Students' Transaction Model and Framework for E-learning Systems

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ABSTRACT: *Educational information systems play an important role in imparting quality education and we in this work studied the standards, model and effective implementation of the educational systems. We have used the Petri nets and developed a framework with a formal model. We have advocated an adaptive model of student's transactions during the course of an e-learning cycle and also we made an evaluation with non-adaptive systems. The proposed non-adaptive and adaptive system can provide the learning model, imparting of knowledge and ensure dynamic behaviour and finally we get conclusion.*

Keywords: Adaptive E-learning System, Petri Nets, Modeling, Simulation

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1. Introduction

Education theories argue that different students use different strategies in the learning flow and demonstrate different adjustments when using the learning materials. Similarly, results indicate that learning styles can be identified on an individual basis, and the adaptation to build a personal style increases the efficiency of learning in some students [1].

Very often, web based e-learning systems manifest some technical problems, e.g. in case if the corpus of learning materials is too burdened, or some content data are lost, etc. Adaptive e-learning has the purpose to solve the problems of understanding the learning content and disorientation of the students, i.e. to change with some user adaptive methods, which optimize the learning material and decrease the time spent for the learning process [2]. These systems generate intern representation for every student. For example, personal characteristics, purposes and knowledge are taken into account. In the past, with decades, different strategies of how students can adjust to learning were developed, like learning materials modification, adaptation of the learning content, etc.

Chapter 2 introduces math formulas which help to determine the efficient learning time which the students spend in a course, the time passed in a given state, the time that a student spends while searching in some unit, and the time when the student is in answering or testing phase. Later on, in Chapter 3, a Petri Net model of a sample course is presented, which provides a student to decide the style of learning of the course and, based on his/her previous knowledge, to decrease/increase the required time to pass the course.

2. The Foundations of an Adaptive Method

One of the aims of this paper is to identify the states in which an e-student can be found and to estimate the average time that a student spends in a particular state. Initially, we use graph representation to describe the method, following by a Colored Petri Net-based model. The places in the Petri Net are titles, subtitles, exams and examples, while the colored tokens represent students.

In an adaptive method, learning style is checked in every node, and the path is built for each student. The next node is chosen according to the previous level of knowledge and the points obtained (scores). For example, in the Petri Net, tokens with time stamp which is equal to time of response are used. It is necessary to calculate the time of searching which student spends in a unit, the time needed the student to make estimation and the time of remaining in the queue.

The time LT is the time of arrival of the next student and it is calculated by Poisson distribution (Eq. 1):

$$LT = \frac{e^{\lambda t}(\lambda t)^n}{n!} \tag{1}$$

where t is time of waiting of the student in the queue before the start to use the system, λ is number of arrivals and LT is used to calculate the time when the student will arrive, when $n = 1$.

The time of searching through a given learning unit is calculated by Normal distribution (Eq. 2):

$$BT = \frac{e^{\frac{-1}{2}\left[\frac{AVG_B - \alpha}{\delta}\right]^2}}{\sqrt{2\pi}\delta} \tag{2}$$

where AVG_B refers to the average length of the time in which the student remains in the learning unit (lesson), α is variation of the spent time among the students and δ is the standard deviation of the spent time of learning among the students.

The time when the student is into a state of answering or testing is also calculated by Normal distribution (Eq. 3):

$$BT = \frac{e^{\frac{-1}{2}\left[\frac{AVG_A - \beta}{\rho}\right]^2}}{\sqrt{2\pi}\rho} \tag{3}$$

where AVG_A is the average time of testing, β is the variation of the spent time in the node of testing among the students, ρ is the standard deviation of the spent time in node of testing among the students.

The score which the student is obtaining is again calculated by Normal distribution (Eq. 4):

$$Score = \frac{e^{\frac{-1}{2}\left[\frac{AVG_S - \mu}{\gamma}\right]^2}}{\sqrt{2\pi}\gamma} \tag{4}$$

where AVGS is the average score, is the standard deviation, is the variation of the score as a result of learning and testing among the students.

