



The Total Learning Architecture (TLA): Learning Across Applications

P. Shane Gallagher, PhD

Learning Scientist

ADL/Institute for Defense Analysis

2017 Human Systems Conference Achieving the Third Offset: Maximizing
Human-Machine Symbiosis

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www.ADLnet.gov



OUSD(P&R)

Asst. Secretary
of Defense
(Readiness)



Deputy Asst.
Secretary of
Defense (Force
Education &
Training)



Mandated via
Congress, OSTP,
and EO in 1990s



To conduct R&D on
learning science and
technology



To improve
distributed learning
across government



Activities

Vision: Help craft the vision for future learning science and technology

Outreach: Help bridge the research-practice gap

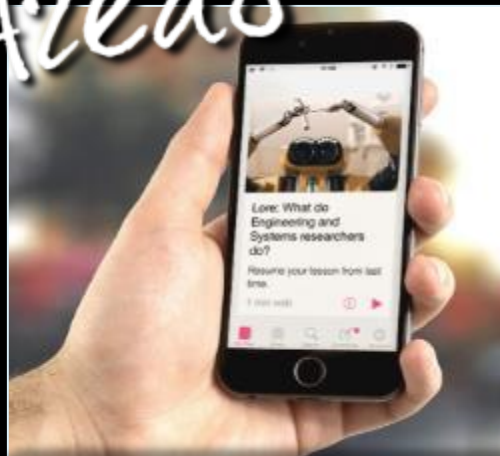
Innovation: Mature learning ideas and technologies



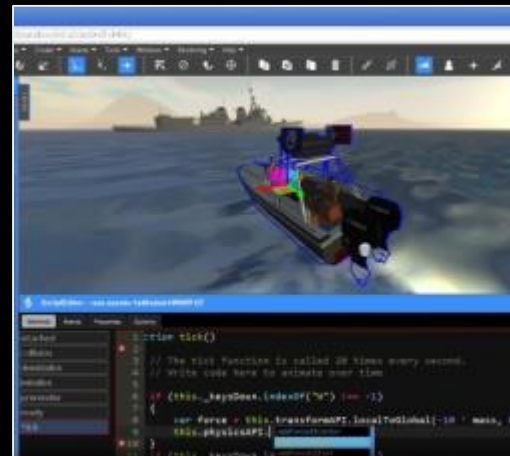
Research Areas



e-Learning



m-Learning



Web-based VWs / Simulations



Learner Modeling / Analytics



Learning Theory



Interoperability infrastructure



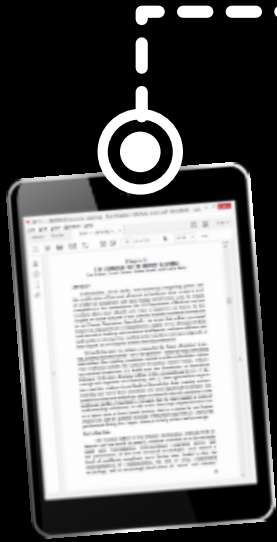
**Building
the Future**

Total Learning Architecture

TLA

The Total Learning Architecture is a collection of **specifications** for accessing and making use of **learning-related data**.





