

Project proposal template – Faculty studentships Summer 2014

Project proposal template – Faculty studentships Summer 2014			
<i>Project title</i>	<input style="width: 90%;" type="text" value="Modelling student comprehension using their interaction with e-learning resources"/>	<i>Director of Study</i>	<input style="width: 90%;" type="text" value="Dr. James Orwell"/>
<i>Second Supervisor</i>	<input style="width: 90%;" type="text" value="Graham Alsop"/>	<i>School</i>	<input style="width: 90%;" type="text" value="Computing and Infor"/> ▼
<i>Other members of supervisory team</i>	<input style="width: 90%;" type="text" value="David Livingstone
Paul Neve"/>	<i>Any requirements from applicant (eg degree in specific subject area)</i>	<input style="width: 90%;" type="text" value="Computer Science or related discipline"/>
Project summary (max 1,000 characters)			
<p>Within Kingston University, the Learning Technology Research Group has developed a suite of effective e-learning tools. This provides a foundation for further investigations into methods to improve students' outcomes and satisfaction with programming-related courses. The proposed PhD programme will research and develop models of students' understanding of programming concepts, using evidence collected from interactions with programming exercises. The successful applicant will:</p> <ul style="list-style-type: none"> * curate the taxonomy of programming concepts * develop probabilistic and quantitative models to represent the extent of a student's understanding, using the attributes of their unique journey, such as their source code editing patterns, the duration of their activities and their navigation path through the available content. * use each student's model to adapt their learning journey, for example using repetition selectively, to re-enforce the student's understanding of important concepts. 			