

ADVANCEMENTS AND BREAKTHROUGHS IN THE USE OF AI IN THE CLASSROOM

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ABSTRACT

A lot has changed in the previous quarter of a century in the area of AIED, or Artificial Intelligence in Education. We ask ourselves, "What are our major strengths?" twice a year as we evaluate our achievements and plan for the future. Also, what kind of fresh chances are coming our way? We identify the focuses and typical situations that fill the area of AIED by analyzing 47 publications from three years in the Journal of AIED's history (1994, 2004, and 2014). In light of these findings, we propose two lines of inquiry that, taken together, will shape educational policy over the next quarter of a century. The first line of inquiry is an evolutionary one, with an emphasis on present-day pedagogical methods, teacher collaboration, and the diversification of technological and domain-based tools. In the alternative, we propose a game-changing method of integrating our technology into the daily lives of students in order to better serve their communities, cultures, practices, and aspirations. Education with artificial intelligence: Automated educational systems. Interactive classrooms. Changing the face of education.

KEYWORDS: Mobile Applications; Securing Date; Cybersecurity Protection Data

INTRODUCTION

As a matter of fact, several articles on interactive learning environments (ILEs) demonstrate efficiency increases by showing comparable learning gains in less time. A common scenario, prioritizing human tutors, has involved a single student using a computer in a science or math class to answer step-by-step tasks that need domain-level expertise [1–10]. There have been significant changes in educational theory and practice that this use-case does not take into consideration. Importance of metacognition, critical thinking, and teamwork has been emphasized by the Next Generation Science Standards and other 21st century skills initiatives. As a result, modern classrooms and pedagogical frameworks aim to integrate real-world activities with complex, group-based challenges. The field of AIED must adjust to these developments if it wants to remain relevant and have an even greater impact. Modern educational theory promotes greater student autonomy and individualization, therefore these shifts in education also present an opportunity. Nevertheless, several current

classroom arrangements are unsuitable for involving students in Bbig^ issues or providing them with choices. We need more effective, individualised assistance for educators and their pupils. In order to provide adaptive education of high quality on a large scale, how might we construct ILEs? We respond to these inquiries by resolving a pair of associated queries. (i) Where is the majority of AIED research going right now? What adjustments are necessary for us to take the lead in education in the modern era?

Using a historical lens, we want to spot current tendencies within the AIED group. We propose that AIED studies should find a middle ground between revolution (rethinking the function of ILEs in a broader context) and evolution (improving upon current frameworks). First, we take stock of the last 20 years of IJAIED publications and examine patterns across the three most recent years' worth of work (2014, 2004, and 1994). We then outline possible AIED revolutions after recognizing shifts in the educational and technical environments. Finally, we present a more appropriate metaphor than the human teacher by reflecting on past developments and present trajectories, and we guess what the discipline can do in the next quarter of a century [11–23].

A History of AIED Studies

In terms of technological advancements, theoretical contributions (IJAIED 25th anniversary special issue, part 1), and influence on education, the area of AIED has accomplished much in the last quarter of a century. This section analyses publications published in IJAIED in 1994, 2004, and 2014 to determine the field's significant advancements and accomplishments. These years are representative of the beginning, middle, and end of AIED study, thus we decided to focus on them. Twenty publications from 1994, thirteen from 2004, and fourteen from 2014 were among the total of forty-seven that were examined. Both the normal and special editions of IJAIED published these studies (See Table 1). We finally settled on the special issues after considerable back-and-forth since they represent community interest and the available research that deserves to be highlighted [24–45].

Considerations such as paper type and focus, domain and breath, interaction type and collaborative structure, technology employed, learning context, and learning goals are taken into account while analyzing each article. Papers may be classified according to their kind and topic, which characterizes their primary contributions and whether or not they include empirical studies. Examples of types of papers include system evaluations, modeling approaches, and literature reviews. Domain and breath describe the area of knowledge within which the work was conducted, as well as the breadth and depth of the teaching in terms of both time and number of subjects covered. Learners' actions are characterized by their interaction style. Whether students worked alone or in groups

is described by the collaborative structure. The technology and environment define the tools at work. As a last point, learning goals are the focal points of the lessons [46-68]. It is possible for a paper to acquire several codes within each dimension. As an example, an ILE that supports complicated and step-based issues is described by Nye et al. This work was therefore classified as both a step-based problem and a difficult problem. The data are presented in two ways: the number of publications (n) and the percentage representation (%) for that particular year. Occasionally, necessary information is lacking or the dimension in question is irrelevant, making it impossible to assess a work along that dimension. We will just call these scenarios N/A for the sake of simplicity. Therefore, the sum of the articles examined does not equal the sum of all rows [69-92].

