

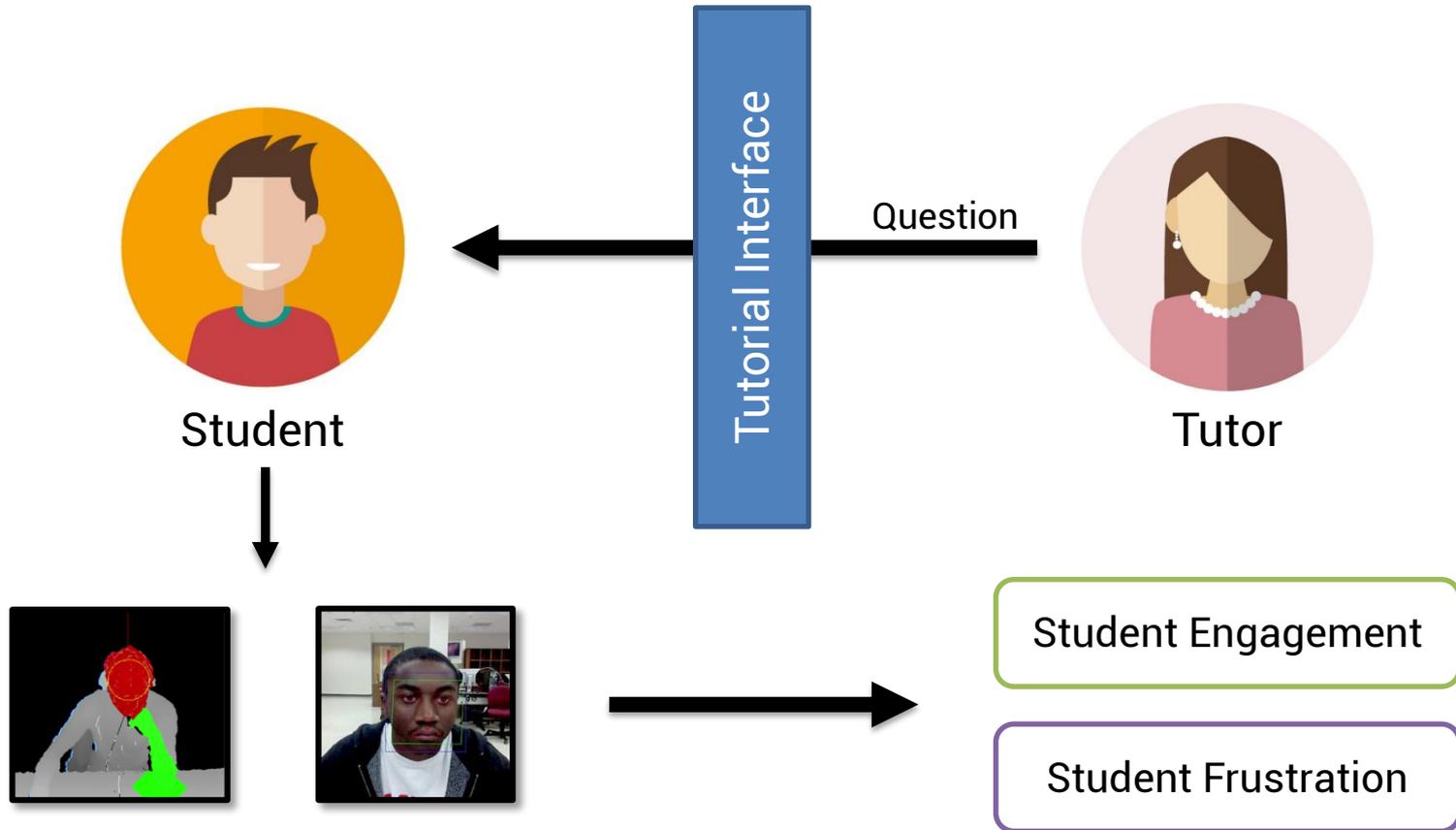
# The Affective Impact of Tutor Questions: Predicting Frustration and Engagement

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# Introduction

## Overview



# Introduction

## Related Work

- **Recognized need for modeling affect during learning**  
(Paquette & Baker & D'Mello; Rowe & Lester, Forbes-Riley & Litman)
- **Focus on frustration and engagement**  
(Grafsgaard & Lester; Baker; Heffernan)

