# **Current Gameplay Inputs & Outputs**

# **External Influences on Character State**

# **TEACHER Conversation**

# Interaction Type:

Assertion Observation Inquiry

# Interaction Domain:

Behavioral Academic

## Task Requirements

Cognitive
Language Capacity
Openness
Conscientiousness
Extroversion
Agreeableness
Neuroticism
Auditory
Visual
Kinesthetic

# **Internal Influences**

## **Character Profile**

## STATE Characteristics

## **Cognitive:**

General Ability General Language Capacity

#### **Emotional:**

Openness
Conscientiousness
Extroversion
Agreeableness
Neuroticism

# TRAIT Physical Characteristics:

Auditory Visual Kinesthetic

# **Data Generated**

### **Visual Indicators**

General Facial Expressions General Body Position External Distractors Hand raised / speech bubble comment

# **Data during Play**

### **Student Level**

Gauges for: Rate of Learning Zone of Proximal Development

Dynamic Charts for Response to Talk Response to Task described as

"Power,"
"Happiness,"
"Academic"

# Inputs & Outputs for simSchool 2.0, coming Fall 2018

# **NEW External Influences on Character State**

# TEACHER Conversation

#### **Interaction Type:**

Assertion Observation Inquiry

# Interaction Domain:

Behavioral Academic

### General Task Requirements

OCEAN + Physical

Expanded:

Cognitive

Language

# Added: Subject-specific Tech General

Attitude

### Seating Arrangement

Individual in Rows Paired Small Group Tables Semi-Circle

#### **Ambient Noise**

Student-generated inside Classroom Outside Classroom

### **Internal Influences**

# **Character Profile**

### STATE Characteristics

#### Cognitive:

General Ability
General Language Capacity
+ Expanded Language
+ Subject-Specific

#### **Emotional:**

OCEAN + Attitude + Social Proximity Impact

#### TRAIT

#### **Physical Characteristics:**

VAK + Motor Skills + General Health



# **Data Generated**

# **Visual Indicators**

#### Expanded:

Facial Expressions
Body Positions incl. Stimming
Hand raised when
cognitive and/or emotional
threshold hit

### **Audio Indicators**

**General Ambient Noise** 

## **Distraction Indicator:**

Student Chatter + Ambient Increase influenced by average class distraction level

# **Data Visible During Play**

### Student Dashboard

Rate of Learning Zone of Proximal Development Modified OCEAN

Attitude
Social Impact w/
Student Influencers

Change Log influenced by emotional and cognitive threshold

#### Class Dashboard

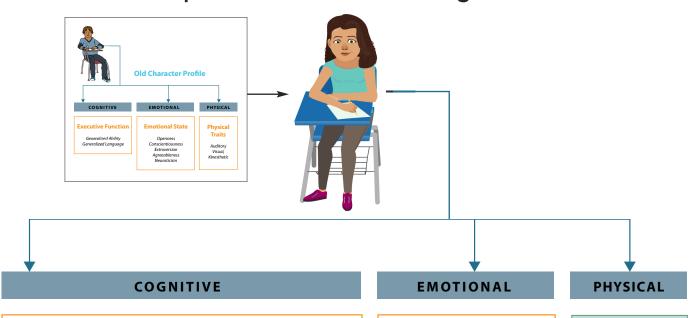
### Average:

Rate of Learning Task Differentiation Peformance Emotional Distraction Conversation Type Attitude toward Subject

# **Lesson Plan**Dashboard for:

Task Descriptions Tasks used in Order Visual indicator of +/- average impact

# **Expansion of Artificial Intelligence**

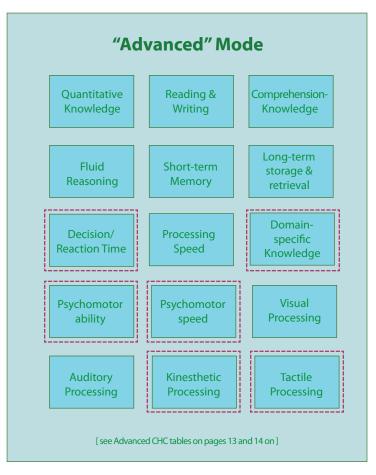


# "Simple" Modified Mode

General Cognitive + Language Capacity + VAK

"Simple" Mode
OCEAN Model

Modified V A K General Heatlh



Expanded by McGrew, 1997

# "Advanced" Mode Same OCEAN model used, but additional factors shown with higher granularity to enhance familiarity to teachers and dept in Al [see Advanced OCEAN table on pg 15] Motivation Confidence Seeks Vulnerable **Achievement** to Stress **Emotional Impact of Social Proximity** This dimension will not be part of authoring toolkit but will be automatically established by the AI. See notes within document for conceptual description.