Essay Type and Subject Matter

For every kind of paper, we determined if it was empirical or not. An empirical study would have included the collection and reporting of data in the form of pre- and post-tests, as well as process, qualitative, or secondary analysis. In other words, articles that employ a system or prototype and how it was used by instructors or students are called empirical studies. Based on our findings, there has been a noticeable improvement in the quality of publications' evaluations. From 1994, just one study (out of twenty, or 5%) included empirical data in some way. By comparison, empirical data was present in 10 (out of 14) studies published in 2014 (71%), and 8 (out of 13, 62%). Since empirical articles exhibit a higher degree of rigor [93–109], we differentiate between the two types of publications throughout our study.

Based on the papers' primary contributions, we categorized them as follows: learning theories, research technique, literature review, system description, system assessment, or model approach (leaner or domain). The bulk of the papers published between 2004 and 2014 center around describing and evaluating systems. On the other hand, publications in 1994 tended to concentrate on learner and domain modeling. This pattern is consistent with what was previously discovered about empirical research. The emphasis moved to testing environments as a result of developments in modeling approaches. It is worth mentioning that modeling work has maintained its prominent position in other publications, such the Journal of Educational Data Mining, the Journal of User-Adapted Interaction, and the Journal of User Modeling [110–118].

It was encouraging to see more articles addressing the work's theoretical significance and ramifications. Artificial intelligence in education (AIED) is moving toward more rigorous standards and a more comprehensive view of education by developing and adding to theories of learning. Also surprising is the relative absence of emphasis on cutting-edge research techniques. There has to be a concerted effort to generalize our methodologies since many of them are unique in that they can utilize process data to assess learning.

Scope and Authority

In articles describing systems utilized in several domains, the term "Bacross domains^" is used. In their work, Murray et al. address the relationship between STEM fields and language acquisition. The success of many non-empirical publications depends on their ability to span fields. Our research relies on a more stringent metric for determining whether journals really incorporate examples from other topics.

The growing emphasis on STEM fields stands out among the trends in this table. Even if a lot of 2014's STEM articles were already in those special issues, the fact that we've had two STEM issues (and one on language learning in 1994) shows how interested our community is in STEM. We can explain this pattern by looking at two things. To start, STEM is getting greater funding as a result of the drive for standardized testing. This implies that STEM education will be given greater support, resources, and chances to thrive in the classroom. An examination of the International Conference on the Learning Sciences revealed a comparable focus. The rise of empirical research might be a second factor driving the emphasis on STEM fields. In contrast to challenges with less clear boundaries, those in the STEM fields tend to be easier to model and quantify. As a result, the shift towards STEM fields can only be a symptom of the larger trend towards stricter evaluation practices. The scope of coverage is also expanding in an effort to be more rigorous. Using the following criteria, we ranked the articles according to the breadth of the systems' coverage: subject, with interactions occurring over the course of a month or more; few topics, with interactions occurring over the course of fewer than five hours; and numerous topics, with interactions occurring over the course of several sessions. We limited our analysis to empirical articles since we are interested in real-world settings. Both the depth of coverage and the amount of time spent in the settings have grown substantially, as can be seen in Table 4. This trend is encouraging to us. We need to provide spaces that might be used for long periods of time in the classroom if we want them to be real resources for educators. By putting ideas and technology to the test across different domains and historical periods, this further strengthens the quality of our work [119–124].

Collaborative Framework and Method of Interaction

Using two dimensions—interaction style and collaborative structure—we analyzed activity type to gain a deeper understanding of the learning activities being researched and implemented by members of the AIED community. Please be aware that we do not include instructor help when analyzing the activities, simply the way students experience them.