# Introduction

## Related Work

- **Significance of short-term over long-term nonverbal patterns**  
(Grafsgaard, Calvo, D'Mello)
- **Potential critical moments: tutor questions**  
(Piaget, Stein and Levine, Hardy)

# Introduction

## Research Question

*What is the relationship between student engagement and frustration and his or her nonverbal behavior during critical moments of the tutorial interaction?*

# Multimodal Corpus

## Study Overview

**Domain:** Introductory Java programming

- Computer-mediated human-human interactions
- N = 67 student-tutor pairs
  - 67 unique students
  - 5 unique tutors

# Multimodal Corpus Tutorial Interface

The screenshot displays the JavaTutor interface, which is divided into several sections:

- TASK:** Contains an assignment description and a code snippet: 

```
leftVar = rightVar;
```
- JAVA CODE:** A text area containing Java code for a game simulation, including variable declarations, input handling, and conditional logic.
- CHAT:** A chat window on the right side of the interface, showing a conversation between a user and a tutor. The chat messages are as follows:
  - (00:11:33) So I'm thinking I should make a choicetwoa and a choicetwob here
  - (00:11:47) Like those are going to be my new variables or something.
  - (00:12:02) Okay, so what would you store in those two new variables?
  - (00:12:32) choicetwoa would have the options if you had entered 1 for choicene and choicetwob would have the options if you had entered 2 for choicene
  - (00:13:03) Hmm, that's not bad, but you could store the player's second choice in just one new variable, regardless of what the first choice was, right?
  - (00:13:16) Let's say that teh player chose 1 first
  - (00:13:36) They still either choose 3 or 4 in the second choice

# Multimodal Corpus

## Multimodal Collection



# Multimodal Corpus

## Task & Dialogue Traces

Logs including dialogue messages, coding changes, task progress

### **Tutor Inference Questions**

- Questions that require reasoning about content knowledge or formulating a plan
- *e.g., How do you think this problem can be solved?*

### **Tutor Evaluative Questions**

- Questions that require the student to evaluate his or her own understanding
- *e.g., Do you understand so far?*

# Multimodal Corpus

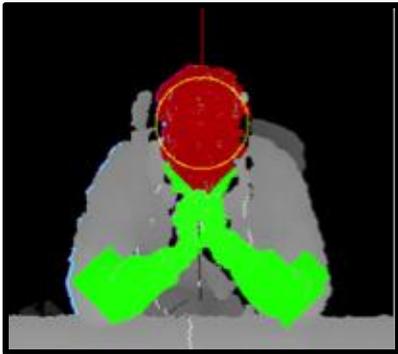
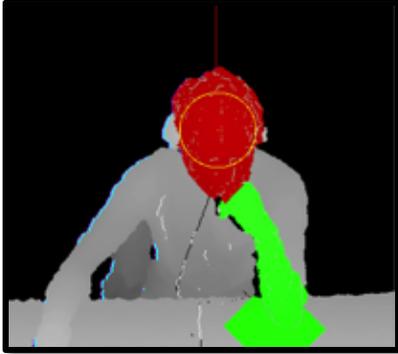
## Facial Expression Features

- Facial expression recognition by FACET commercial software
- 19 Facial Action Units
- **AU Evidence:** Measure of confidence in the presence of each expression