In terms of colors used for representing the user characteristics, we need some additional colors for calculating the time of response [3]. These colors are the following: the time of arrival of the student, the total sojourn time of the student into the system (initialized to zero at the start), the path of the student, and the time which elapses on every unit by the student.

3. A Sample Course and the Proposed Model

The sample course of the subject Calculus 1 will be displayed as a whole (Figure 1). In this particular course, there are two chapters (content 1, content 2), two sub-contents (content 1.1 and content 1.2), seven examples, introduction and conclusion. The graph of the course of the subject Calculus 1 is represented on Figure 2.

This graph also can be represented using a Petri Net (Figure 3). It is necessary to declare three base colors for the CPN tool: 1) for the style of learning, 2) for the level of learning, 3) for the score. Additionally, we need four new colors: 1) for LT -the time of arrival, 2) for the path of traversing of the students, 3) the time of learning of a single unit, 4) the time of the learning process which represents the total time of learning that the student spends in the system. Once we have defined all the characteristics of the student (i.e "the colors), we define a student as a mix of colors from all the abovementioned characteristics [4,5]. Also, we are going to "students" which we will use for managing the FIFO queue when they arrive in the system.

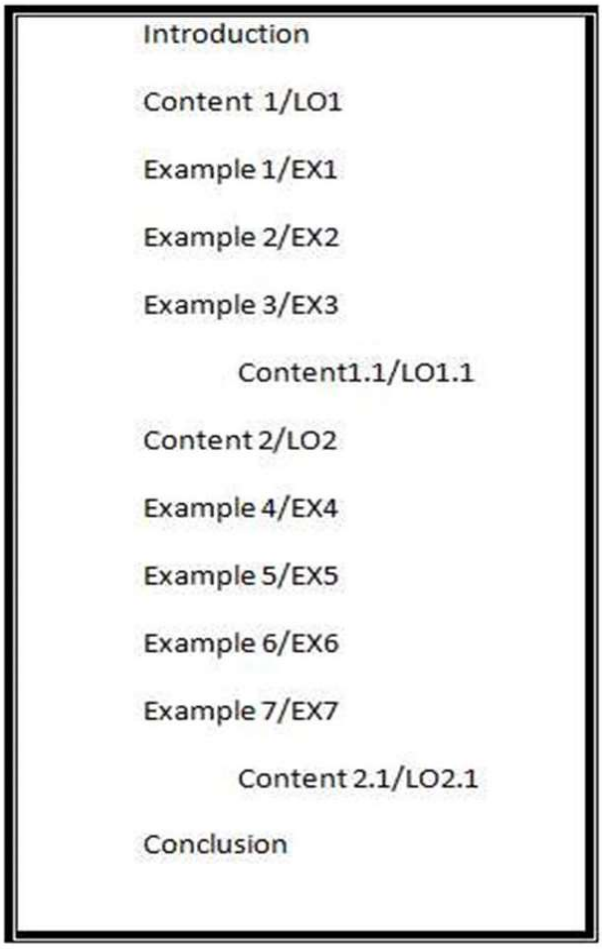

Figure 1. The structure of a sample course (Calculus 1)