According to our analysis, there are two main types of problem-solving approaches: step-based problem-solving, in which a problem is divided into smaller, more manageable tasks requiring a single skill and followed by immediate feedback at each

stage; and complex problem-solving, in which a problem requires more than one skill, involves more than one phase, and frequently includes multiple possible solutions. The ILE developed by Britt et al. (2004), for instance, mandates that students synthesize several documents. Also included in this category are self-explanation prompts, which allow pupils to articulate themselves using normal language. Games and surroundings that encourage exploration make up the third group. Rather than focusing on finding the right answers to predetermined questions, these platforms encourage students to explore many topics through simulations and other means.

We have been shifting our emphasis towards step-based methods, as is evident. This is to be expected, considering the fruitful nature of this line of work. There are a lot of easily evaluable issues in the five empirical articles labeled as "complex problems" from 2014, including electronics. Afterwards, we sorted each paper's collaborative structure into one of four groups based on the number of learners: synchronous, which describes students who work together in real time; n learners: 1 computer, which describes systems in which a group of learners, often dyads, work together with a single machine; and 1 learner: 1 computer, which describes systems in which individual learners use their own computer without any designed interaction between them (though they may collaborate with virtual agents) utilizing various devices, and work together to solve a problem; n computers, asynchronous, describes systems where students participate in simultaneous but non-synchronous interactions with a shared environment. One common example is online discussion boards.

There were few chances for sponsored cooperation in the publications from 1994 and 2004, as seen in Table 6. But there are a lot of cases like this in 2014. These figures are in part due to the special issue covering the subject, but we maintain that such topics are a reflection of the community's present ideals and interests. This tendency is highly appreciated since it aligns with a similar trend in schools. Since students are getting better at communicating through technology, ILE has a potential to expand to facilitate cooperation. These processes may be traced, modeled, and supported in collaborative environments, which has the ability to enhance a major aspect of modern education.

Technology and Environment

We also took into account the device type (computers, handhelds, robotics, or wearables) and the environment (school, office, or informal) while doing our analyses. These dimensions were the simplest to analyze, which is interesting. Users were depicted as operating a desktop or laptop computer in every publication that did not date back to 1994. Similarly, all systems were developed with the intention of being utilized in a formal educational setting, whether that be a classroom or for homework, with the exception of one article from 1994.

We are not implying that the AIED group is limited to only using computers in schools.

But if the articles that were considered are representative of the

everyone, there is unquestionably a very specific (and narrow) situation that is being handled. Hand-held devices (such as smartphones and tablets), wearable technology, and robots should all be part of AIED's expanded focus. These technologies are becoming increasingly commonplace and affordable. Opportunities for new forms of contact are also presented by emerging technology. In our exploration of possible paths for the AIED revolution, we go over these points again.

Objectives of Learning

Above, we saw how the educational system is moving away from a product-to-process model, broadening its emphasis from domain-knowledge to encompass skills like self-regulation, collaboration, and motivation. Many of the articles that were assessed helped with these parts of learning, according to our study. These included things like helping with goal-setting, addressing gaming-the-system, and boosting teamwork. Here, we check if these abilities are part of the system's intended learning outcome. The article had to assess these abilities and talk about how using the system helps you get them if it was going to be a learning objective. In other words, an objective of collaborative learning may not be to encourage cooperation while evaluating solely pre- and post-domain knowledge. Such a learning objective may be to assess teamwork in relation to a transferable subject or context. Table 7 shows that most of the studies are about learning at the domain level.

The majority of 2014 empirical articles that attempted to quantify motivation ($n = 3$) relied on satisfaction surveys to do so. We were only able to find one 2014 publication that conducted a more thorough examination of other components of motivation.

We acknowledge the usefulness of surveys in gauging opinions and perspectives, and we acknowledge the wealth of resources provided by many ILE to assist with many facets of engagement, including intrinsic motivation and self-regulated learning. Nonetheless, we should aim for quantifiable development in these areas outside of the tutored setting if we want to be relevant and respond to the changing objectives in education. For instance, in our study on help-seeking, we examined how students acted when presented with a transfer paper and when faced with ILE-planned future subjects that did not include help-seeking support. In Betty's Brain, Leelawong and Biswas used a comparable strategy. Outside of the confines of the assisted environment, we would like to see more situations that assess SRL, motivation, and teamwork.

