

# **On Integrating Psychometrics and Learning Analytics in Complex Assessments**

**Robert J. Mislevy**  
**Educational Testing Service**

**The Sixteenth Annual Maryland Conference:  
Data Analytics and Psychometrics: Informing Assessment Practices.**

**Maryland Assessment Research Center, University of Maryland,  
College Park, MD, November 3-4, 2016**

The dia switch

(Female professor) recognized that the human instruction definition of a task is a broad one. The task . . . but not be purposefully an object that's sticks lying around to be sharpened

The dia switch

a. Calculate the  
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## Persons

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# The Standard Ed Measurement Paradigm

The aim is “**measuring a construct**,” framed in trait or behavioral psychology.

Usually a **single measure** is desired.

Each **task (item)** is a self-contained situation that evokes a response that provides evidence about the construct.

Each response is evaluated to provide an **item score**.

A **test score** accumulates evidence over items, often summing item scores, sometimes through a latent-variable model such as item response theory (IRT).

# A snippet of SimCityEDU: Pollution Challenge!





# A snippet of data from SimCityEDU

```

GL_Scenario_Loaded    {"name":"Medusa A3 - Large City.txt","scenarioTime":"00:00"}
00:04    GL_Scenario_Accepted    {"name":"Medusa A3 - Large City.txt","scenarioTime":"00:04"}
00:11    GL_Set_Speed            {"speed":"pause","scenarioTime":"00:11"}
06:23    GL_Set_Speed            {"speed":"resume","scenarioTime":"06:23"}
06:27    GL_Action_Building      {"action":"selected","name":"Coal Plant","scenarioTime":"06:27"}
06:28    GL_Action_Building      {"action":"viewed","name":"Coal Plant","scenarioTime":"06:28"}
06:31    GL_Action_Building      {"action":"deselected","name":"Coal Plant","scenarioTime":"06:31"}
06:33    GL_Action_Building      {"action":"view-hidden","name":"Moth Shop","scenarioTime":"06:33"}
06:41    GL_Challenge_Heartbeat  {"jobs":"5924","name":"Medusa A3 - Large City.txt","pollution":"67283140","simoleons":"35655","scenarioTime":"06:41"}

06:46    GL_Mayor_Rating          {"Resource":"-1965801614","Value":"74","scenarioTime":"06:46"}
06:46    GL_Jobs                  {"Resource":"606764013","Value":"5728","scenarioTime":"06:46"}
06:46    GL_Power_Consumed          {"Resource":"522916859","Value":"30209","scenarioTime":"06:46"}
06:46    GL_Happiness              {"Resource":"-863362202","Value":"1367","scenarioTime":"06:46"}
06:46    GL_Expenses                {"Resource":"-308716970","Value":"14915","scenarioTime":"06:46"}
06:46    GL_Power_Produced          {"Resource":"416922972","Value":"33600","scenarioTime":"06:46"}
06:46    GL_Workers                  {"scenarioTime":"06:46"}
06:46    GL_Sims                    {"Resource":"681686445","Value":"4688","scenarioTime":"06:46"}
06:46    GL_Simoleons                {"Resource":"932594546","Value":"35655","scenarioTime":"06:46"}
06:46    GL_Income                    {"Resource":"276811212","Value":"15570","scenarioTime":"06:46"}
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06:46    GL_Power_Wasted              {"Resource":"-665414129","Value":"0","scenarioTime":"06:46"}
06:46    GL_Wind_Power_Produced       {"Resource":"-626004793","Value":"0","scenarioTime":"06:46"}
06:46    GL_Coal_Power_Produced       {"Resource":"1467018548","Value":"34650","scenarioTime":"06:46"}
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06:46    GL_Air_Pollution            {"Resource":"295846734","Value":"43135844","scenarioTime":"06:46"}
07:00    GL_Unit_Plop                {"UGuid":"0x9122c84d","name":"","Pos":"-237.33, 233.38, 146.93","scenarioTime":"07:00"}
07:01    GL_Dezone                    {"type":"commercial","scenarioTime":"07:01"}
07:02    GL_Action_Building          {"action":"selected","name":"Solar Power Plant","scenarioTime":"07:02"}
07:02    GL_Action_Building          {"action":"viewed","name":"Solar Power Plant","scenarioTime":"07:02"}
07:03    GL_Action_Building          {"action":"deselected","name":"Solar Power Plant","scenarioTime":"07:03"}
07:03    GL_Action_ToolCategory      {"action":"closed","tool":"power","scenarioTime":"07:03"}
07:04    GL_Action_Building          {"action":"view-hidden","name":"Solar Power Plant","scenarioTime":"07:04"}
07:08    GL_Unit_Plop                {"UGuid":"0xa230f2dc","name":"","Pos":"-147.38, 327.56, 146.93","scenarioTime":"07:08"}
07:15    GL_Challenge_Heartbeat      {"jobs":"6062","name":"Medusa A3 - Large City.txt","pollution":"86402071","simoleons":"9310","scenarioTime":"07:15"}

