EECS 598

Technologies to Optimize Human Learning

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Time: MW 1:30pm-3pm, Remote
Prerequisites: Graduate standing; or permission from instructor
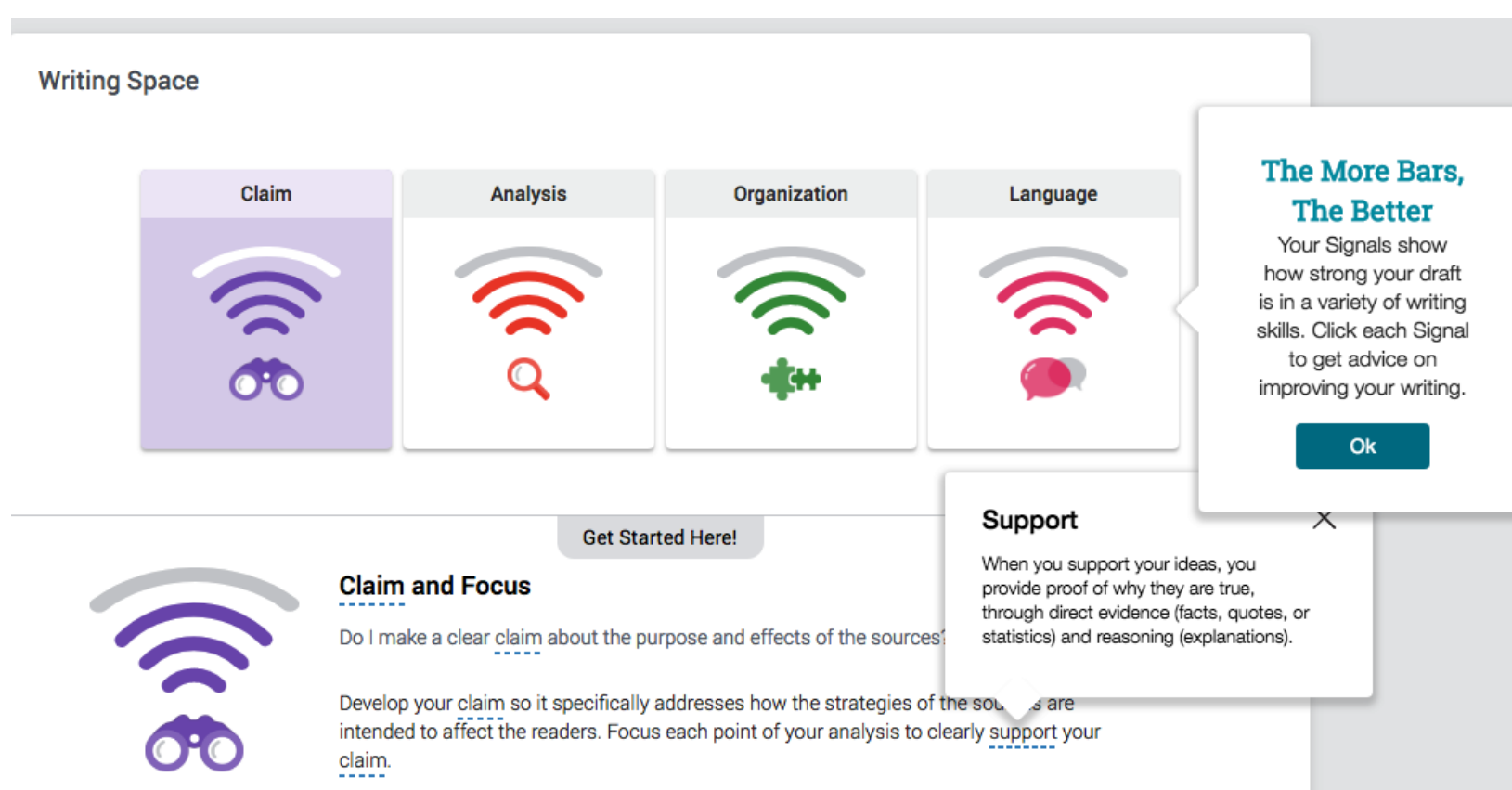

Block-based programming

Culturally congruent pedagogical agents

Classroom sensing with computer vision

AR to augment teaching

A feedback system for student essays

Auto-generate educational materials

The advances in computing have changed the ways people learn. In this seminar, we will review **educational technologies** that draw a wide range of techniques from Augmented Reality, Computer Vision, Natural Language Processing, Crowdsourcing, etc. We will also discuss how these systems are guided by **theories of how humans learn** and the **HCI methods** used to design and evaluate them.

Join our discussion to build the next generation of educational technologies!