













Ashwin Ram Preetha Ram, Chris Sprague, Saurav Sahay, Hua Ai





Georgia Tech













My Background

➤ BTech EE IIT Delhi 1982

➤ MS CS Illinois 1984

➤ PhD Al/CogSci Yale 1989

➤ Professor CS Georgia Tech 1989–99

➤ Professor CS/HCC Georgia Tech 2003 –

Founder Enkia 1999 (acquired)

Founder OpenStudy 2007













Cognitive Computing

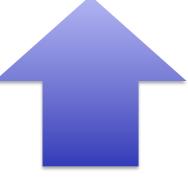


Cognitive Systems





Cognitive Science







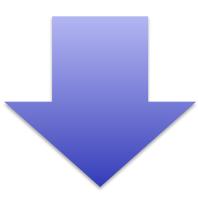








Cognitive Computing



Intelligent Systems





Human-Centered Computing







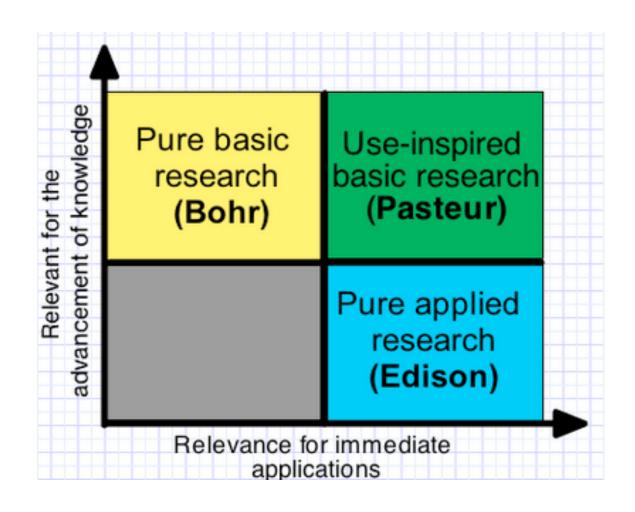








Pasteur's Quadrant









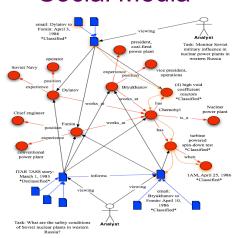






Application Areas

Social Media



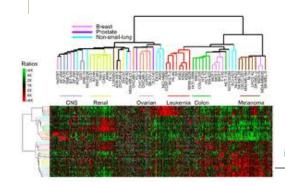
Games



Robotics



Bio/Med/ Healthcare



Education



Monitoring & Diagnostics













Open Social Learning















Education: What's the problem?



Access

More than one-third of the world's population is under 20. By 2006, 100 million qualified to enter a university will have no place to go.

To meet this staggering demand, a major university needs to be created each week.

— Sir John Daniel (1996)













Education: What's the problem?



Engagement

88% of high school dropouts have passing grades.

— Gates Foundation study "Silent Epidemic" (2006)

47% of dropouts say "classes are not interesting".

60% find video lectures "boring".

60% read less when using e-textbooks.





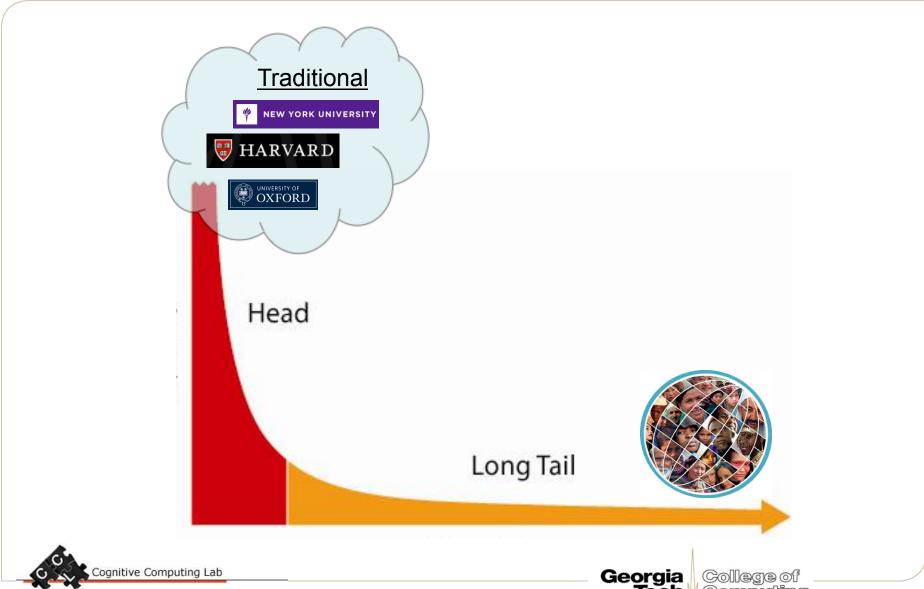








The Long Tail of Education





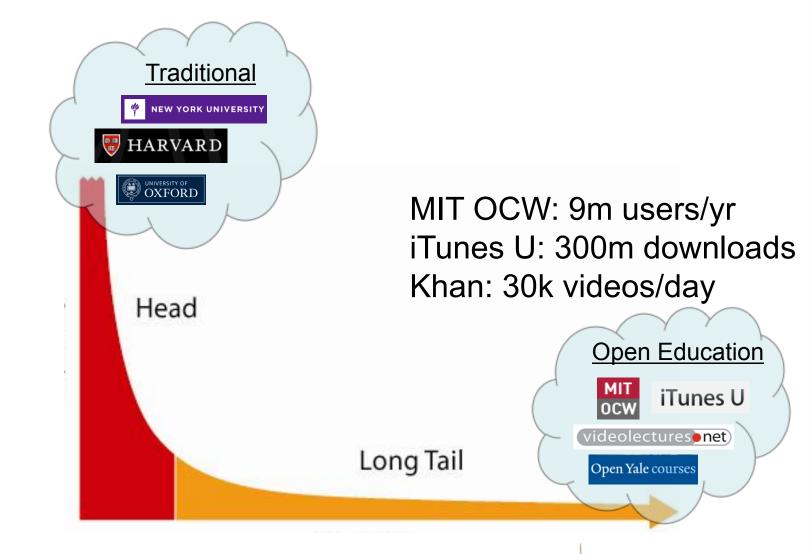
ognitive Computing Lab







The Long Tail of Education











Education: Still a problem



Engagement

60% find video lectures "boring".

Great video and talented presenters. My only complaint: I'd like to interact with others who are viewing the resources. Creating a one-way flow of information significantly misses the point of interacting online.

— George Siemens (2007)













What Engages Our Students?



95% spend 10-15 hrs/wk on Facebook

80% go to Wikipedia

55% use IM for homework













What Engages Our Students?



\$11B market

"I'm calling for investments in educational technology that will help create ... educational software that is as compelling as the best video game."