```

# Insights in the Development of Psychometrics / Educational Measurement

- Probability-based reasoning, for **managing evidence**.
- Building models that suited an inferential problem cast in some **psychological theory**, with pertinent **data**.
- Seeing reliability, validity, comparability, generalizability, and fairness not just as measurement issues, but “**social values** that have meaning and force outside of measurement wherever evaluative judgments and decisions are made.”

(Messick, 1994)

# **The Standard Ed Measurement Paradigm**

## **Psychology**

- Ed measurement paradigm: observation & control (150 years) is a layer over the Examination paradigm (2000 years!)
- Not much focus on cognitive or learning processes.

## **Data** (key role for data mining and learning analytics)

- Human ratings of performances hide complexity, & don't scale.
- “Objective scoring” does scale and can be automated, but at cost of constraining observational situations and performances.

## **Models**

- Galton, Cattell, Spearman, Thurstone, etc. were tackling problems jointly in psychology, observation methods, modeling, and statistics.
- Early learning analytics / data mining: Regression, correlation, multidimensional scaling, cluster analysis, factor analysis, path diagrams.

# **The Standard Ed Measurement Paradigm**

## **Probability-Based Reasoning**

Probability isn't really about numbers;  
it's about the structure of reasoning.

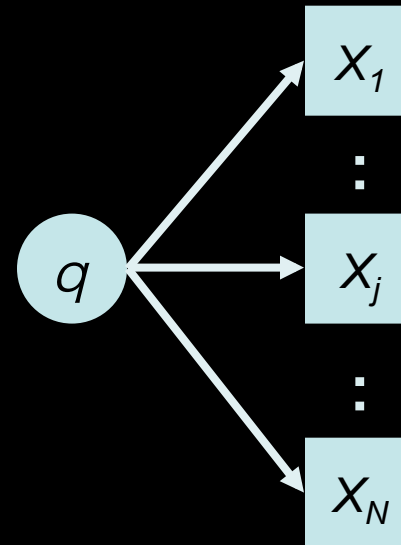
**Glenn Shafer (quoted in Pearl, 1988)**



# The Standard Ed Measurement Paradigm

## Probability-Based Reasoning

Classical Test Theory



Conditional independence **posited** among  $X$ s given  $q$ .

Item response theory (IRT) has same structure at the level of items rather than tests.

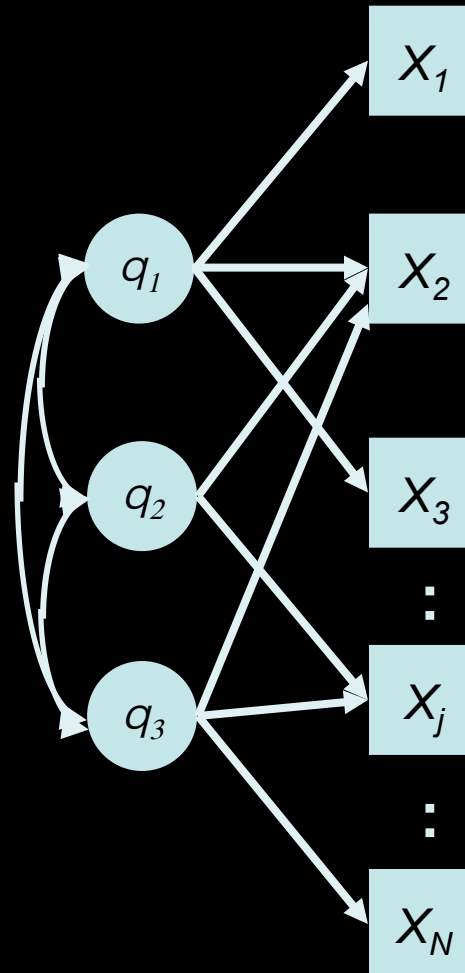
# The Standard Ed Measurement Paradigm

## Probability-Based Reasoning

### Factor analysis

Both discovery and guided exploration of underlying, psychologically-relevant, structure to “explain” patterns in data.