Other Facets

Along with the above mentioned aspects, we also made an effort to encode classroom

procedures. We wondered, among other things, how involved were the teachers in the research. Some examples might include actively participating as a team member and others could entail completely missing class. This question remained unanswered by the majority of the studies. In a similar vein, we were unable to locate adequate data about supplementary pedagogical activities; specifically, what did students do when not utilizing the system? A lack of information on these can indicate that people do not think this data is valuable. In the part below on the Revolution, we go over the topic of better integrating with classroom practices and cultures again.

Analysis of Language

Our last step was a basic language analysis of all three years' worth of abstracts. Removing prepositions, articles, and pronouns and reducing all content words to their base forms was the first step in abstract analysis. Take Bmodel[^] as an example; it was transformed from Bmodelling[^] and Bmodels[^]. The last step was an analysis of the text based on the 10 most prevalent terms each year. Table 8 shows that many of these findings are consistent with the patterns mentioned earlier. One obvious and continuous finding is the emphasis on the system and students. Every year, "student" is the most common term, while "system" is in the top three most used words overall. Learning surpassed knowledge as the third most used word in 2004 and 2014, respectively, and the data backs up the conclusion that we are shifting from viewing knowledge as a product to viewing learning as a process. Similarly, we can observe a change in the field toward including additional stakeholders; for example, the word "teacher" is more common in 2014 than in 2004, and it occurs on the 2004 and 2014 lists but not in 1994. Additionally, the word model's usage declined from 1994 to 2004, and it finally disappeared from the dictionary in 2014, indicating a move away from theoretical analysis and toward empirical analysis. Curiously, web makes an appearance in 2004 but then vanishes from the list in 2014.

In sum, our findings point to AIED's exclusive emphasis on a single case, has been successfully implementing the use of computers to educate domain expertise in STEM fields by solving issues in a systematic manner. The amount of empirical work, the level of rigor, and the level of encouragement for collaboration have all improved. We may be constrained in our approach due to the STEM fields' seeming preoccupation with solving issues in a specific, well-defined way that aims to impart domain-level knowledge. The STEM community as a whole has to widen its horizons to embrace non-STEM subjects, more varied interaction styles, a wider range of environments, and more technology. In what follows, we detail a few non-linear advancements that might facilitate the creation of AIED 2.0.

Education: Changing Features and Goals

Pedagogical aims, theoretical frameworks, and practical applications all developed

alongside AIED as a discipline. The information technology landscape is undergoing fast change, and these developments are part of it. We classify the most important new trends in education as follows: (1) objectives, (2) methods, and (3) context. Considering the breadth of the article, it is only natural that we concentrate on changes affecting AIED.

The focus in schools is shifting from rote memorization of facts to helping pupils develop the flexibility and expertise to solve real-world problems and learn as they go. The widespread availability of smartphones and other portable computers has made it such that simple computations and factual information (such as the capitals of the states) are literally at our fingertips. Curricula should emphasize knowledge application, cooperation, and self-regulated learning abilities because schools are encouraged to do so by the dynamic nature of employment needs. Expertise is becoming into a verb. Also, evaluations need to evolve with the aims of education. There has been a shift in recent years toward using evaluations to record students' learning trajectories and processes, as opposed to just their current knowledge level. The role of assessment changes from that of a summative evaluation to that of a continuous formative evaluation that guides just-in-time assistance. For instance, by evaluating students' knowledge in preparation for standardized examinations and then providing them with tailored assistance as needed, the ASSISTments platform provides a great balance between the two views of assessment.

Current perspectives on teaching and learning broaden and extend beyond formal classroom settings to informal learning in the workplace, even as the educational system as a whole retains its structural integrity. Learning at any time and in any location (lifelong and life-wide learning) is thus a major priority. Massive open online courses (MOOCs) are a good illustration of this trend. Annually, millions of students sign up for massive open online courses (MOOCs). When it came to accessibility and student population, the massive open online course (MOOC) phenomenon also altered the scene. As a whole, massive open online courses (MOOCs) attract postgraduate students, and a large portion of those students are from poor nations. Actually, top MOOC providers have started to issue their own certificates, thereby launching a new certification category.