— Barack Obama (2011)













Imagine "Open Social Learning"

Imagine a Facebook where the point is to study together, not trade pictures and jokes.





Imagine a World of Warcraft where students earn points by helping each other learn.

Not educational games. Education experience itself is structured as a "social game".





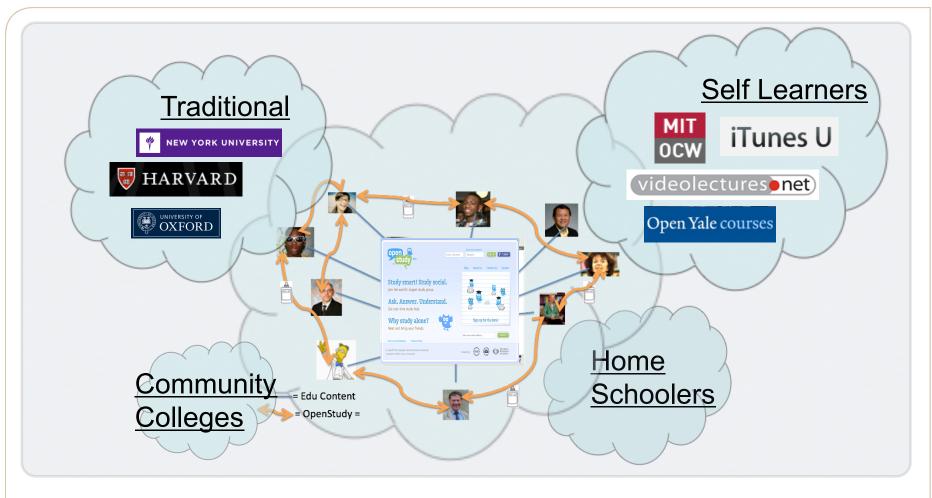








Open Social Learning







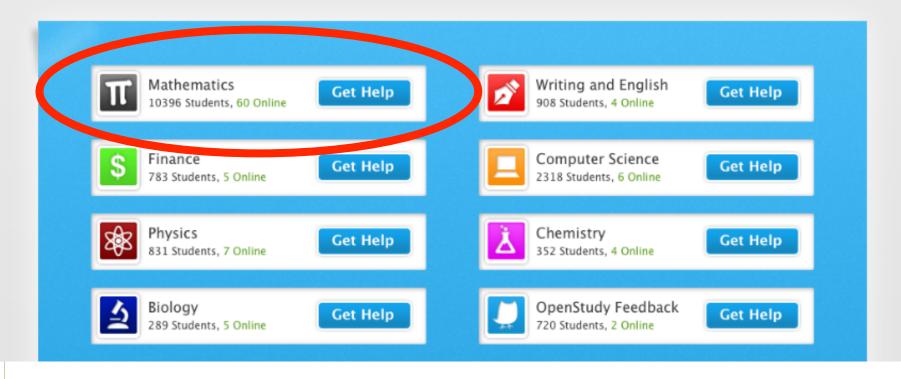




OpenStudy

Make the World Your Study Group

Get live help from other students. Choose a study group to get started.



MIT Purple Math Tutorial.Math.Lamar.ed CalculatorSoup Yale Michiga

HelpWithFractions DavidDarling Info

Gates/Hewlett NIH NSF **GRA GT Emory**





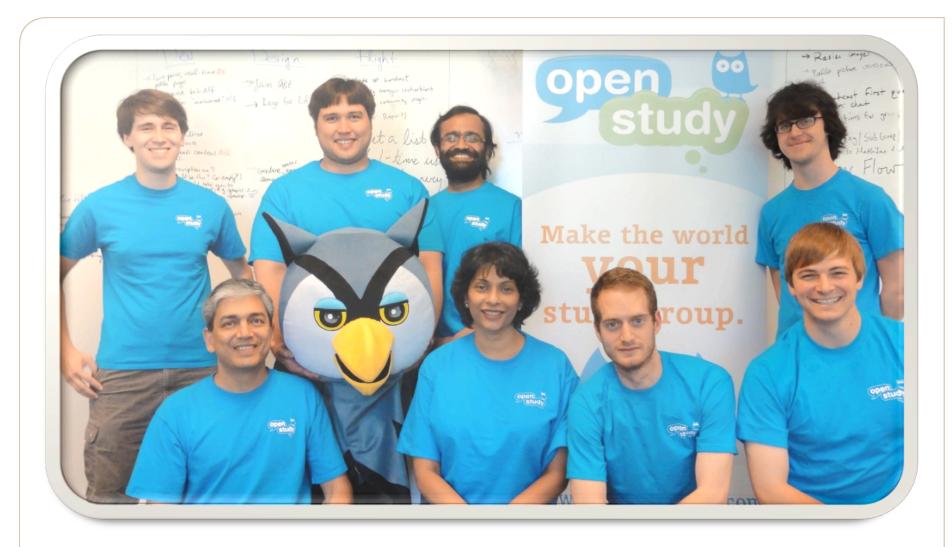








The Team















OpenStudy is...

"a social platform for learners who want to help each other study"

THE CHRONICLE



"you're no longer alone—you have the world's biggest classroom to turn to, any time, anywhere"

"a global study group" FOXNEWS





"global element is important...users will almost always find someone online in the study groups"

"one of ten most innovative companies in education"