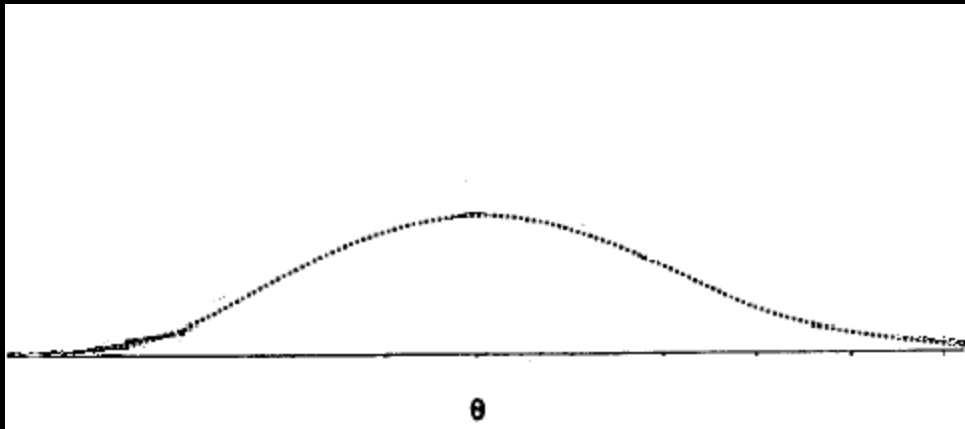
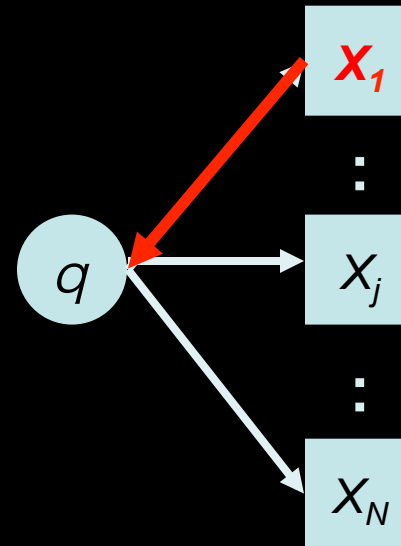
Same basic idea as current exploratory use of Bayes nets, multidimensional scaling, Gaussian mixture cluster analysis.



# The Standard Ed Measurement Paradigm

## Probability-Based Reasoning

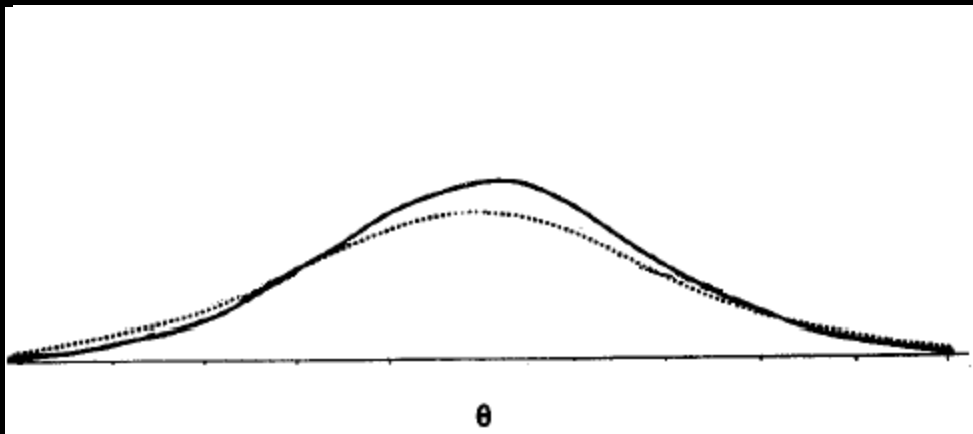
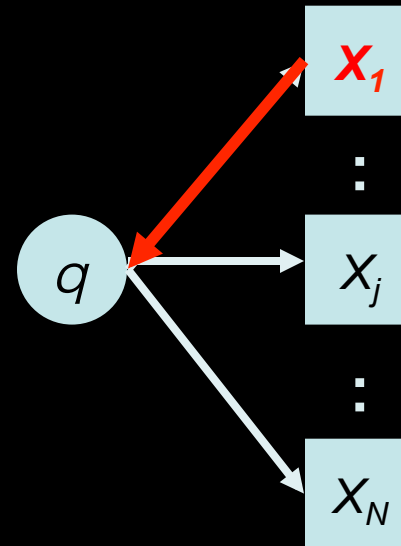
Bayesian inference