Not Only Has Informal Learning Changed Things, But So Has the Teacher's Role in the Classroom. Instead of being the sage on stage, teachers take on the role of the sidekick. The assumption that educators should be fountains of wisdom who can impart their accumulated wisdom to students has long since faded. Instead, they are expected to help their students become better thinkers by guiding them as they seek, find, and integrate knowledge.

The current emphasis of AIED faces formidable obstacles from these shifts in the educational environment. It is interesting to note that these trends frequently clash with one another. For instance, the Bguide on the side trend in the classroom is quite different from massive open online courses (MOOCs), which usually include solely of a talking head and basic multiple-choice questions. Next, we need to figure out how to make tech that helps educators support their pupils in improving their learning abilities, both now utilizing our tech and in the future. How can we make the most of these difficult situations?

A New Era Is Arriving: Broadening the Scope of AIED

Although the aforementioned paths should be followed to help our field advance, we contend that they are insufficient to realize AIED's full potential on their own. We don't only want to see the progress we've seen so far; we want to see a revolution, in which research goes in new ways, leading to bigger and better things. It is worth mentioning that both sorts of labor can be productively combined. So, we don't think there's a dichotomy; rather, we see a continuum. We outline a number of features that determine the revolutionary endpoint of this spectrum here (but by no means all!).

Inclusion Criteria

Independent settings are the primary emphasis of the research we surveyed. Most research employ the ILE in its current state, without making any significant adjustments to account for its environment. A lot of ILE attempt to be <Bplug and play^>. Indeed, we were unable to evaluate publications along this dimension due to the paucity of information regarding classroom setting. In its place, we propose viewing ILE as a component of a larger ecosystem that also encompasses education, classroom activities, hands-on learning, and extracurricular pursuits. This holistic view is provided by the Cognitive Tutor environment, which introduces the technology alongside a curriculum. We do not claim that this is the sole solution, but we do believe that researchers in the future should consider the target environment at an early stage of the design process.

Teachers should take on a new role, according to embedding in context. Historically, educational institutions have treated instructors primarily as on-site technical support and student guardians; that is, as people who help students communicate with one another, but who do nothing more than that. Teachers, on the other hand, would do well to join forces with us in our endeavors. We did not find any instances of K-12 schools mentioned as affiliations on the publications themselves, however we are aware of a few partnerships between academics and teachers. Educators who took part in the study were also associated with the institution. No publication included instructors who are not affiliated with academic institutions. Having educators take part is another possibility besides enlisting the help of collaborators. It would be wise to investigate how the proposed technologies alter educational theory and practice, how they

influence teacher education and professional development, and what parts of present-day methods are being curtailed or removed to accommodate these innovations.

ILE ought to be ingrained in cultural standards as well. In light of the globalization of educational resources, it is imperative that ILE include cultural traditions, institutions, and methods of knowing. Society and culture shape the nature of education. There are many different applications for technology, and Ogan et al. is only one of them. As in many other communities, this endeavor may also lead to targeted work on AIED for the underdeveloped globe. At present, 43 out of the 47 publications that have been assessed originate from the Americas, Europe, and Oceania. Among the four publications, just one is from South America, while three are from East Asia. Scholars hailing from South East Asia or Africa have not contributed any articles. This biased map implies that AIED is comprised of privileged scholars who focus on privileged issues. As some of us have started to do, we should broaden our map to include research questions, background information for our work, and potential community members.

The final component of embedded context is expanding our context. Except for one paper published in 1994, all 47 of the papers we looked at were intended for use in the classroom or as homework assignments. But, as we've seen, the definition of education is evolving to incorporate formal and informal learning in the workplace. Although there is a rare historical example of AIED research taking done in the workplace, we need to tackle these difficulties directly and expand our efforts. Furthermore, informal learning is an absent situation. Unlike more formal settings, these possibilities do not have the necessary support systems in place. There is a significant potential and challenge here for ILE, which will, in due time, address this need. Helping people learn in non-traditional places entails a lot more than just facilitating education at official institutions like libraries and museums. In terms of both content and context, it justifies facilitating learning in real-life settings like kitchens and parks.