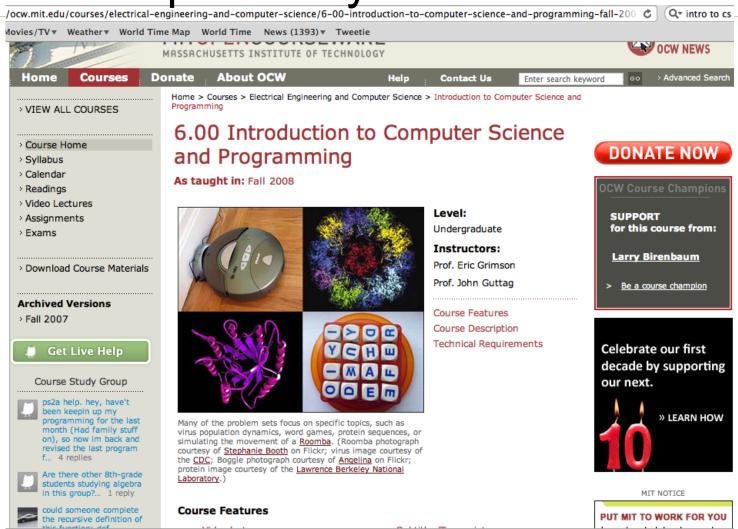
















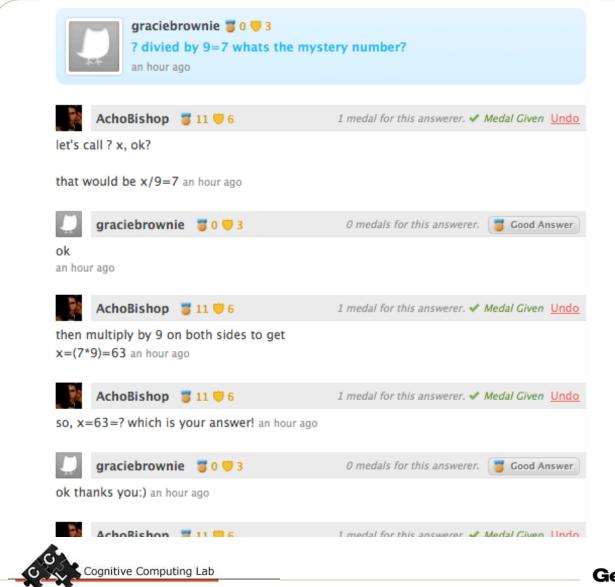








Community of learners



No boundaries

From 3rd graders to college students to professionals

Anytime Anywhere









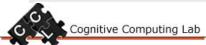


Community of learners



Multi-student study sessions

"Make the world your study group"









Georgia

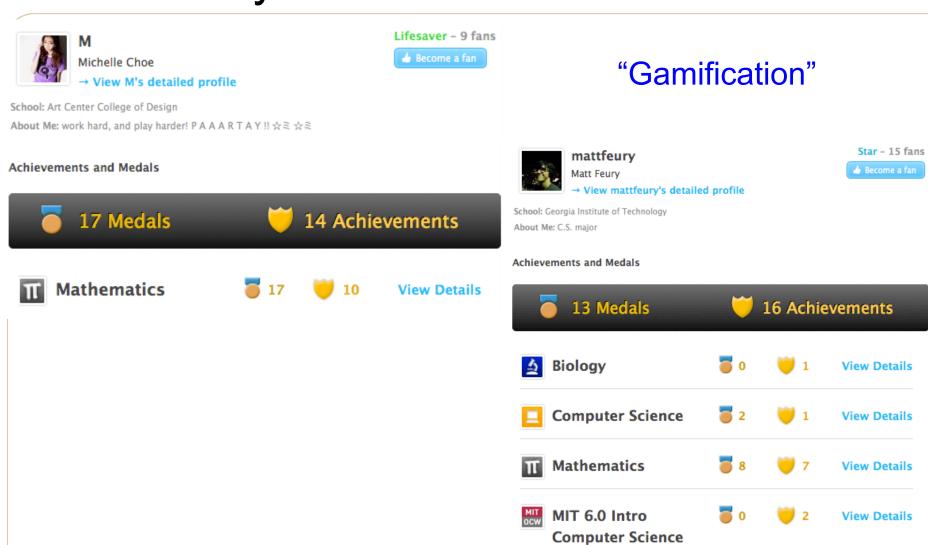
College of Computing





Community of learners

Cognitive Computing Lab











9 months of OpenStudy

OCW

- MIT OCW
- **Open Yale Courses**
- OpenMichigan
- **UC** Irvine
- Notre Dame
- NYU
- **Emory**
- Georgia State U
- Korea University
- **NCTU**
- **Tufts**
- TU Delft
- **Tokyo University**
- Process.Arts
- African Virtual University
- Distance Education Univ. Costa Prof. Damodaran Rica
- Cognitive Computing Lab
- due Online Writing Center

OER

- CDC (TRAIN)
- SmartHistory (MOMA)
- Purple Math
- Tutorial.Math.Lamar.edu
- FreeMathHelp
- HelpWithFractions
- BiologyCorner
- CellsAlive
- Physics 1728.com
- **HyperPhysics**
- CalculatorSoup
- Videolectures.net
- Connexions
- DavidDarling Info
- **HippoCampus**

Community

- 50,000 users
- 600,000 views/month
- 18 minutes/session
- 1,000 questions/day
- 70% answered in 5 min
- Study Groups
 - Math
 - **Biology**
 - **Physics**
 - Chemistry
 - Engineering
 - Comm & Media
 - Arts & Design
 - Finance
 - Computer Science











How to use OpenStudy

Students & Educators



Login or Facebook



Join group(s)

Education Resources



Cognitive Computing Lab





Paste Code

type='text/javascript'
id='openstudy-widgetloader'
src='http://widget.openstud
y.com/javascripts/load.js?t
ype=button&color=auto&study
group='></script>



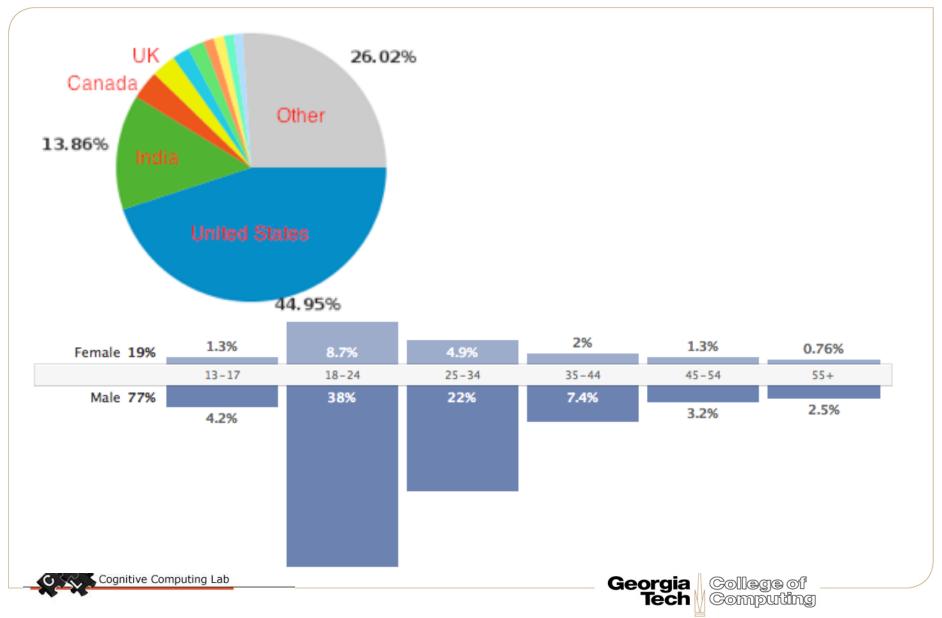








User Demographics











User Feedback



crestrideac: this is my first time on this program but its addicting trying to answer these random questions

"Addictive"



tacobell1234: i know right?