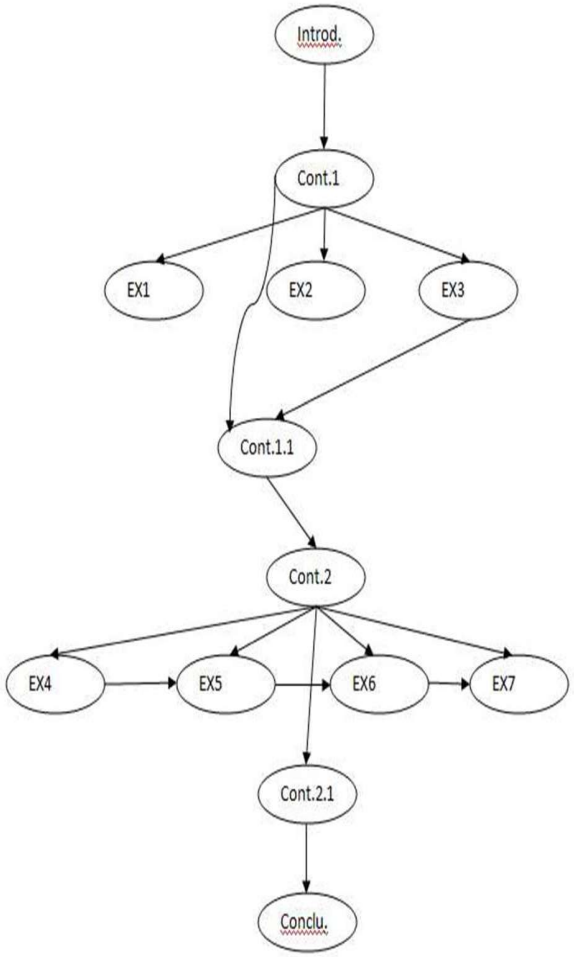

Figure 2. Graph of the sample course structure (Calculus 1)

