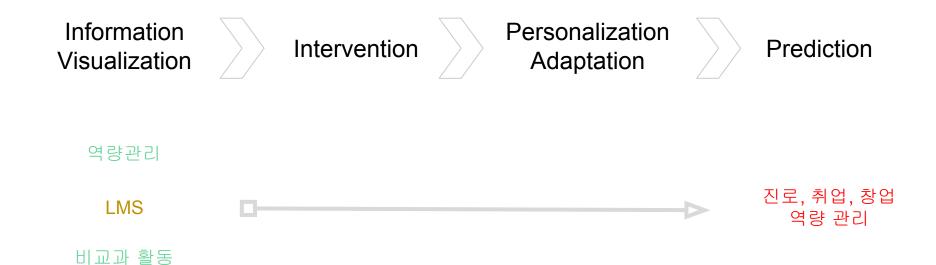
XAP



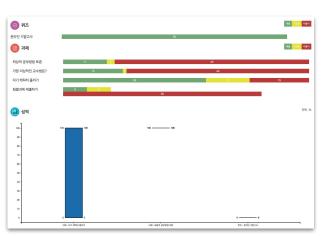
거시점 관점의 대안

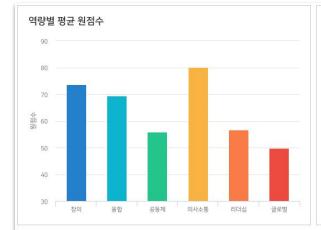


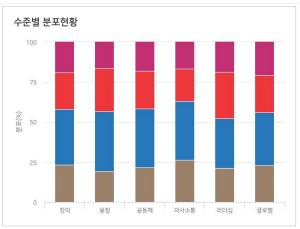
거시적 관점의 대안



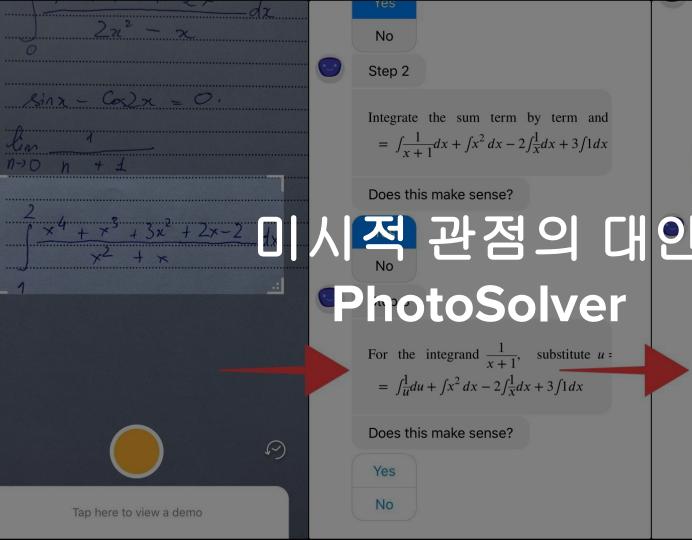
거시적 관점의 대안 : Beyond LMS







역량	평균 원점수	탁월	우수	보통	미흡
창의	73.68 (11.13)	1,164명 (19.08%)	1,408명 (23.07%)	2,122명 (34.78%)	1,408명 (23.07%)
융합	69.34 (10.06)	1,002명 (16.42%)	1,652명 (27,07%)	2,273명 (37.25%)	1,175명 (19.26%)
공동체	55.89 (8.20)	1,118명 (18.32%)	1,432명 (23.47%)	2,234명 (36.61%)	1,318명 (21.60%)
의사소통	80.08 (10.63)	1,032명 (16.91%)	1,227명 (20.11%)	2,237명 (36.66%)	1,606명 (26.32%)
리더십	56.71 (8.70)	1,156명 (18.94%)	1,765명 (28.92%)	1,893명 (31.02%)	1,288명 (21.11%)
글로벌	49.77 (10.62)	1,269명 (20.80%)	1,423명 (23.32%)	2,017명 (33.05%)	1,393명 (22.83%)



The integral of 1 is x $= \log(u) + \frac{x^3}{2} + 3x - 2\log(x) + \text{constan}$

Does this make sense?

No

Last Step

Substitute back for u = x + 1

Answer: span from left $= \frac{x^3}{3} + 3x - 2\log(x) + \log(x)$

Awesome. Step by step explanations are the best.

Did you find this helpful?

Yes No