iamignorant: This website is really a revolution

"Revolution"



iamignorant: It has really changed the way we studied





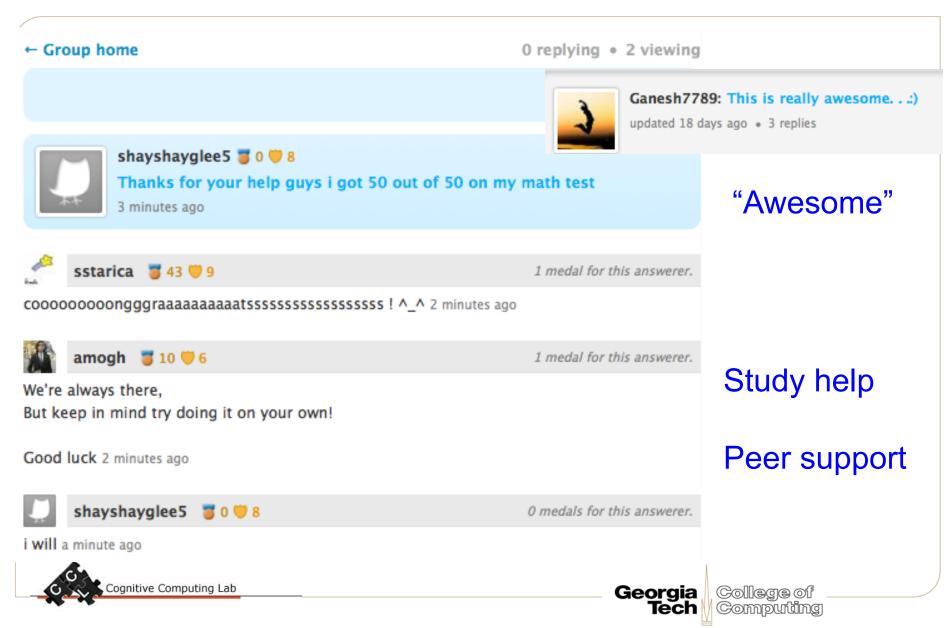








User Feedback











User Feedback

"Love it"



83 days ago

37 days ago 4

TBates: I love the community here, people are free to ask any question in math they have and people give step by step instructions and explain the problems as opposed to just giving an answer



Steve

I LOVE @openstudy - Awesome tool for students to study together online! Better than CourseHero - It's (Twitter + Google Docs + Coursehero)

"Explanations, not answers"



Beth Harris

So impressed with @openstudy! #elearning #edtech #artsed #arthistory





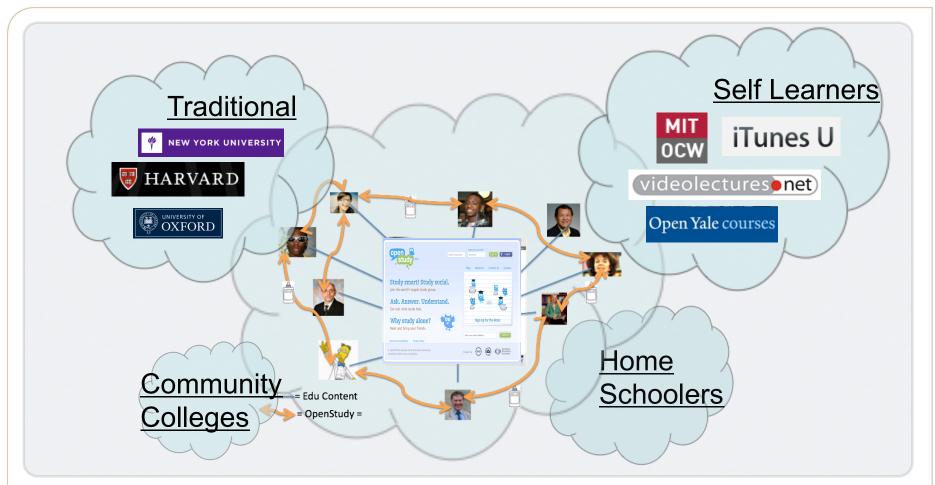








Open Social Learning



Open Communities of Learning Peer-to-Peer













Open Social Learning

Open Communities of Learning Peer-to-Peer

"Massively multiplayer online learning" — students everywhere, connected, learning together

It is not accidental that social networks are so well adapted to education. [The] value is in the human connections it creates while relieving the drudgery of studying alone.

— Rich DeMillo, C21U

Let students teach each other, earning social capital via a system of gamelike rewards.













Other Learning Communities

How do people get healthcare information?



"First, they do an on-line search."







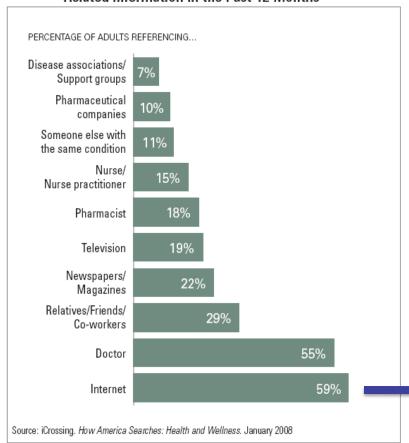




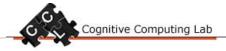


Healthcare Information

Figure 1. Sources Used to Find or Access Health- and Wellness-Related Information in the Past 12 Months



Internet is the leading source of health and wellness information.







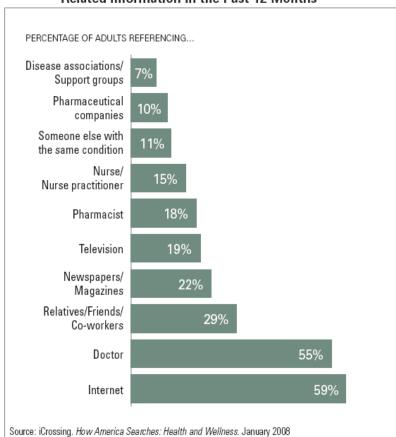






Health 1.0 → Health 2.0

Figure 1. Sources Used to Find or Access Health- and Wellness-Related Information in the Past 12 Months



PLATFORM	EXAMPLES
Wikis	Wikipedia, FluWiki, WiserWiki
Blogs	DiabetesMine, HealthMatters (Healthline), WebMD
Social networks	OrganizedWisdom, PatientsLikeMe, DailyStrength, SecondLife, Sermo, ReliefInSite, NursesRecommendDoctors, TheHealthCareScoop, MySpace, Facebook
Video-sharing	ICYou, YouTube
Online forums	Yahoo! Groups, Revolution Health Groups, Google Health Groups, Groups@AOL, About Groups, iVillage
Podcasts	Johns Hopkins Medical Podcasts, NIH Podcasts, CDC Travelers Health, dLife podcasts for diabetes