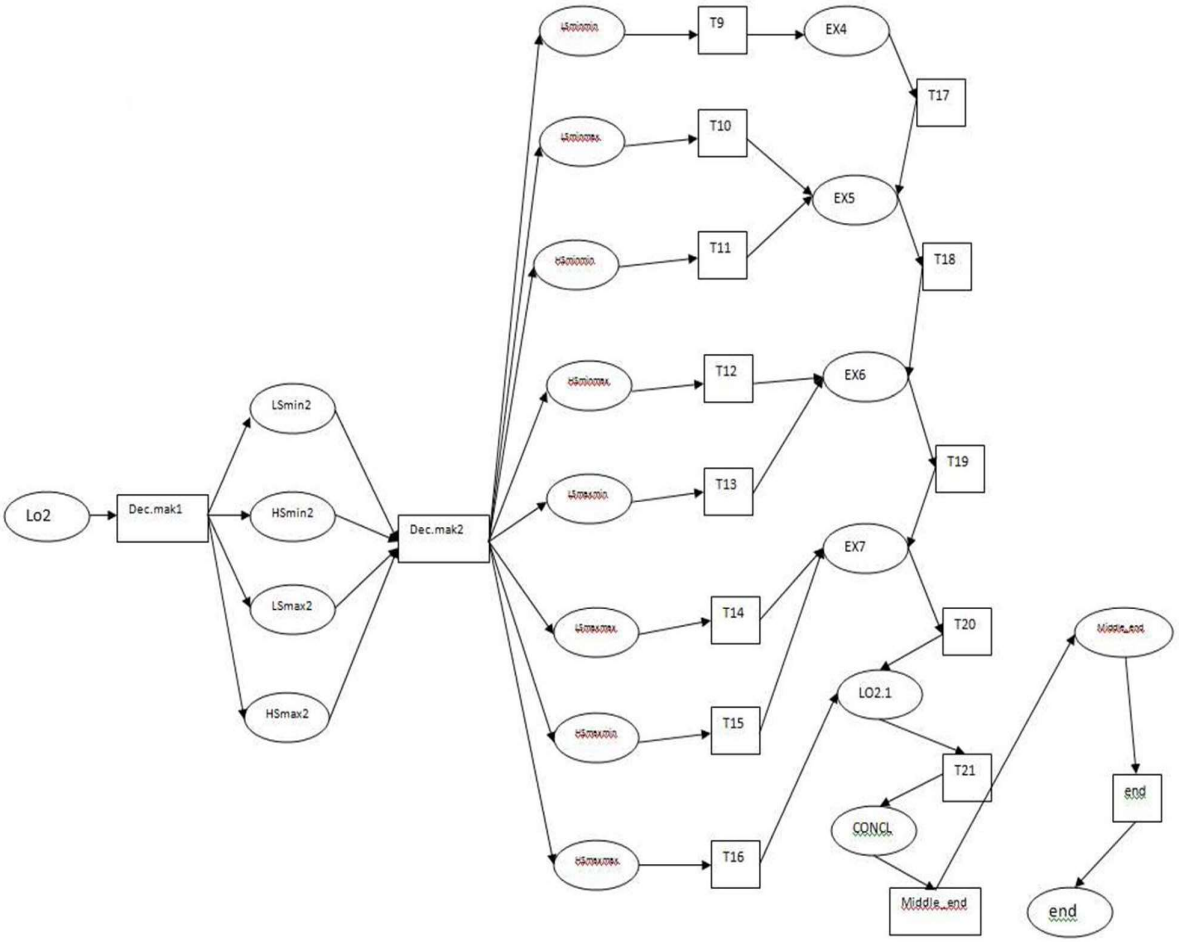

Figure 3. Petri Net presentation of the sample course structure (Calculus 1)

Figure 4. Declaration of the set of colors

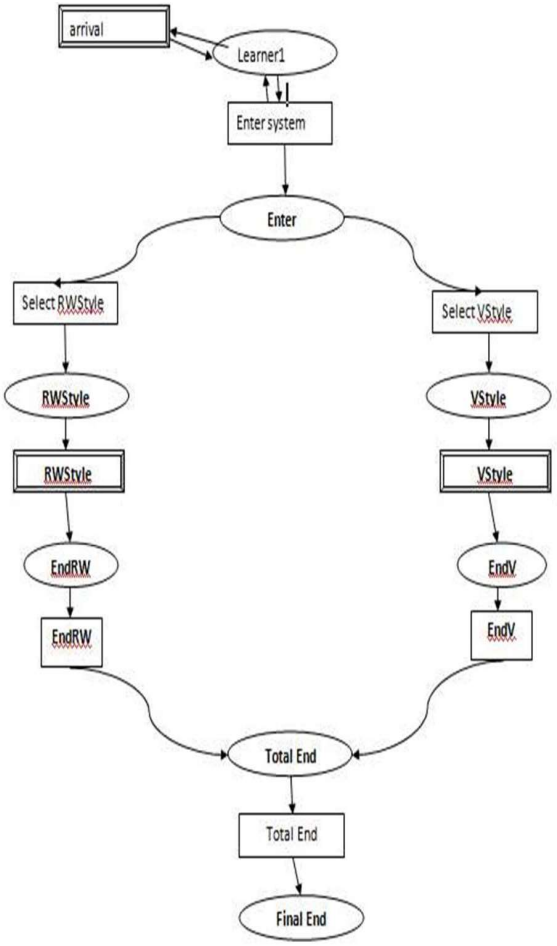

Figure 5. The graph of the main page of the sample course

For the evaluation of the efficiency of the proposed model, we should calculate the time of response for the two types of users and to compare it with the time of response of the students which do not use an adaptive system. We should underline that, in the adaptive system, the students choose the learning units, which is not the case in a non-adaptive system.

We want to illustrate that if the user has a higher level of knowledge, he/she does not need to pass some of the units of the course, and will arrive at the end in shorter time. Otherwise, the user should pass through additional contents, which directly translates in longer sojourn time.

If the user has lower level of knowledge and did not pass the test successfully, then he should pass the course for shorter time, but he/she can also skip some units. For calculating the time of response, the conditions for intercrossing are removed and they allow the student to choose arbitrary paths without restrictions.

If we summarize the results of the two types and the time of the response of both the adaptive and non-adaptive systems, a conclusion could be drawn that the time of response of adaptive systems is shorter than the time of response of nonadaptive systems.

