Create Artificial Labor

Headai
0.1 < 0.25

True

False
Number axis
1 - 1

0.5 > 0.25 > \frac{2}{2}

True  False

harri's octopus
wilppumestari's octopus
Teknologiateollisuuteen tarvitaan yli 53 000 uutta osaajaa 2021 mennessä

Henkilöstömäärän kasvu:
27 000 (+9 %)

Eläköityminen:
26 500

Miltä koulutustaustoilta?

<table>
<thead>
<tr>
<th>Tekniikan koulutus</th>
<th>Muu koulutus</th>
</tr>
</thead>
<tbody>
<tr>
<td>70 % = 36 800</td>
<td>30 % = 16 400</td>
</tr>
</tbody>
</table>

Millaisia osaajia tarvitaan?

60 % korkeakoulututkinto
40 % ammatillinen

Mihin he sijoittuvat?

<table>
<thead>
<tr>
<th>Suunnittelu ja konsultointi</th>
<th>Kone ja metalli</th>
<th>Elektr. &amp; sähkö</th>
</tr>
</thead>
<tbody>
<tr>
<td>25 %</td>
<td>46 %</td>
<td>29 %</td>
</tr>
</tbody>
</table>
Agents and Analytics

A Framework for Educational Data Mining with Games Based Learning

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Keywords: Educational Data Mining, Learning Analytics, Games Based Learning, Artificial Intelligence

Abstract: This paper focuses on data mining and analysis framework behind Edu's elements mathematics game. The background of the game is in learning-by-doing, learning-by-teaching and to some extent learning-by-programming. The data modelling behind the game is based on semantic networks. When all the skills and knowledge is modelled as semantic networks, all the data mining can be done in terms of network analysis. According to our studies, this approach enables very detailed and valid learning analytics. The novelty value of the study is in a game-based approach on learning and data mining.

1 INTRODUCTION

Experienced teachers are aware that when a pupil is asked to teach another pupil, both pupils learn. This fact has not been applied enough in educational games, mostly because of a lack of technology and game AI that enables players to teach conceptually challenging themes still remaining easy-to-use game play. Furthermore, we know that children are ready to do more work for their game characters that what they are ready to do for themselves. This goes also for learning.

In terms of constructive psychology of learning, people actively construct their own knowledge through interaction with the environment and through reorganization of their mental structures. The key elements in learning are accommodation and assimilation. Accommodation describes an event when a learner figures out something radically new, which leads to a change in his/her mental conceptual structure. Assimilation describes events when a learner strengthens his/her mental conceptual structure by means of new relations (Mayer 2004).

In economical game theory (Shoham & Leyton-Brown 2009) an agent behavior is widely studied in terms of Nash equilibrium. In this the agents are assumed to know the strategies of the other agents, and no agent has anything to gain by changing only its own strategy. A theory about existence of finite number of agents and their arbitrary relations based on other agent (Dukovska & Percikova 2011) describes a set of attributes or properties that are useful when evaluating the agent behavior. 1) every agent is an entity, 2) every agent exists even if it does not have a physical characteristics, 3) every agent chose to be in a state of direct knowledge with other agent according to its free will and 4) every agent is different from others in what it is.

Behavior modeling has a long research background. Neural and semantic networks, as well as genetic algorithms, are utilized to model a user's characteristics, profiles and patterns of behavior in order to support or challenge the performance of individuals. Behavior recording have been studied and used in the game industry for a good time. In all recent studies the level of behavior is limited, more or less, to observed patterns (e.g. Brusilovsky 2001; Houlliere 2003). Furthermore, agent negotiation and its scripted behavior (Kumar & Mastorakis 2010) as well as agent based information retrieval (Popirlan 2010) in web-based information systems has been studied for a long time.

In this study, user behavior, competence and learning were seen as a semantic (neural) network that produces self-organizing and adaptive behavior/interaction. The behavior is evaluated in terms of the theory about existence of finite number of agents. The AI technology developed, simulates the human way to learn. According to cognitive psychology of learning, our thinking is based on
Harri Ketamo, Ph.D., is an independent researcher and start-up entrepreneur with over 15 years of experience in Learning Sciences, Data Mining and Artificial Intelligence. He is a Senior Fellow at University of Turku and Adjunct Professor at Tampere University of Technology. Prior to founding HeadAI (artificial labour), he has founded e.g. SkillPies Ltd. (games based learning) and gameKiner Ltd (game AI & data mining). Ketamo has published more than 80 international peer-reviewed research articles, had >200 presentations on his studies in international forums and received several awards and nominations related his R&D activities.
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A.....
relevancy: 72%
senior learning designer, edu-preneur, eisenhower fellow 2014 headai
university of helsinki washington, d.c metro area educator, advocate for
finland's education system in the usa, expert in 21st century learning,
astro-preneur, eisenhower fellow 2014, life-long-learner. business
development, americas headai pori, finland and washington d.c, usa while
robotisation is automating manual tasks, headai ...

source: https://www.linkedin.com/in/anupassirauste/

based on meanings between e.g.: tasks, intellectual, bots, data, software,
robots, amount, jobs, headai, solution, automate, everyday, further, insight,
various, based, artificial_intelligence, information, sources, skills, ai,
learning, business, teachable, learn, given, unexpected, seen, discover,
gain, teaching, career, coaching, topic, platform, field,

H.....
relevancy: 60%
founder & chairman | adjunct professor | eisenhower fellow 2017 harri
ketamo, ph.d., is an independent researcher and start-up entrepreneur
with over 15 years of experience in learning sciences, data mining and
artificial_intelligence. he is a senior fellow at university of turku and
adjunct professor at tampere university of technology. prior to founding
headai (artificial labour), he has founded ...

source: https://www.linkedin.com/in/harriketamo/

based on meanings between e.g.: tasks, intellectual, bots, data, software,
routine, amount, headai, automate, further, based,
artificial_intelligence, information, skills, ai, semantic, learning, business,
learn, given, unexpected, discover, teaching, personalised, career,
coaching, micro-learning, topic, platform,
Automation industry
Software industry seeking - individual CV
Automation industry Satakunta - vocational education
OPS optimointi
adaptive learning on demand
adaptive learning on demand
Long time no see!
8:10:52

Based on our last session I recommend you remote health measurements, but you can also choose from the learning modules.
8:12:09

Let’s move to mHealth!
8:13:49

Study this.
8:13:44

World’s worst drawer stumps Google AutoDraw
BBC 2017-04-12 20:57:02.0
203195/205642

AI wins $290,000 in Chinese poker tournament
BBC 2017-09-11 18:31:49.0
206099/225472

Artificial intelligence and drones 'future of policing'
BBC 2017-04-08 09:04:40.0
2050154/2056321
Headai
Deep Intelligence Platform
Cognitive, language aware and language independent, Artificial Intelligence.

Input
ALL SOURCES

online text
www, social media

offline text
files, databases

non-digital text
ORC-plugin

spoken words
speech recognition

images
image content analysis

...

Output
JSON API

micro-learning

competence mapping

trends & weak signals

categorization

ontologies & keywords

semantic matching & clustering

conversation

...

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Create Artificial Labor

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