A Range of Technology

Another straightforward factor was the technology employed for coding IJAIED publications. With one exception, every single paper relied on a computer. Innovations in technology that provide doors were left unopened. Thanks to new kinds of sensors in smartphones, we can now understand our surroundings. With the advent of new input devices, such as multi-touch and webcams, new ways of interacting have become possible. So, if we shift our attention to technology more generally, we can pave the way for novel forms of engagement between students and their surroundings. One such example is the portable programming environment provided by Martin et al. As they wander about, students may communicate with one another in real time. In order to bolster social learning, the researchers subsequently monitor the ways in which gadgets communicate knowledge.

Handling Serious Issues

As said before, there is a fascinating conundrum in the field of education right now. Students require more help, even when constructivist activities are advantageous according to theory. As a result, many classroom tasks may use some extra help. For AIED, the potential lies in the conflict that exists between open activities and just-in-time assistance. We also mentioned before how important it is to make learning more tailored to each student. Our collective expertise in educational data mining and learner, pedagogy, and domain modeling gives us the means to overcome these obstacles. If we really want to change the way kids learn, we need to tackle these problems.

Wheels that have been Invented Before

We contend that AIED need to make more efficient use of current resources and avoid frequently re-inventing the wheel. At the moment, ILE developers create their own material. An unusual case in point is ASSISTments, which repurposes old textbook homework. Nevertheless, this requires a lot of manual labor. Furthermore, this endeavor is inherently decontextualized, making it more challenging to adapt and incorporate. We propose an alternative: creating ILE that encases and protects preexisting learning items. Many systems already have a large user base, and they increase flexibility while saving labor. Is it possible, for instance, to construct an ILE that pulls from preexisting materials like Khan Academy, Wikipedia, or massive open online courses (MOOCs)? The gStudy browser extension and our own work on PhET-based tests are two examples of what is already available.

We should learn from one another and create linkages with sister communities so that we don't have to recreate the wheel. The field of learning sciences, for instance, has been advocating for more context-based learning and greater authenticity. They have laid the groundwork for what we should do. We should continue to build on previous work in relevant areas by using our distinctive research questions and methods.

The scientific adventure is promised by the combination of these aspects, which each have great potential on their own. As an example, one of our latest initiatives is to create an online textbook that combines the customization features of ILE with tablet-based capabilities for real-time and asynchronous communication, therefore assisting students in their information curation and collaboration efforts. The creative use of student-engaged tools, including Facebook and Twitter, by ILE is another prime example. Part of the Making History series, this book chronicles the events surrounding the Second Temple and the Roman conquest of Israel (around 100 b.c.), is transferred to a Facebook timeline. The strength of finding new uses for old technology is on display in this endeavor.

Conclusion

So, what are the learning objectives, and how can we achieve them? Is there anything that has yet to be accomplished, both theoretically and practically? We should diversify. That's our easy response. In this post, we discussed how education has moved away from the conventional AIED paradigm, and how this change has opened up many new possibilities for AIED researchers. An outstanding process of development, maturity, and evolution has been shown by our examination of articles published during the past twenty years. As a community, AIED should keep up the good work and capitalize on our achievements. In doing so, we hope to inspire scholars to push the boundaries, try new things, and face uncertainty head-on. Our main point is that ILEs need to be more seamlessly incorporated into all aspects of education, including classrooms and instructors' pedagogical approaches, students' cultural norms and values, current curricular materials, and students' day-to-day activities. With the educational and technical environments always evolving, how can we make the most of our strengths while also taking advantage of new opportunities? Maybe the human tutor metaphor is overused. Interactive learning environments have the potential to be collaborative, ubiquitous, and portable, in contrast to human tutors who often work one-on-one, for limited durations, in fixed locations. The next generation of systems should take advantage of the particular affordances of ILE to enable learning at any time and in any place, as they are distinct from human instructors. With the right metaphor, you can accomplish several objectives. As a first step, it provides direction and brief motivation. Secondly, it provides us with specific objectives that we can measure our performance against. Neither the solution nor the insignificance of the two-sigma dilemma is being argued for here. Actually, we're advocating for more. This degree of progress across settings, tasks, and goals is something we aim for. When a human tutor goes above and beyond to help her student with more than just subject matter; when she meets the student where she is; when she moves away from solving problems based on textbooks and instead helps her with real-world issues, then maybe the tutor becomes a mentor.

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