

Quiz Master

Abstract

This paper describes a research project in progress of developing a Multi-Agent System-based educational game Quiz Master for e-learning that would help students learn their course material through friendly competition. We explore the use of perceptive pedagogical agents that would be able to determine the learner's attitudes; to assess learners' emotional states through examining learner's standing, response timing, and history, and banter; and to provide appropriate feedback to students in order to motivate them

INTRODUCTION

We are working on a research project of developing a Multi-Agent System-based educational game Quizmaster that would help students learn their course material through friendly competition. We explore the use of software agents in educational applications – specifically the use intelligent software agents to provide appropriate feedback to students in order to motivate them. Conceptually, Quizmaster is designed similar to a TV game show, where a small group of contestants compete by answering questions presented by the game show host. Contestants score points by correctly answering questions before their opponents do. Questions are drawn from a Learning Management System database and presented to players one question at a time. The answer given, along with the length of time taken to respond, is transmitted back to a central agent. Scores will be tallied, and the feedback on a player's standing will be provided to motivate the player. In Quiz Master, students naturally take the place of game contestants, however the game-show host has been replaced with an intelligent software agent. By studying the reaction of students to the game, and by altering the feedback provided by the game show host, we hope to determine the degree of success the agent has at motivating the player.

Block Diagram :