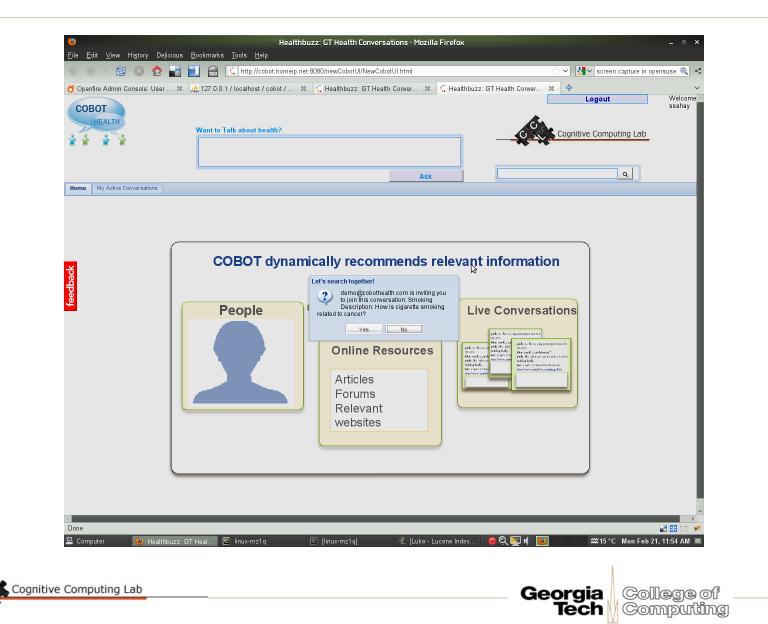








Cobot: Conversation Bot for Healthcare











Cobot: Healthcare Info Access



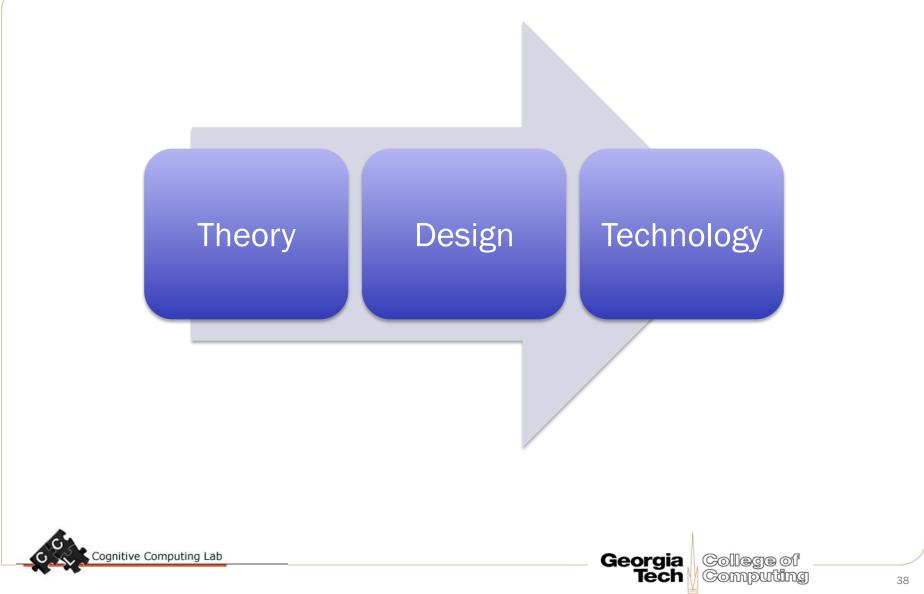








Building the Site





Learning Theories

Fuchs, 1997







Peer-to-Peer

learning,

Lave & Wenger, 1991

Communities of Practice

Blended Learning

Dziuban et al, 2004; Means et al, 2010, Twigg (2003

OpenStudy

Social Constructivism

Vygotsky, 1978

















Really Real-Time Collaboration

AI Recommendation **Engine**

Social Media Analytics

Social Capital Engine





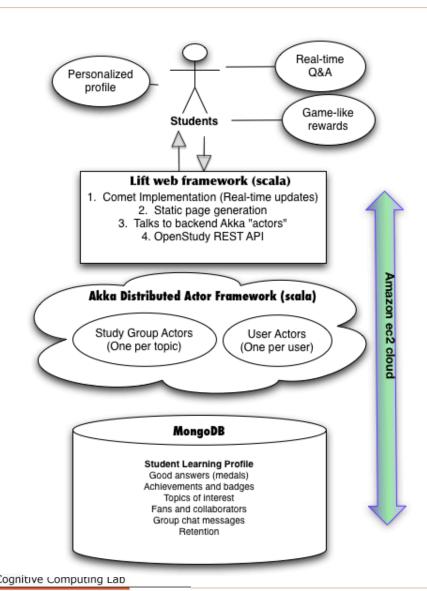








Technology Stack



IΡ

Matching Engine

- Collaborators
- Communities
- Questions

Learning Profiles

- Interests
- Competencies
- ·Soft skills

Real time studying

- ·Live updates
- ·Learning tools
- · Always on



College of

