Abstract

Several educational institutes use e-Learning platforms especially Learning Management System (LMSs) to manage the learning process. Adaptive Learning System (ALSs) supports the learning process using adaptive guidance and possibly personnalized content. The AeLF offers a new framework that brings the two systems together. This is done by a single sign-on, a User Model, an Experience Learner Tracker, a Domain Model and an Adaptive Engine. Authors can create structured course material and define the pedagogical rules through a graphical interface. The experiences learner tracker can detect all the interaction learner/system and a supple adaptation engine offers almost any type of adaptation a learner might want. This article presents the architecture of the AeLF environment, and describes the all its components.
References

- Sidney D&apos;apos;Mello, Scotty Craig, Karl Fike, and Arthur Graesser. Responding to learners cognitive-affective states with supportive and shakeup dialogues. In Julie A. Jacko, editor, Human Computer Interaction. Ambient, Ubiquitous and Intelligent Interaction, volume
AeLF: Mixing Adaptive Learning System with Learning Management System


- Jantke K P. and Schulz A. Adaptivity in moodle beyond the limits of adaptivity in moodle. , 2011.


- Fabio Paterno. Designing web user interfaces adaptable to different types of use. museums and the web, 1999.

AeLF: Mixing Adaptive Learning System with Learning Management System


Index Terms

Computer Science  Artificial Intelligence

Keywords

Adaptation  adaptive learning systems  adaptive learning management system  learning content  adaptation engine