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 personalized 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 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 JulieA. Jacko, editor, Human Computer Interaction. Ambient, Ubiquitous and Intelligent Interaction, volume


- 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.


Index Terms

Computer Science
Artificial Intelligence

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