e-book



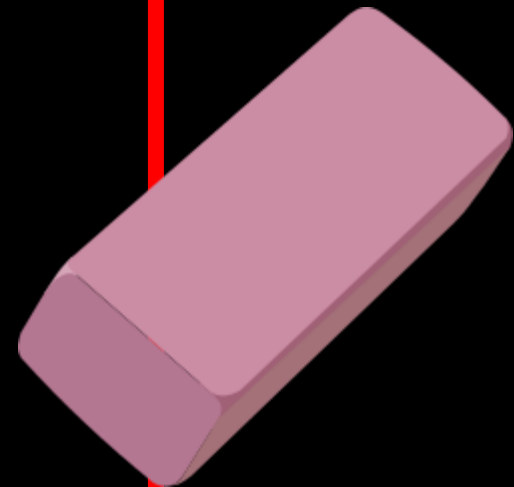
LMS

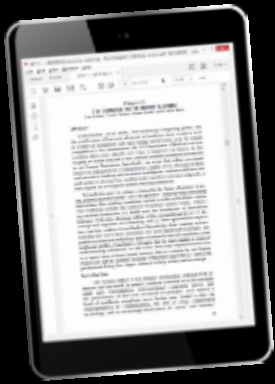


Mobile

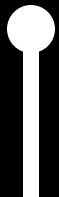


VR Simulation





e-book



LMS



Mobile



VR Simulation







What kind of data?



xAPI

Content

Learner

Pedagogy

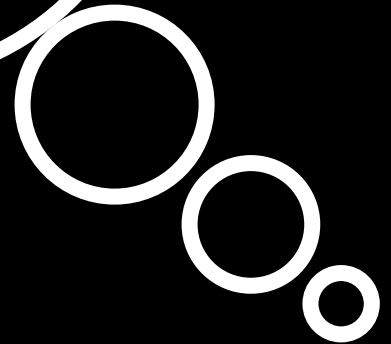
Context

Competencies

Meta-Adaptation

Nice idea...

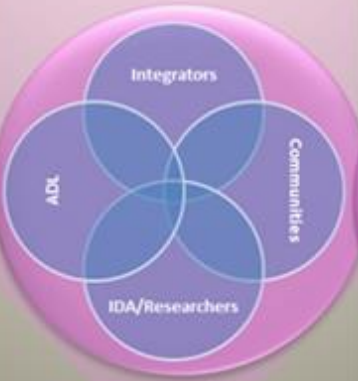
...**BUT!**



Design-based Research (DBR) Design

TLA Design & Development – Design Based Research Methodology

Scoping and Understanding



Data gathering, planning, logistics

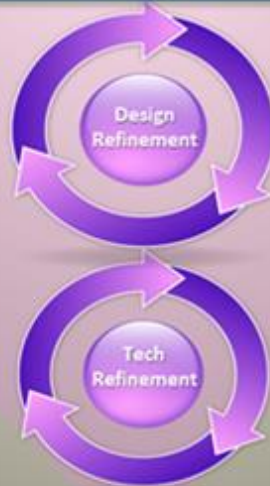
In Context

Problem Definition and Context



Choosing potential designs informed by theory, understanding the context and technologies, evaluating BAA contributions

Investigation of Problem, Context, and Approaches



Refinement of integration model, tools, testing requirements, requirements traceability

Success Approximation and Refinement

Testing and Evaluation Reference Implementation



Design Outcomes – Delphi
End User Outcomes – Ft. Bragg Testbed
Results and knowledge harvesting for next iteration

Prototype Testing and Evaluation

Outcomes



Outcomes

Advancing Theory and Product Design Implementation

Progress to Date

Oct 2016 - May 2017

Next Iteration

Design-based Research (DBR) Approach

YR 1

Specification analysis - Delphi methods

Round 1: Dec '16 – March '17

- 53 international respondents looking at the initial specifications and providing answers to specific questions on various dimensions
- New questions formulated based on analyzed answers