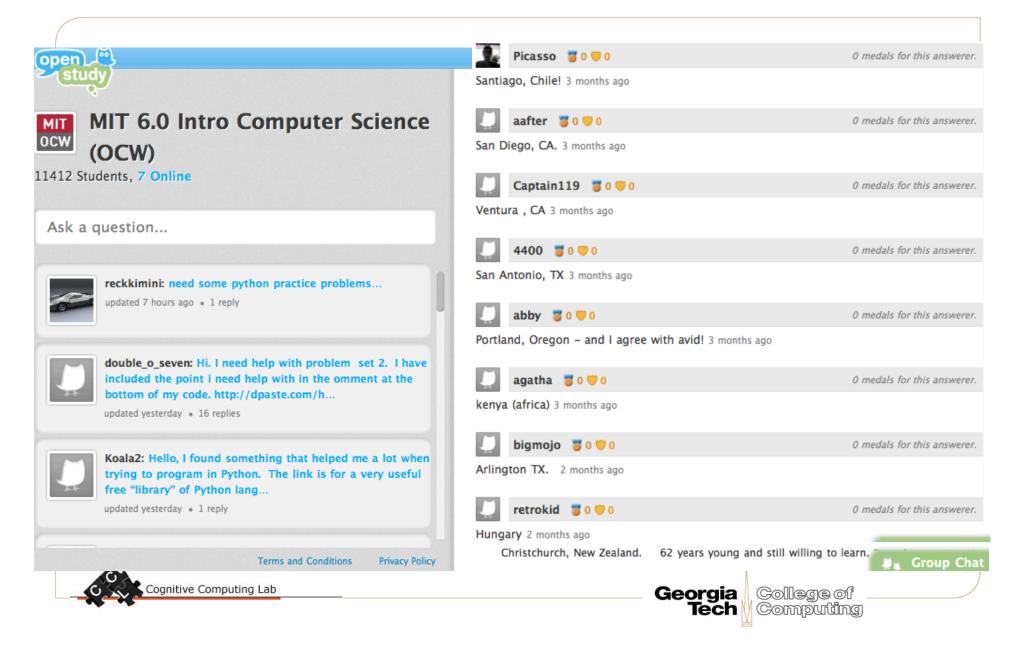








Need: Global Real-Time Conversations



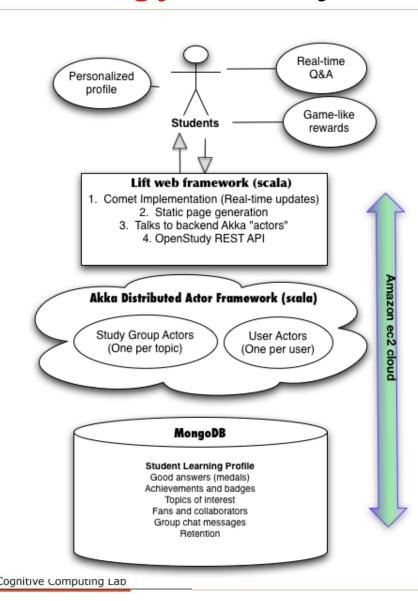








Technology: Really real-time interaction



IΡ

Matching Engine

- Collaborators
- Communities
- Questions

Learning Profiles

- Interests
- Competencies
- Soft skills

Real time studying

- ·Live updates
- Learning tools
- · Always on



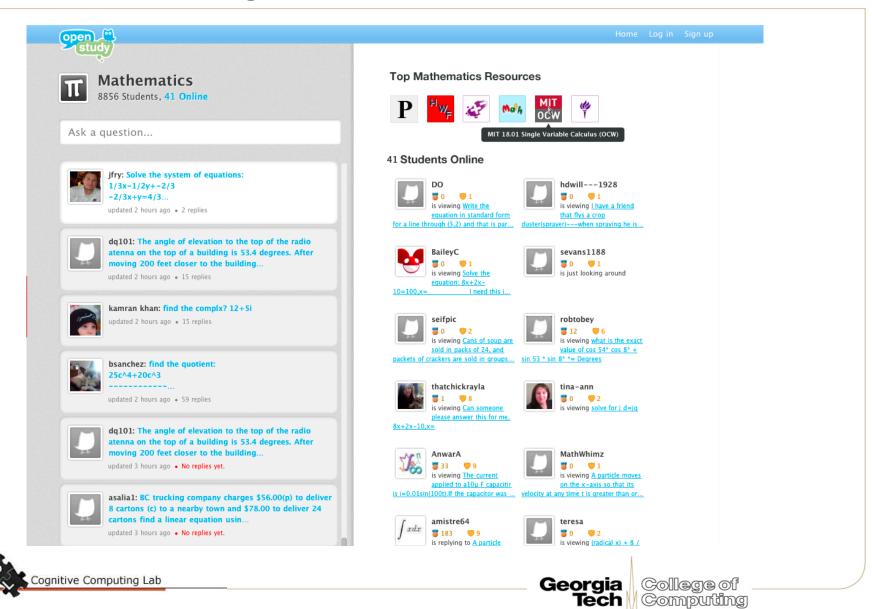








Need: Finding Open Resources



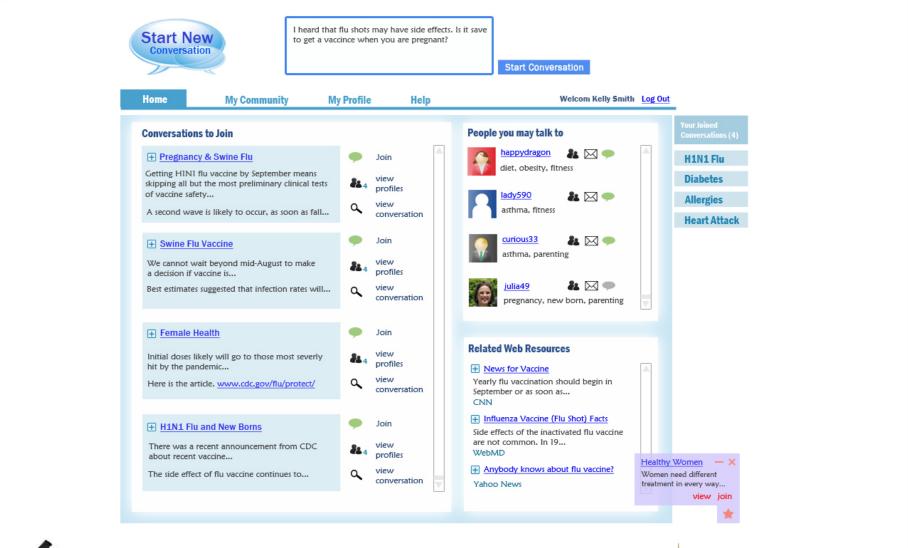








Need: Finding Content and People







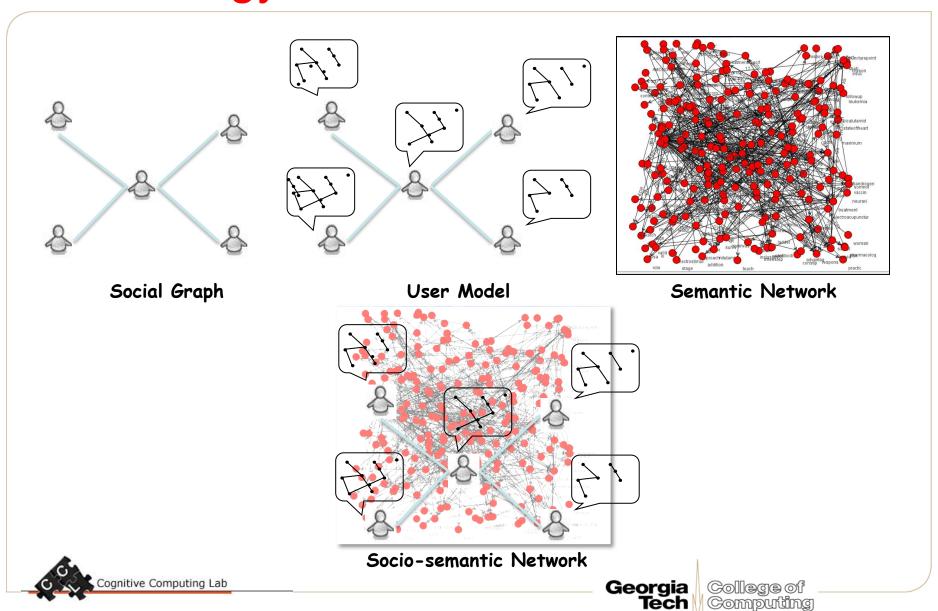








Technology: Collaborative Info Search



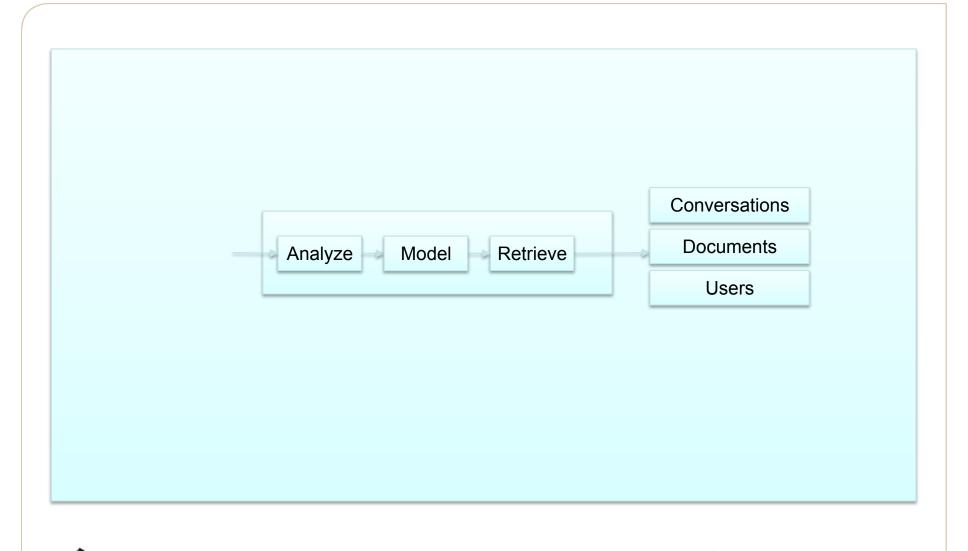








Technology: Analysis Pipeline







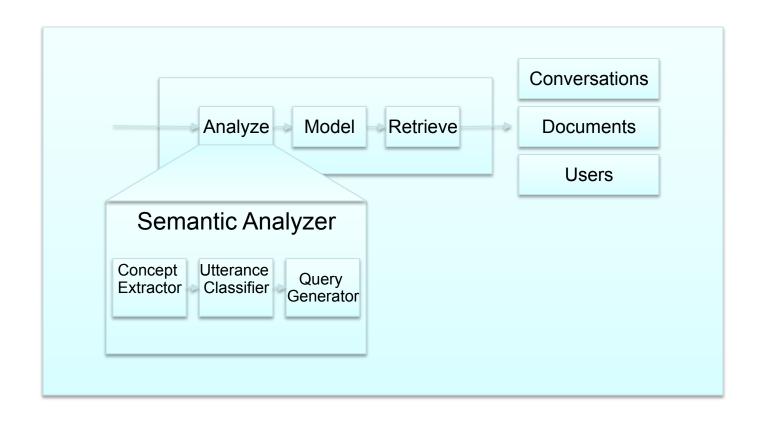








Technology: Semantic Analysis















Technology: Utterance Classification

- Question