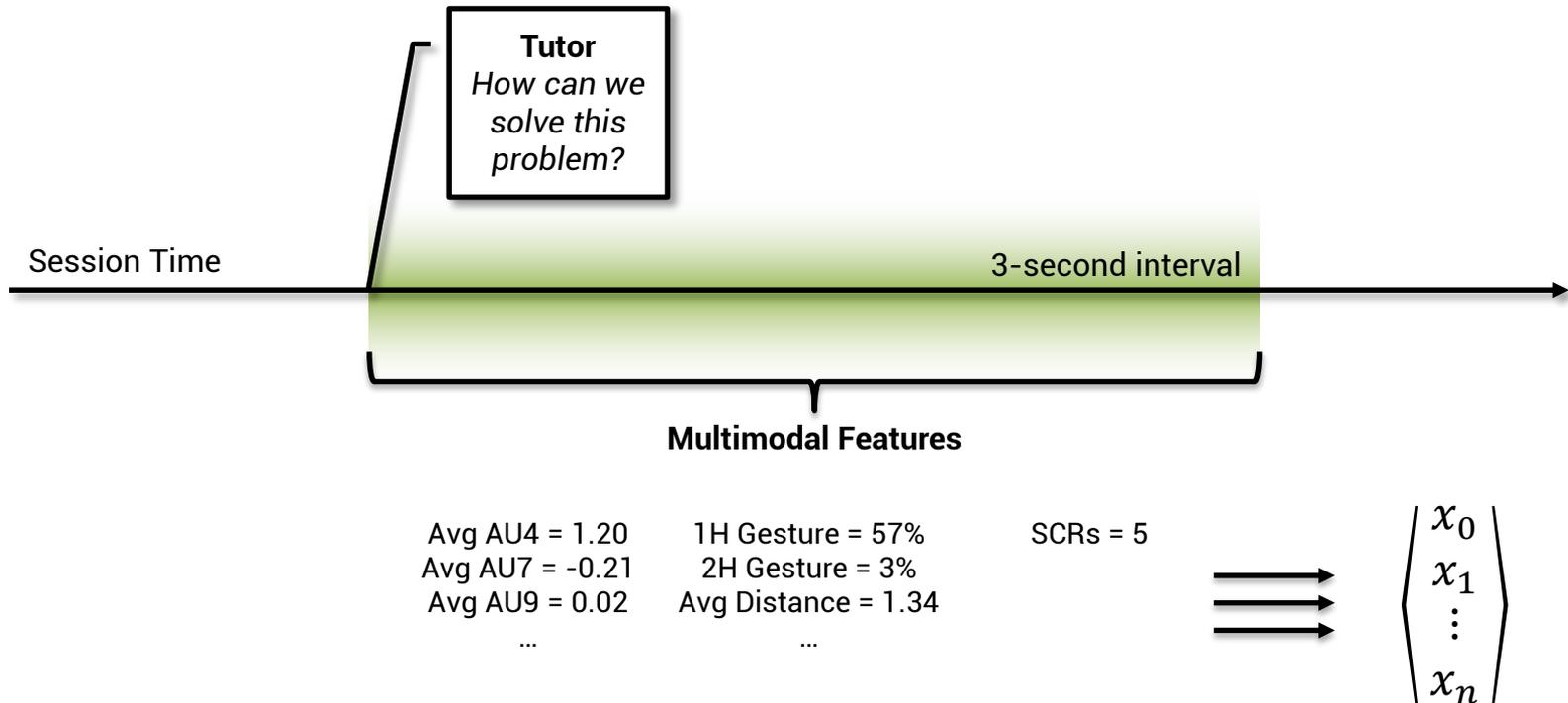
# Multimodal Corpus

## Gesture Features

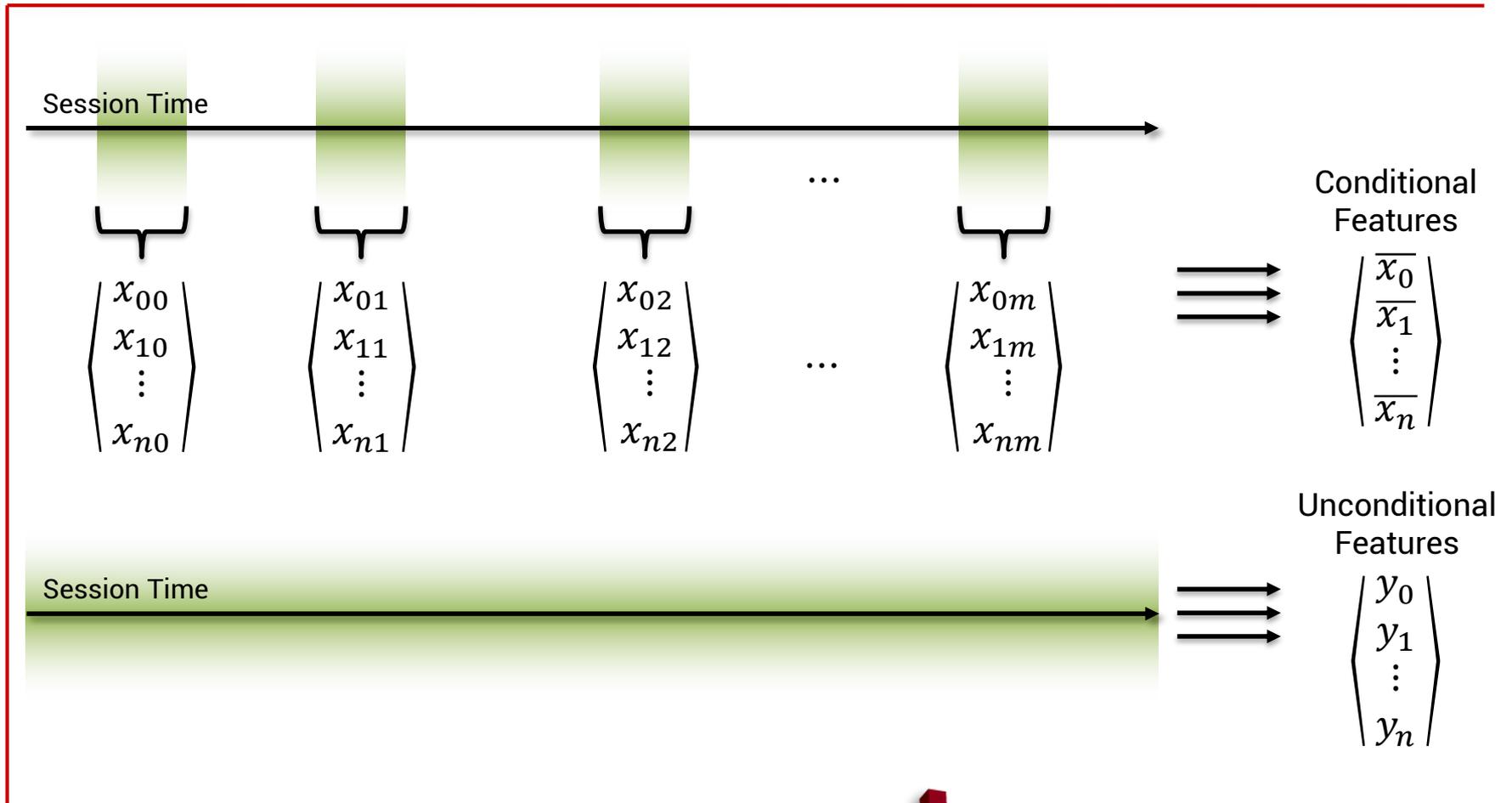


- Kinect depth camera images
- Detects amount of time one or two hands touching the lower face
- Algorithm based on surface propagation from center of head (Grafsgaard et al., 2012)

# Analysis Overview



# Analysis Overview



# Analysis

## Features Summary

1. Average measure of each facial action unit
2. Percentage of time in which one- or two-hands-to-face gesture is present
3. Average student distance from workstation
4. Average difference between highest and lowest posture point (i.e., leaning)
5. Number of skin conductance responses observed

# Analysis

## Features Summary

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# Analysis

## Stepwise Regression Modeling Procedure

- Standardized all features and outcomes:

$$z = \frac{x - \mu}{\sigma}$$

- Optimized leave-one-student-out cross-validation
- Required strict  $p < 0.05$  cut-off value (after a Bonferroni correction)

# Predictive Model

## Student Frustration

- Self-reported outcome collected at end of tutorial session
- NASA-TLX workload survey
  - Frustration Level
- Rating from 1 to 100

# Predictive Model

## Student Frustration – Tutor Evaluative Questions

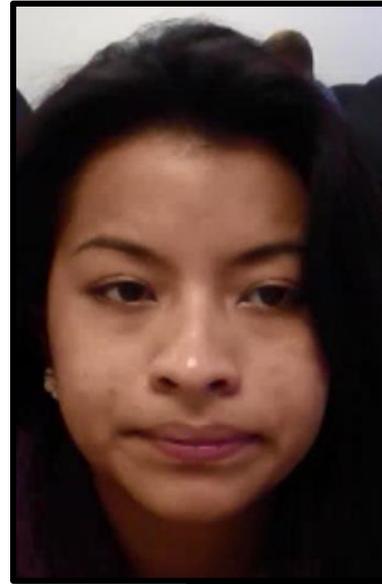
Frustration =	R <sup>2</sup>	p
-0.7039 * AU12 Lip Corner Puller	0.0764	0.014
-0.6279 * AU28 Lip Suck	0.2471	0.030
-0.1635 (intercept)		1.000

Leave-One-Out Cross-Validated R<sup>2</sup> = 0.3235

# Predictive Model

## AU12 Lip Corner Puller

- Associated with **less** frustration after evaluative questions
- Typically related to smiling