Round 2: March –April '17



Round 3: TBD

Real system testing using real end users

Reference implementation component development and integration: 2016

Pilot testing with real users:
Feb 2017

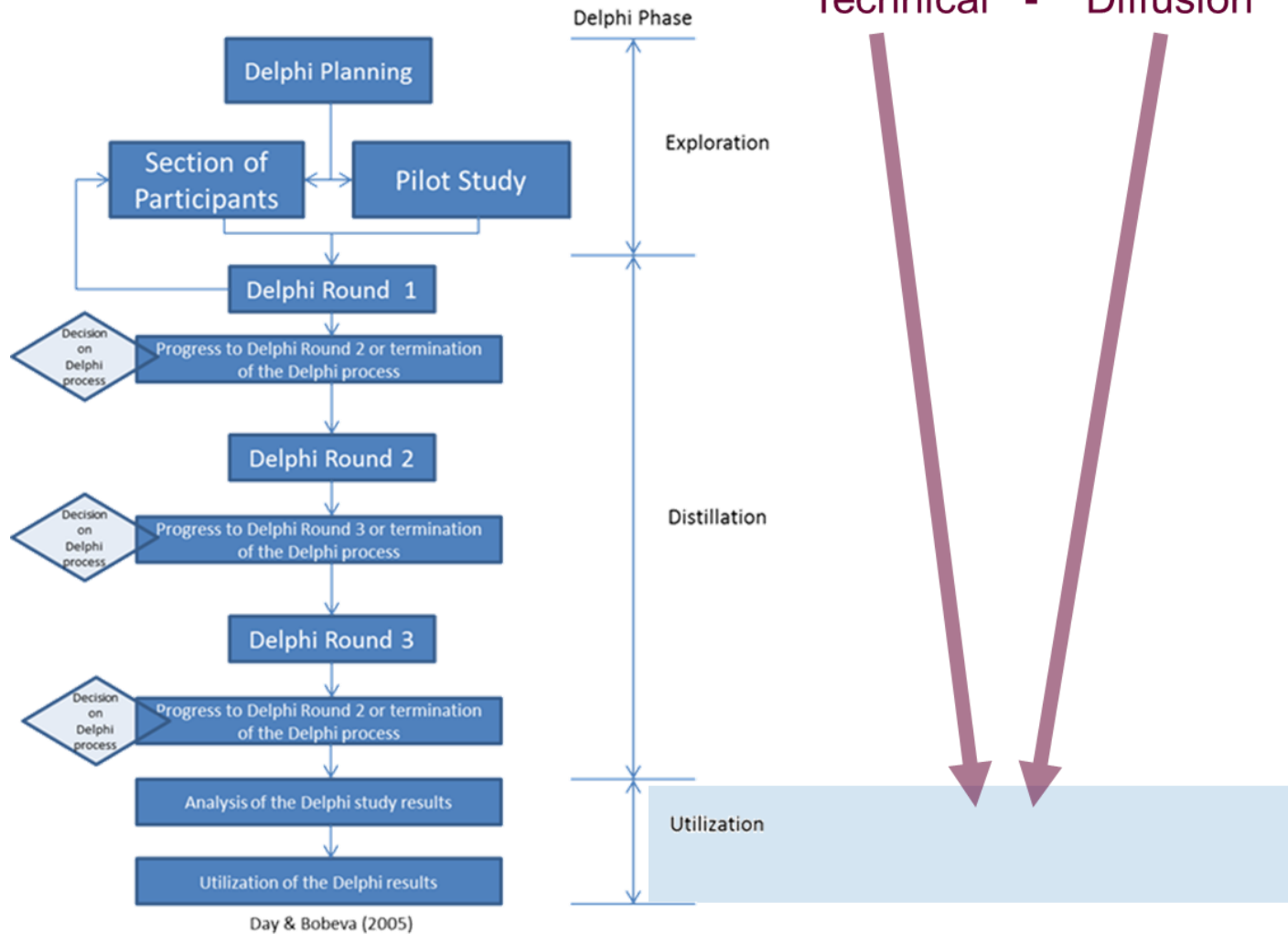
- All tech integration and research procedures tested
- UX design tested for refinements
- Cybersecurity content

End user testing: April 2017

- Ft. Bragg
- Real warfighters
- Week long testing and focus groups
- Technical and performance data captured
- UX and usability data captured