# The Standard Ed Measurement Paradigm

## Probability-Based Reasoning

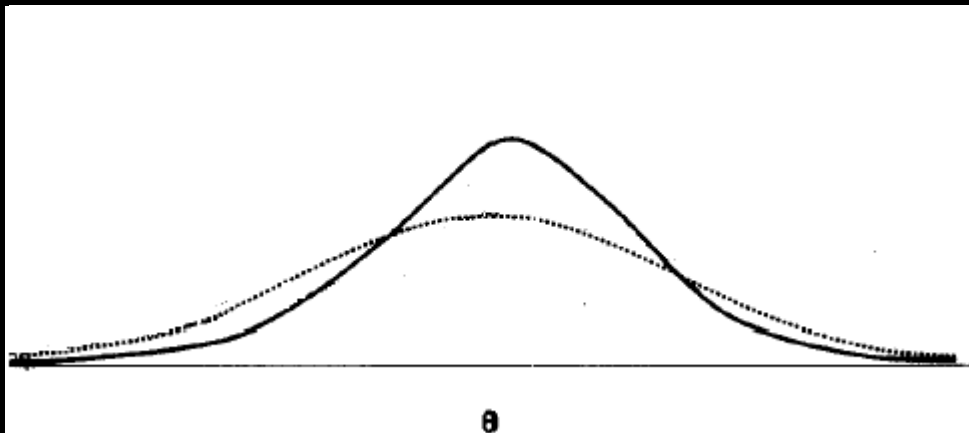
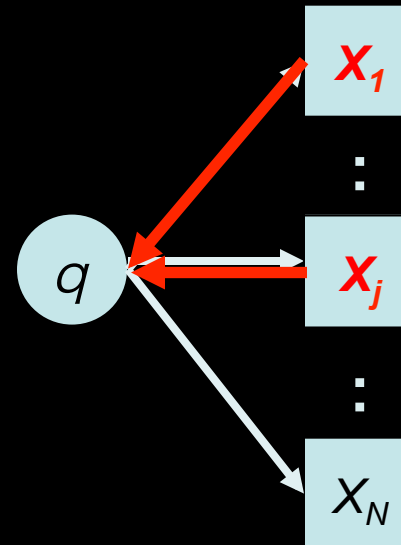
Bayesian inference



# The Standard Ed Measurement Paradigm

## Probability-Based Reasoning

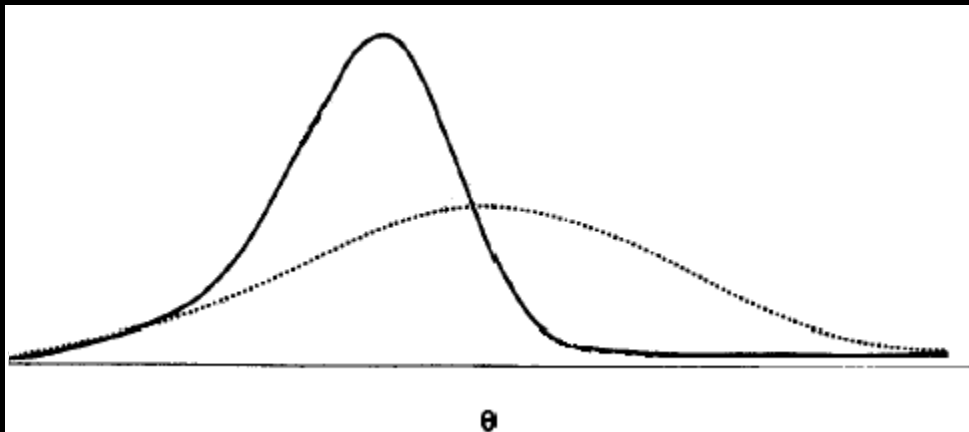
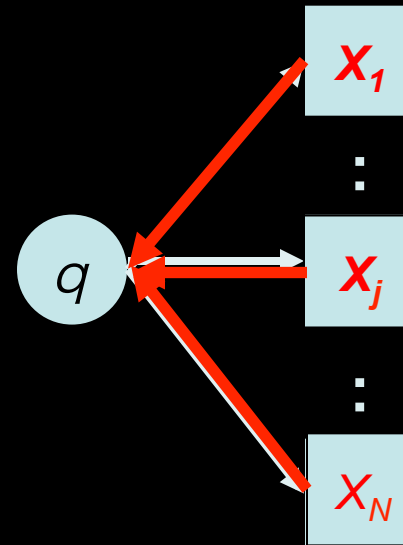
Bayesian inference