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# Predictive Model

## AU28 Lip Suck



- Associated with **less** frustration after evaluative questions
- Sometimes related to fidgeting, perhaps a “self-manipulator” for emotion regulation

# Predictive Model

## Student Frustration – Tutor Inference Questions

Frustration =	R <sup>2</sup>	p
+0.5660 * AU6 Cheek Raiser	0.2893	0.022
+0.3635 * AU20 Lip Stretcher	0.0499	0.019
-0.0174 (intercept)		1.000

Leave-One-Out Cross-Validated R<sup>2</sup> = 0.3392

# Predictive Model

## AU6 Cheek Raiser

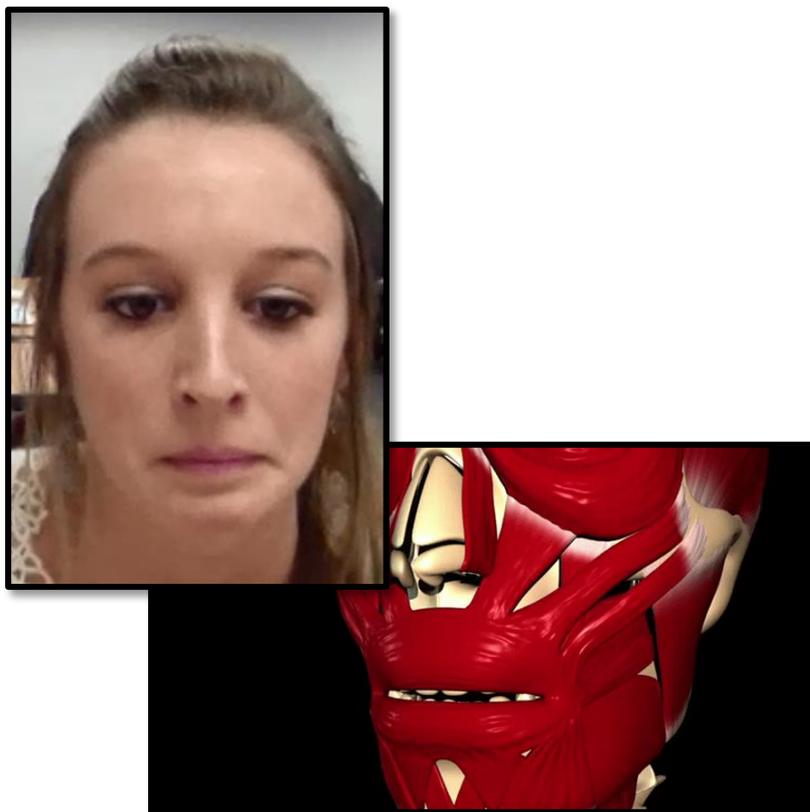
- Associated with **more** frustration after inference questions
- Related to pain expressions



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# Predictive Model

## AU20 Lip Stretcher



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- Associated with **more** frustration after inference questions
- Previously found to coincide with moments of embarrassment or “awkwardness”

# Predictive Model

## Student Engagement

- Self-reported through survey at end of tutorial session
- Parts of User Engagement Survey
  - Focused Attention, Felt Involvement, Endurability
  - Excluded: Perceived Usability, Aesthetics, Novelty
- Rating from 1 to 85

# Predictive Model

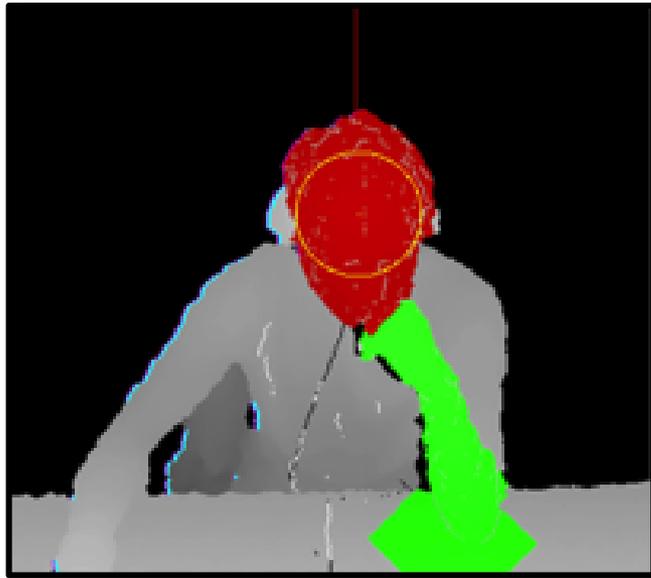
## Student Engagement – Tutor Evaluative Questions