- Advice
- Disclosure
- Acknowledgement
- Interpretation
- Reflection
- Edification
- Confirmation





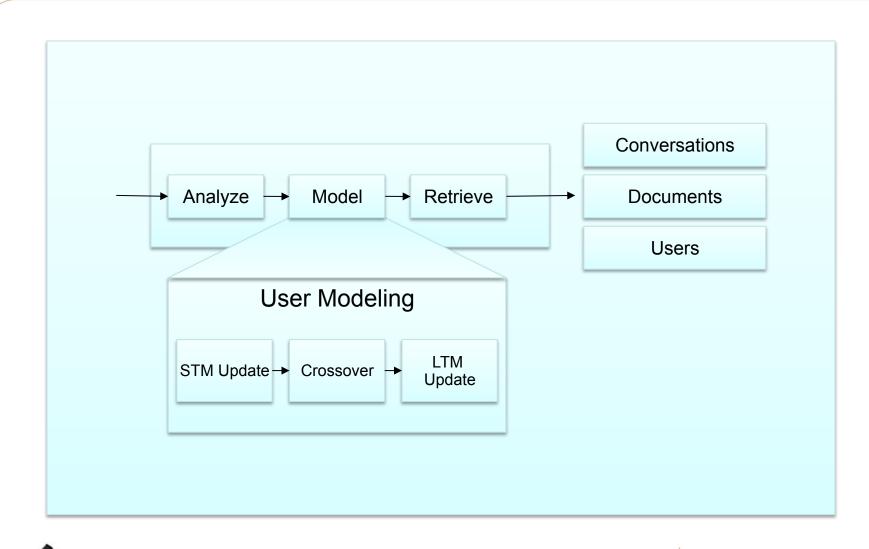


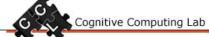






Technology: User Modeling







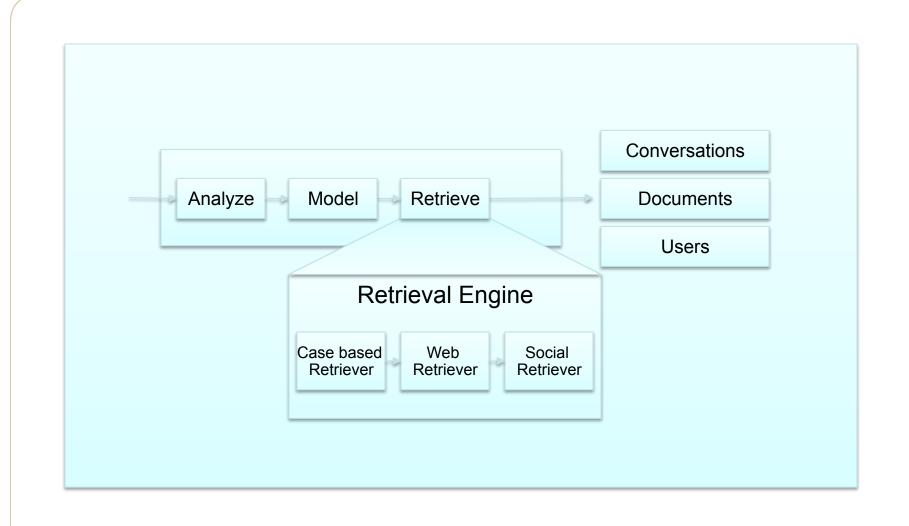








Technology: Socio-Semantic Search















Technology: Recommendation Engine

Case Specification:

$$C_i = (Q_i, [(r_1, h_{r1}), (r_2, h_{r2})...(r_n, h_{rn})], [(c_1, h_{c1}), (c_2, h_{c2})...(c_n, h_{cn})])$$

$$Similarity(Q_t, C_i) = \frac{Q_t \cap Specification(C_i)}{Q_t \cup Specification(C_i)}$$

Re
$$levance(r_j, c_i) = \frac{h_{rj}}{\sum_{h_{rk} \subseteq C_i} h_{rk}}$$

$$W \operatorname{Re} l(R_{j}, Q_{t}, C_{1}...C_{n}) = \frac{\sum_{i} \operatorname{Re} l(r_{j}, c_{i}) \times Sim(Q_{t}, C_{i})}{\sum_{i} Exists(r_{j}, c_{i}) \times Sim(Q_{t}, C_{i})}$$