# The Standard Ed Measurement Paradigm

## Probability-Based Reasoning

Bayesian inference

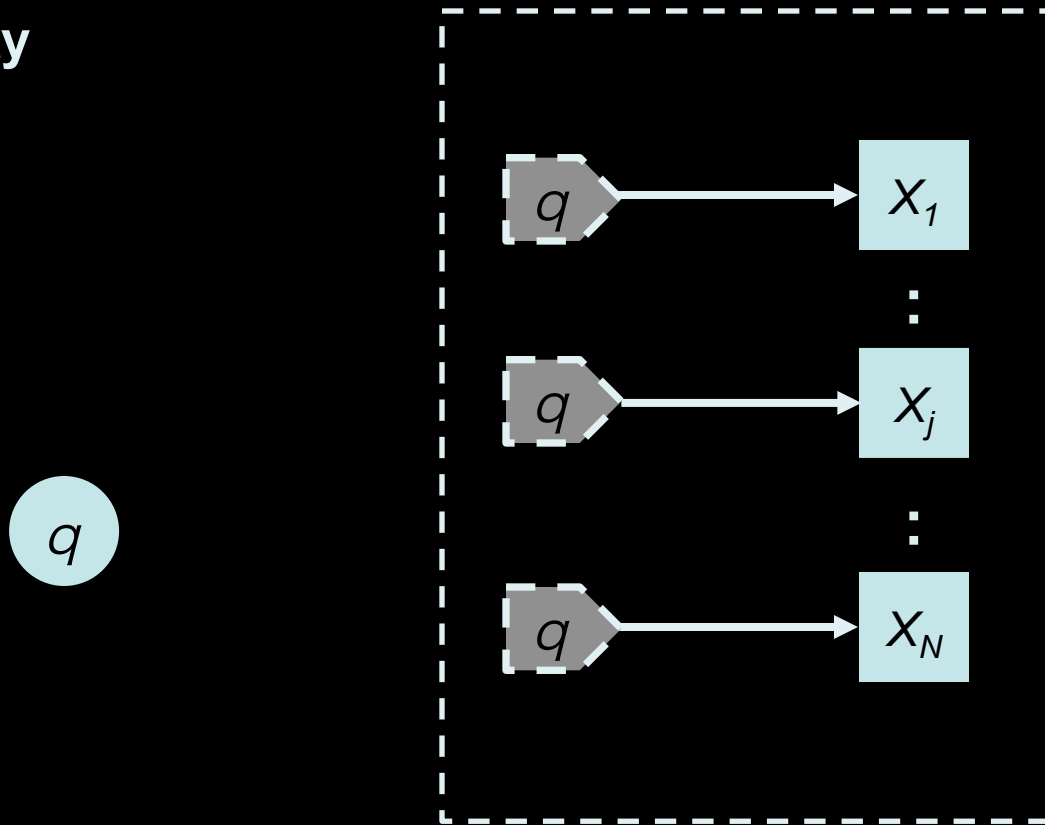




# The Standard Ed Measurement Paradigm

## Probability-Based Reasoning

- Modularity



# **The Standard Ed Measurement Paradigm**

## **Probability-Based Reasoning**

- Metric for quantifying evidence.
- Common framework for synthesizing different observations for different people.
- Tools to investigate how well do the patterns the model can express accord with the patterns that are in the data.

This conceptual framework, and these practical advantages, can extend to inference to assessments richer than SEMP in several ways.

# **The Standard Ed Measurement Paradigm**

## **Social Values**

Validity, reliability, comparability,  
[generalizability,] and fairness are not just  
measurement issues, but social values that  
have meaning and force outside of  
measurement wherever evaluative judgments  
and decisions are made.

Messick, 1994

# **Situative / Sociocognitive Psychology**

Most approaches to curriculum, instruction, and assessment are based on theories and models that have not kept pace with modern knowledge of how people learn.