Engagement =	R <sup>2</sup>	p
+0.4422 * One Hand-to-Face Gesture	0.1815	< 0.001
-0.5989 * AU10 Upper Lid Raiser	0.1831	< 0.001
+0.5770 * AU12 Lip Corner Puller (session-wide)	0.2280	< 0.001
+0.5097 * AU26 Jaw Drop	0.0514	< 0.001
-0.2941 * AU2 Outer Brow Raiser (session-wide)	0.1923	0.003
+0.2467 * AU5 Upper Lid Raiser (session-wide)	0.0295	0.002
+0.1792 * AU24 Lip Pressor	0.0566	0.018
+0.4100 (intercept)		1.000

Leave-One-Out Cross-Validated R<sup>2</sup> = 0.9224

# Predictive Model

## One Hand-to-Face Gesture

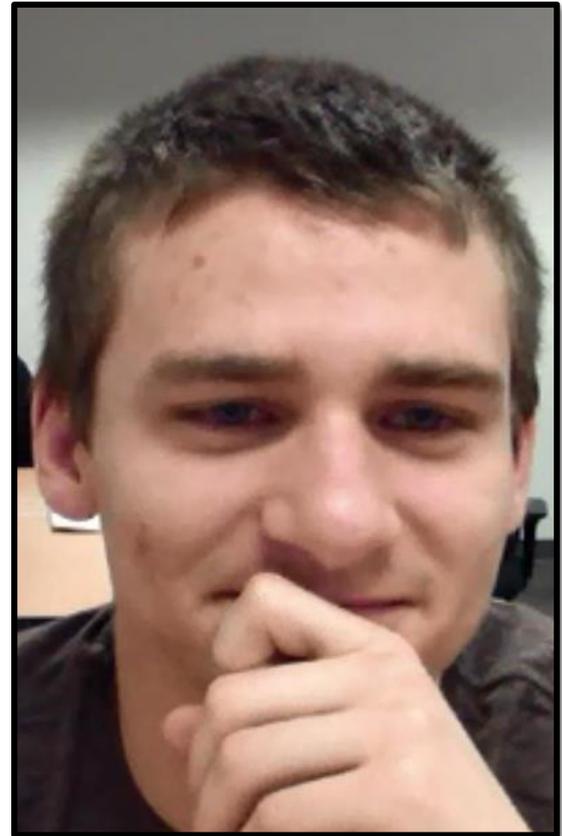


- Associated with **more** engagement after evaluative questions
- Potential indicator of thoughtful contemplation

# Predictive Model

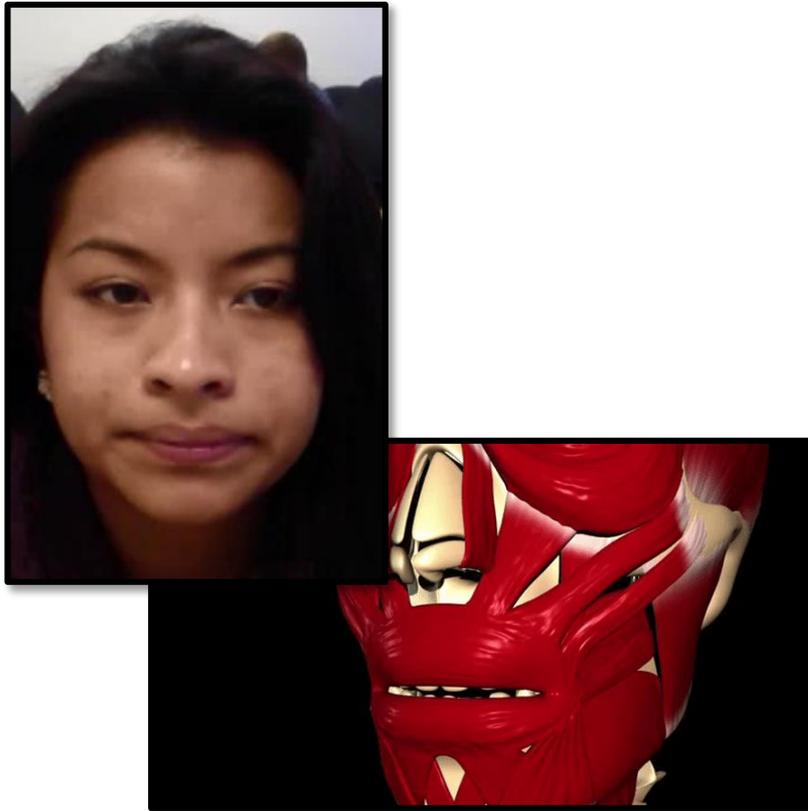
## AU10 Upper Lip Raiser

- Associated with **less** engagement after evaluative questions
- Component of prototypical disgust