4. Conclusion

Nowadays, with the fast development of the technology and the Internet, the traditional way of education is more or less abandoned, giving its way to the e-learning paradigm. An elearning system is a web based environment where all the individuals

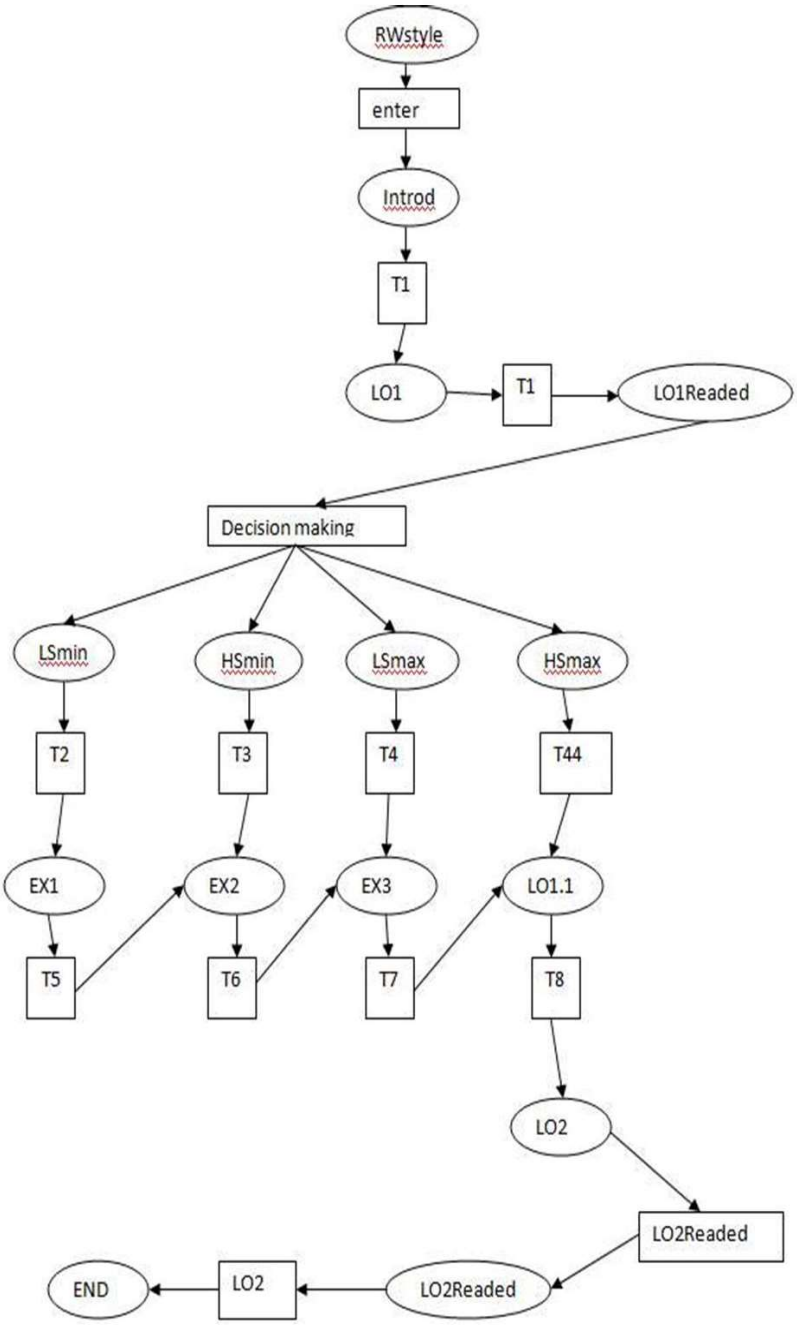

Figure 6. RWstyle subpages

have the access, willing to learn and expand their knowledge. In an e-learning system, all the coursework can be accessed in some of the available formats: text, audio, video, photography, presentations, tests, etc. A plenty of e-learning systems exist, based on different technologies, and they use different algorithms for evaluating the efficiency of the system. Among all of them, adaptive and dynamic systems appear to be the best choice. In our current research efforts, we tried to investigate and prove that these systems exhibit the best time of response.

The main characteristics, which were included in the research, are: the learning style, the level of knowledge and the score.

These are the main characteristics, based on which the efficiency of a given system is evaluated. As a next research step, we will focus on calculating the transition probabilities, in order to compare the theoretically obtained results and the simulation results obtained by employing the class of Deterministic and Stochastic Petri nets (DSPNs) [7].

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