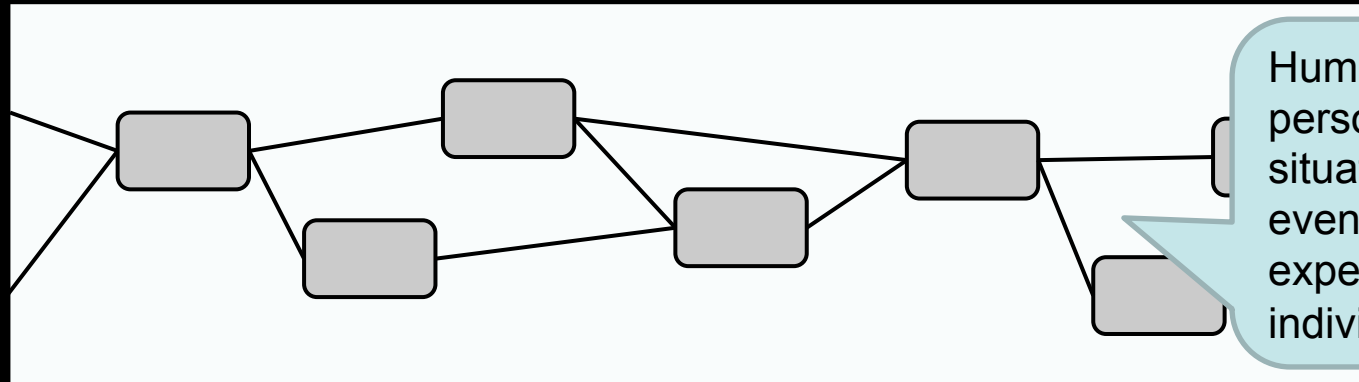
They are based on implicit and limited conceptions of learning that tend to be fragmented, outdated, and poorly delineated for subject-matter domains.

Jim Pellegrino (2016)

# **Situative / Sociocognitive Psychology**

Confluence of ideas & research across domains –

- e.g., learning sciences; domain-based learning; sociolinguistics; “new literacy”; anthropology; cognitive, situated, social, neuro psychology.



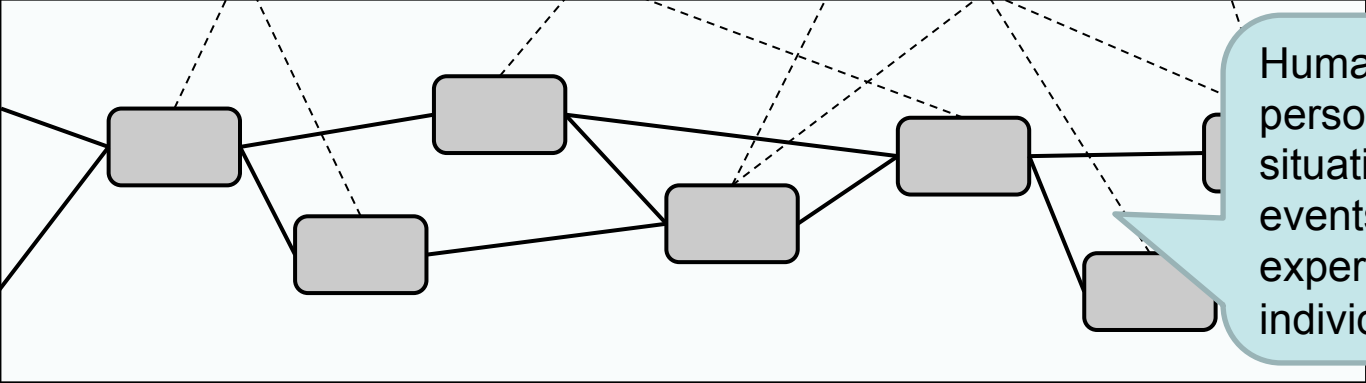
Human-level activity, persons acting within situations--the actions, events, and activities we experience as individuals.



## SOCIO-COGNITIVE

Extrapersonal, or between-persons, patterns: Regularities in interactions of people in communities, affinity spaces.