# Predictive Model

## AU12 Lip Corner Puller



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- Associated with **more** engagement in general
- Often related to smiling

# Predictive Model

## AU26 Jaw Drop

- Associated with **more** engagement after evaluative questions
- May be indication of focus



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# Predictive Model

## AU2 Outer Brow Raiser



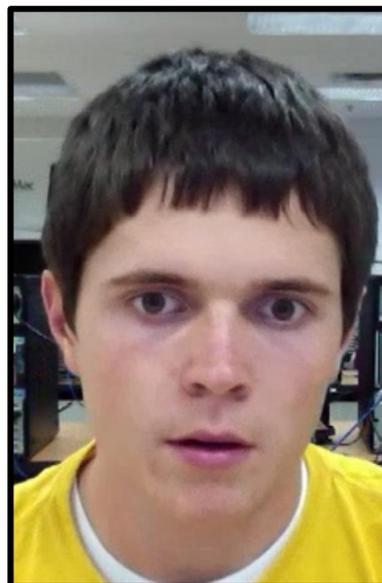
Aaron Lee / YouTube

- Associated with **less** engagement in general
- Component of the “fear brow”, a display of anxiety

# Predictive Model

## AU5 Upper Lid Raiser

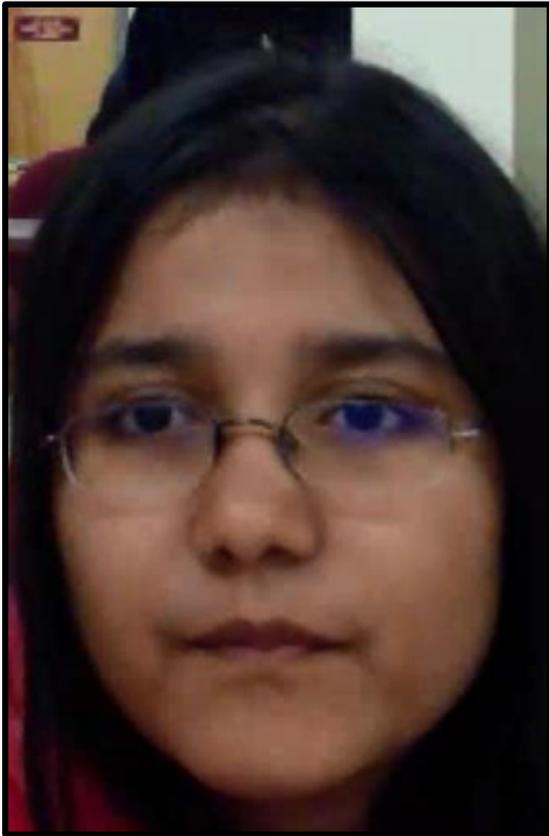
- Associated with **more** engagement in general
- Previously found to indicate focused attention



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# Predictive Model

## AU24 Lip Pressor



- Associated with **more** engagement after evaluative questions
- Component of prototypical anger

# Discussion

## Frustration

- Facial expression predictive
- Predictive power resulting from only short-term reactions

## Engagement

- Facial expression and gesture highly predictive
- Mix of short-term and session-wide behaviors

# Conclusion

- Multimodal traces can provide insight into student affective outcomes
- Short-term nonverbal behavior during tutoring can be significantly predictive of student frustration and engagement
- Facial expression and hand-to-face gestures at critical moments were highly predictive

# Future Work

**Goal:** Understanding nonverbal behavior with respect to affective outcomes

- Student nonverbal behavior after other important tutorial events
- Combinations of multiple event types for increased prediction
- Implications of these observations for adaptive systems

# Acknowledgments

## Collaborators

Eunyoung Ha                      Aysu Ezen-Can  
Christopher Mitchell      Joseph Wiggins  
Alok Baikadi

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## Funding



CNS-1453520  
IIS-1409639