Implications for design changes in YR2

Delphi Methodology



53 Delphi participants

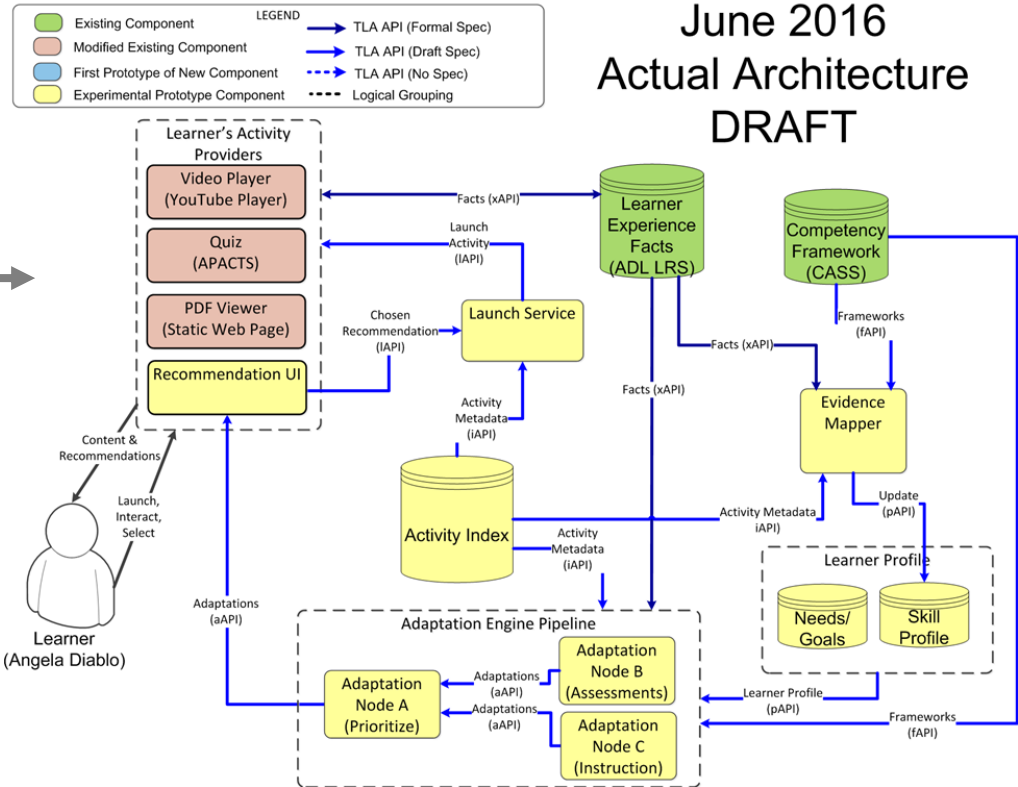


React to:



About:

