Learning-Style Experiment

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Due data: January 29, 2024, before class
Max value: 10 points

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1 Motivation

I just thought of the following experiment that may teach you about yourselves and your learning style. I have totally imagined it right now and it may or may not make any sense from a cognitive standpoint. Are you willing to try it for me during class time today and during the week-end?

2 Experiment

The experiment consists of a number of iterations of a learning ‘episode.’ Read on!
2.1 Learning-strategy procedure

Here is the procedure (algorithm) description (pseudocode):

For Section 1.1 in the textbook

1. Set your reading speed to infinity
2. Set your attention level to null
3. Set iteration number to 0
   (a) Decrease your reading speed by a reasonable amount
   (b) Increase your attention level by a reasonable amount
   (c) Increment the iteration number by one
   (d) Read the content of the section
   (e) Roughly estimate the percentage of the text you actually read
   (f) Roughly estimate your understanding of the content of the entire section, globally, not only what you read. Your eyes may have glanced over some text that you did not read but your brain 'saw.'
   (g) Try to solve any of the examples in the section. There are 11 examples.
   (h) How many examples you feel you comfortably solved?
   (i) How much time did you spend on the Steps 2–8 above (you don’t have to time yourself, but it may be fun to.)
   (j) Report in the attached Excel sheet the values estimated above.

2.2 A Learning Episode

While decreasing your reading speed and increasing your level of focus, repeat the above experiment for Section 1.1, until any of the following situations becomes true:

1. You detect no improvement
2. you run out of time, OR
3. you lose interest

2.3 A Learning History

If you are courageous enough, repeat the entire experiment first for Section 1.2, then Section 1.3.
3 Rules of the Game

The rules are as follows, please feel free to suggest any additional or alternative ones:

1. You can choose to do the above partially or fully (i.e., any number of sections, for each section any number of iterations). It is your own choice.

2. If you do not like the proposed learning strategy above (which falls to me like an ‘iterative refinement’), imagine your own procedure, describe it like I described mine, propose metrics to estimate the effectiveness of your learning, design a table in Excel, run the experiment, and report the values in Excel.

3. Submit the Excel sheet

4 What to Submit

On handin, please submit the following documents:

1. Your Excel sheet filled with as many values as applicable

2. A short document describing:

   (a) Your impressions of the experiment: Did it teach you anything? Did you learn about your learning style?

   (b) The description of any alternative learning strategy that you adopted presented similarly to Section 2.1 above.

5 Grading

An incentive 10 points to encourage to play the game. It will mean nothing in the long run.