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Strengthing of Cognitive Computing Technology for Students to Improve the Effectiveness in Education

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Abstract:

As the world moving towards digitalization, the education system for making world digitalize is must be strongest. The two important pillars for the education system are teacher and student, without this two pillars education system is not get build. One of the important grand challenge in the field of cognitive computing is Education. A study has been conducted in this regards, to analyze the various difficulties faced by students. This study describes the importance of cognitive technology for making strong pillar of education in nation which is student. It has been observed that students have lot of problems regarding their study or learning methods and cognitive difficulties at various levels. This difficulties are get mapped to various levels of Bloom's Taxonomy in cognitive domain as knowledge, compression, application, analysis, synthesis and evaluation. This paper helps to identify some cognitive process involved in education to make it strongest.

Keywords: Cognitive Computing, Bloom's taxonomy, Education.

Introduction:

Cognitive computing comprises of machine learning, reasoning, natural language. Using this all components cognitive computing is able to mimics the functioning of human brain and helps to improve the decision making power. features of cognitive computing are adaptive, stateful, interactive, contextual iterative .It links the data analysis and adaptive page displays to adjust content for particular type of data searching. cognitive computing is made up of the important layer architecture of Neural Network and then running on multiple simulations algorithms, changing the relative weighting of decision points I networks as they determine the best path for desired result. It is nothing but simulation of human thoughts

processes in computerized model which involves self learning process uses data mining ,artificial intelligence pattern recognition and natural language for to predict some work going in human brain .The goal of cognitive technology is to created automated IT systems which is capable of solving problems without requirement o human assistant. As it is the machine learning languages this system continuously acquire knowledge from available sources , for refining it looks for the possible pattern similar to it and become capable of anticipating new problems and modelling possible solutions. This technology is capable of making high-level decisions in complex situations. it also deals with symbolic and conceptual information. In this paper how cognitive technology will help to understands the students world and their act. It keeps watch on student action like mechanism of how they learn, their methods for remembering problem solving solution than their actual knowledge , ability to learn new information, speech, understanding written material etc.

II. Literature Survey

[1] The Author focus on advantages of cognitive Technology in education system with related experiences. It force new way of interaction between human neing and computrs .It stimulates reasoning ability of humns and many processes transfer them into suitable templates, due to this it helps machine to leatn and to teach humans new concept or behaviours. The main advantage in coupling the cognitive technology to Internet of things(IoT) which will gives rise to new engineers in which design will be driven by various behaviours like how will machine take action on certain given condition than how machine will be made. It increses the trust in delicate areas like medicine,economics as it can be provided answer with acceptable degee.[2] The Author discuss the stages of brain connecte l with students memory, how brain gives response at particular event.It disuss with formats for accessing understanding as teacher have very less time to access students performance and then they provide feedback but the new technology will help to solve this accessing problem of understanding. The technology will help to creates a interactive learning enviroment in classroom,student will work collaboratively on conceptual questions.It makes the students as thinking visually and avoided critical listening, evaluation and arugumentation in classroom.[3] In this paper author discuss differentiable study which will help to solve some challenges like tabulating system, programmable system and cognitive system. It gives pattern of learners as Know the learner, Guide the learner, and Help the learner using

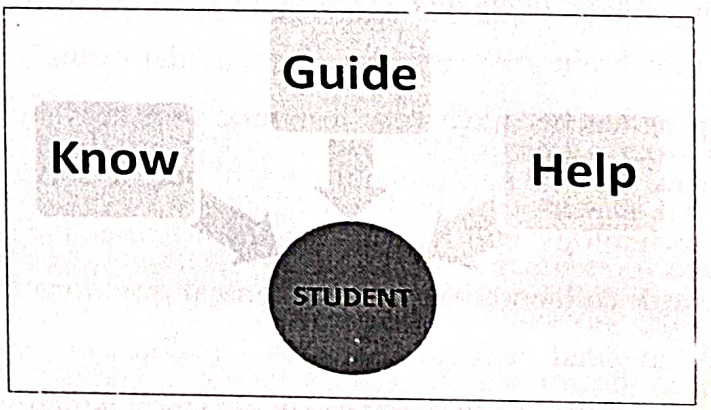
common platform of technology.[4] In this paper author states the technology in future black board concept with help of Internet of things.In this board will talk with student as friend just like our mobile, as by analyzing and tracing students are able to get data which is used on board and it get added to their history. So students can ask questions to board from stored history and board will reply through speakers provided to it. in this cognitive technology will process as based on vocabulary stored using artificial intellingence by uploding knowledge in black board,then it recognizes pattern and break it down with many wods for analyzing given data.

III. Conceptual Framework

The objectives of this study to find out the barriers in the learning method by students. Difficulties exists in their understanding or language problem or learning style of teacher.For this relevent data to be collected form hundred no of undergraduate students by using suitable questionnaire. This data are subjected fo analyse various observations are made in education.

IV. Methodology

1. KNOW the student: Understand the student pattern of absorbing the relevent content which type of data is get easily understand by student and which type of data takes a long time for understanding.
2. GUIDE the Student: By predicting which content eill pose a challenge to learner and which opportunity will help the student to improve itself.
3. HELP the Student: By creating interventions to support the student for accelarate his/her skill of imagination.



Hence Cognitive Computing Technology = Enquiry (Computer science + Information science + Cognitive Science +Intelligent Science)

Which investigates into the internal information processig mnechanism nd process of brain and natural intelligence as well as their engineering applications in cognitive computing.

- This helps to understand student imagenery level for particular subject, language knowledge
- It predict the solutions, grasp the underlying concept created from hypotheses and infer and extract ideas
- At each data point system learns something from students each and every action and reaction hence system never stops learning.
- And after understanding reasoning and learning to student it will going to interact with student.

V. Challenges To Cognitive Computing System

1. Create Evidence: To find out the smallest path of calculation to genrate the answer for calculation.
2. Evaluate Evidence: Multliple chances for given scenarios to assert with confidence and assurity.
3. Create interface of Natural language between operation research or analytic tool : Incorporates the given context into answer format.
4. Create Model: Create model for extracting decision variables, objectives, constraints and relationship from the given tedt images, audio or video and specific modelling languages.
5. Location and Navigation of Evidence: Create the hypotheses on given scenarios and give passage support answer to given question
6. Supported Tools: Record, store,capture, analyse, mining and incorporating the modifications done by user with output of tool for future use.

VI. Conclusion:

This cognitive computing technology in education help to create networked, ecosystem term driven –hub for teachers to drive the student learning method and keep record of it in education system

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