Capturing User Interactions

 $R_{1} \rightarrow R_{2} \rightarrow R_{3} \rightarrow \dots$

Natural Language $C_1 \rightarrow C_2 \rightarrow C_3 \rightarrow \dots$ Conversations

Problem: Recommending Documents, Conversations and Users actively





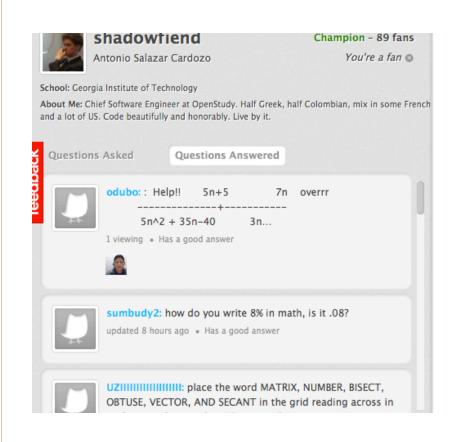


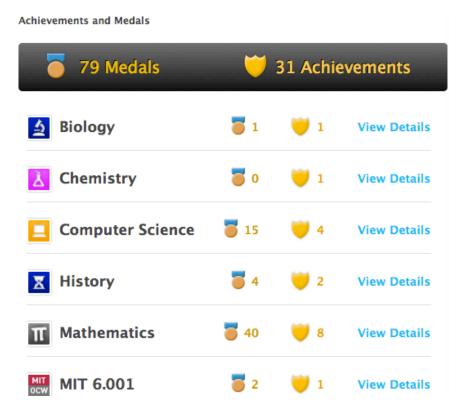






Need: User Reputation (Social Capital)

















Technology: Social Media Analytics

- + Automatic Measures from System Logs
 - + User login frequency
 - + Duration of Login
 - + Number of user contributions
 - + Number of medals/fans
- + Student Self-assessment measures
 - + Motivational Strategy of Learning Questionnaire (MSLQ)
 - National Survey of Student Engagement (NSSE)
 - + Student Assessment of Learning Gains (SALG)





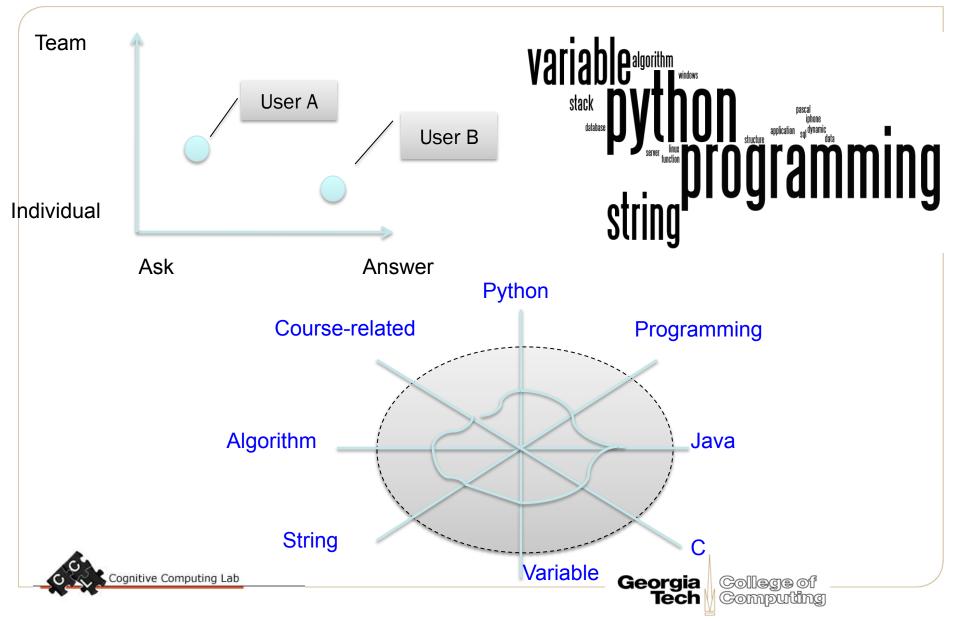








Technology: Semantic User Profiling











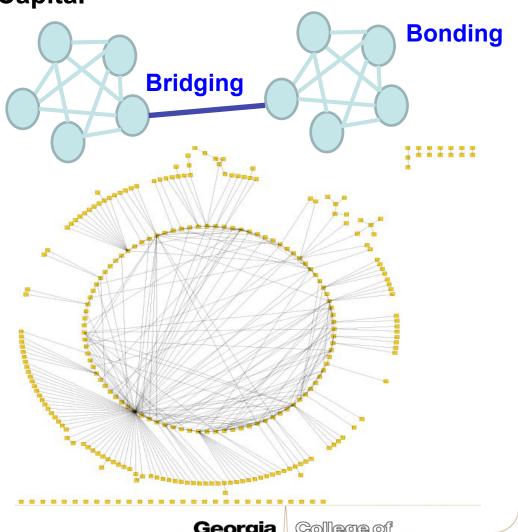
Technology: Social Capital Analytics

+ Bridging and Bonding Social Capital

+ Bridging: weak ties

+ Bonding: strong ties

+ Social Connection Map



















Really Real-Time Collaboration

AI Recommendation **Engine**

Social Media Analytics

Social Capital Engine













Is It Working?

- OpenStudy launched Sep 2010
- 50,000 registered users from 151 countries
- 125,000 unique visitors a month
- Selected for Gates/Hewlett Foundation challenge grant
- Adopted by MIT, Yale, NYU, many others
- Part of MIT 10-year "billion minds" plan for OCW
- #1 brand in social study







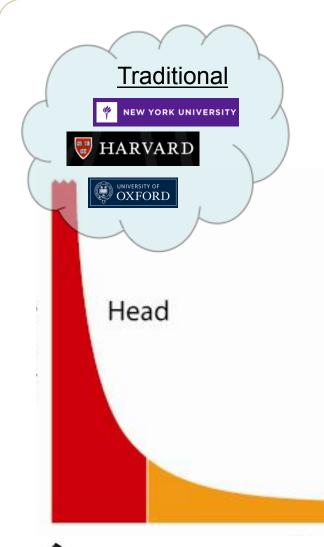






Education: Disruption Is Just Starting

Long Tail



Homework Help / Test Prep

Koofers

- Grockit
- Cramster

- Sparknotes
- Coursehero

eNotes

Open Universities

- · University of the People
- Learnhub
- P2P University

Learning Management Systems

- Blackboard
- Moodle

9th Period

- eduCommons
- Sakai (open source)
- Nixty

Mobile Learning

- Inigral
- Open Culture













Vision: MMO Learning











Contact



"You've got mail."

www.cc.gatech.edu/~ashwin linkedin.com/in/ashwinram

ashwinram@me.com @ashwinram