Language; cultural models; schemas for classrooms; scientific models. (LCS patterns)



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## SOCIO-COGNITIVE

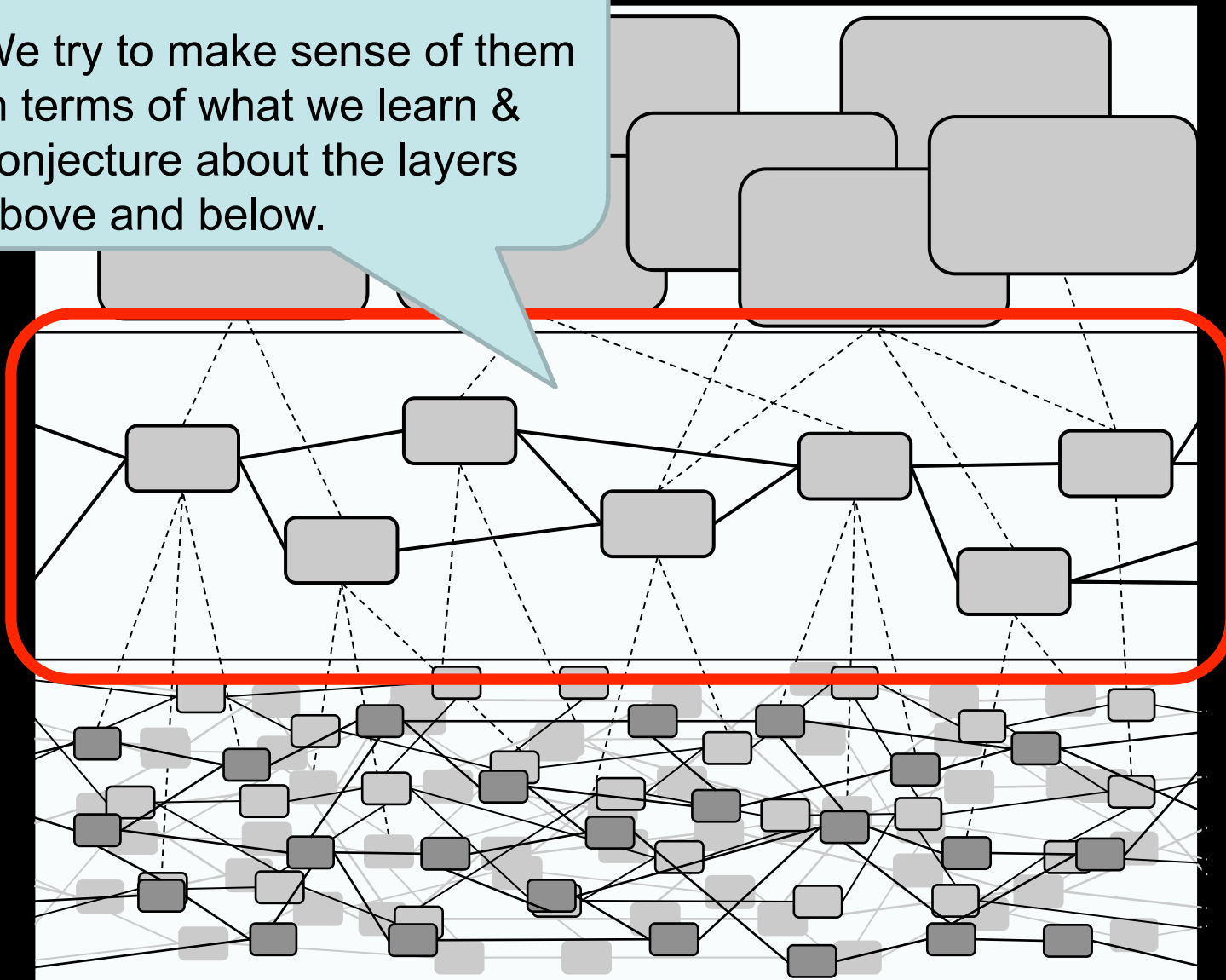
Within-person processes give rise to individuals' actions. Must both relate to LCS patterns and adapt to suit unique situations.

*Resources* to assemble particular patterns to understand, create, & act in particular kinds of situations.

KLI, CI theory, ACT-R; Lave, Hutchins, Engeström; Language as a complex adaptive system.

**Data** also live at this level.

We try to make sense of them  
in terms of what we learn &  
conjecture about the layers  
above and below.



# Situative / Sociocognitive Psychology

Person acting in situation.

- What is important to notice?
- What does it mean?
- What will happen next?
- What kinds of things can I say / do next?
- How can I create / negotiate situations?

What does this imply for assessment?

- A great change in psychology and **implied task environments...**  
which changes what the variables and distributions **mean**.

# Implications for Psychometric Models

Q: How do we think of **constructs** (hence, latent variables)?

