Team Tutoring

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Comparison of Team Tutors for Mixed Role vs. Uniform Role Teams

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Intelligent Tutoring Systems have been successful at simulating human tutoring for learners across a variety of domains, but have not been widely created for teams. The development of team tutors is complex and challenging: When do you give feedback to just one team member vs. the whole team? How often should you give feedback? Assuming you had all the answers to these questions, what kind of software interface would you want to use for team-based training? To address these, and other, questions, interns will create a team task scenario in a game engine in which team members have different task roles. Participants will be run through this scenario and evaluated. The researchers will compare the tutor creation process, the team dynamics, and the learning curves of team members in this scenario with data from a previously researched scenario in which team members had identical roles. This project will involve modeling and simulation for development of the scenario, human subject testing, and examination of the skills needed for effective team coordination.