Modeling Frustration Trajectories and Problem-Solving Behaviors in Adaptive Learning Environments for Introductory Computer Science

Xiaoyi Tian, Joseph B. Wiggins, Fahmid Morshed Fahid, Andrew Emerson, Dolly Bounajim, Andy Smith, Kristy Elizabeth Boyer, Eric Wiebe, Bradford Mott and James Lester



- Prolonged, Repeated Frustration can lead to boredom, and eventual attrition (D'Mello & Graesser, 2012; Dillon et al., 2016)
- RQ1: What are common trajectories of frustration?
- RO2: Do students with different frustration trajectories display different problem-solving behaviors?





Study

- 86 undergraduate students
- Block-based programming environment PRIME
- Three instructional Units (20 programming activities)
- Between-unit self-reported frustration





Frustration Trajectories



For more detail, visit www.txiaoyi.com

Help-seeking behaviors of learners with different frustration trajectories



- Consistently frustrated learners show signs of disengagement.
- Students with high initial frustration and report lower frustration later have sought more help.



FLORID

NSF grants # DUE-1626235 and DUE-1625908

