IDENTIFYING QUESTIONS FOR GAME-BASED LEARNING THROUGH DEEP LEARNING

DEEP LEARNING

Department:
Systems Design Engineering

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MASc

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Industry Collaboration

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Project co-researchers:
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Axonify™

Mitacs

MARVIN PAFLA

Game-based learning tools often use questions to measure and encourage learning but generating these questions can be challenging. That is why Pafla partnered with Axonify to design, implement, and evaluate systems that can apply machine learning to large texts (such as textbooks) to automatically generate questions for game-based learning tools.

Machine-learning can help large companies like Axonify generate questions for their learning management system for frontline employees. These systems will enable Axonify to scale its products to incorporate a greater amount of source material, develop more robust sets of questions, and serve a larger market.

Interesting fact: Former GI Postdoctoral Fellow, Dr. Deltcho Valtchanov, worked with Axonify on his own Mictacs project. Now working at Axonify, Deltcho helped set up this new partnership for Marvin.

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