- Ability to implement
- Clarity
- Complexity
- And many other aspects



Reference Implementation System Description and Testing

Computer-Based Learning

m-Learning

e-Learning

Simulations

Intelligent Tutor

e-Book

Tutor



Activity
Recommender



Activity
Registry



Learning
Record Store



Competency
Framework



Competency
Assertion



ARES
Serious Game



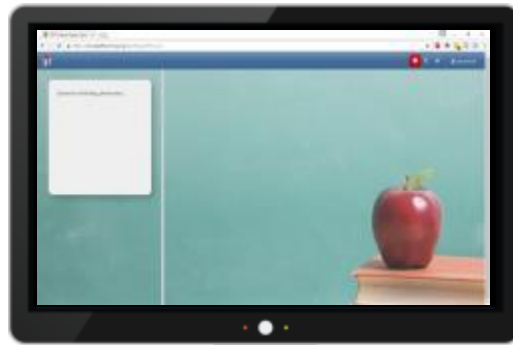
Cyber-Scorpion
Simulation



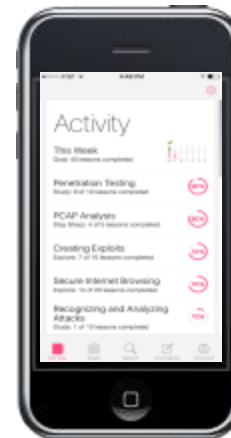
Sero!
Concept Maps



Moodle
Courseware



GIFT
Intelligent Tutor



PERLS
Micro-learning

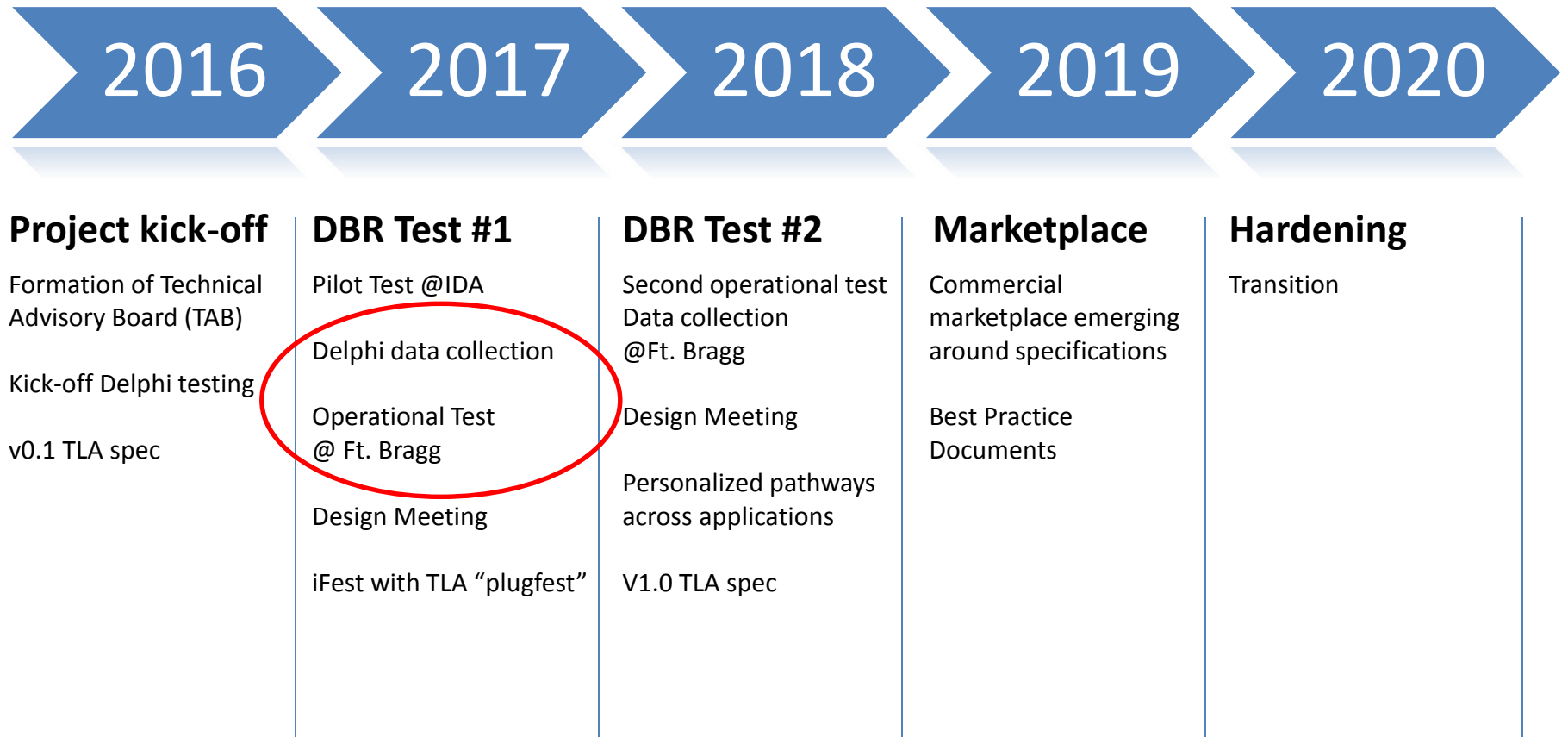


Actionable
Databook

Pilot Testing at IDA Facilities Feb 21-23



Rough timeline for the next 5 years





shane.gallagher.ctr@adlnet.gov
pgallagh@ida.org