A: Tendencies / capabilities / manners of perceiving, processing, and acting in certain kinds of situations—constellations of certain *kinds* of **resources**.

**But thinking in terms of resources that are...**

- Idiosyncratic, but similarities due to practices and LCS patterns that structure situations.
- Contingent, and local in time and associations among people.
- Initially strongly connected to contexts of learning.

What is the range of a model's “as if” usefulness?

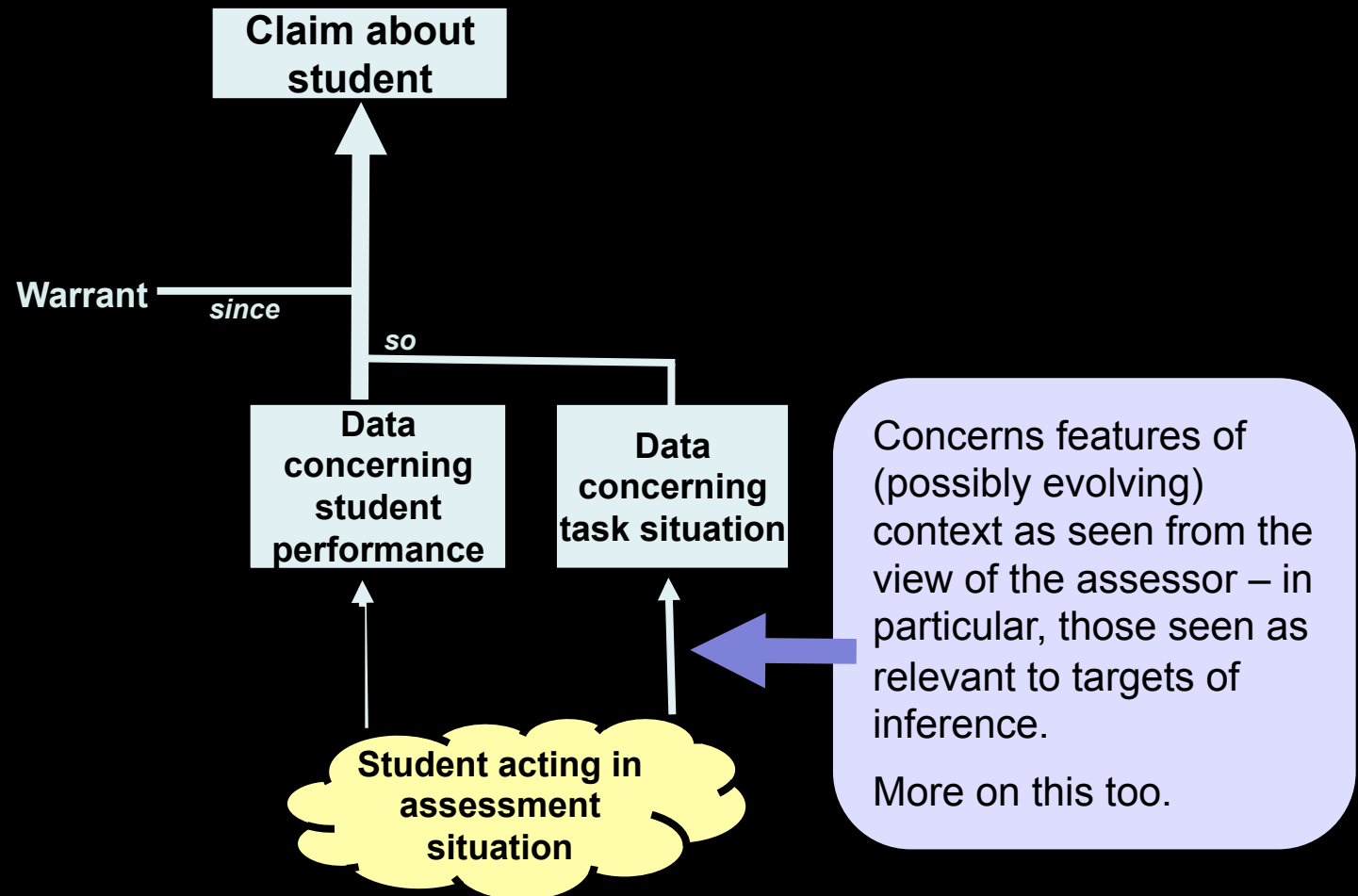
For what purposes?

# **Implications for Environments & Models**

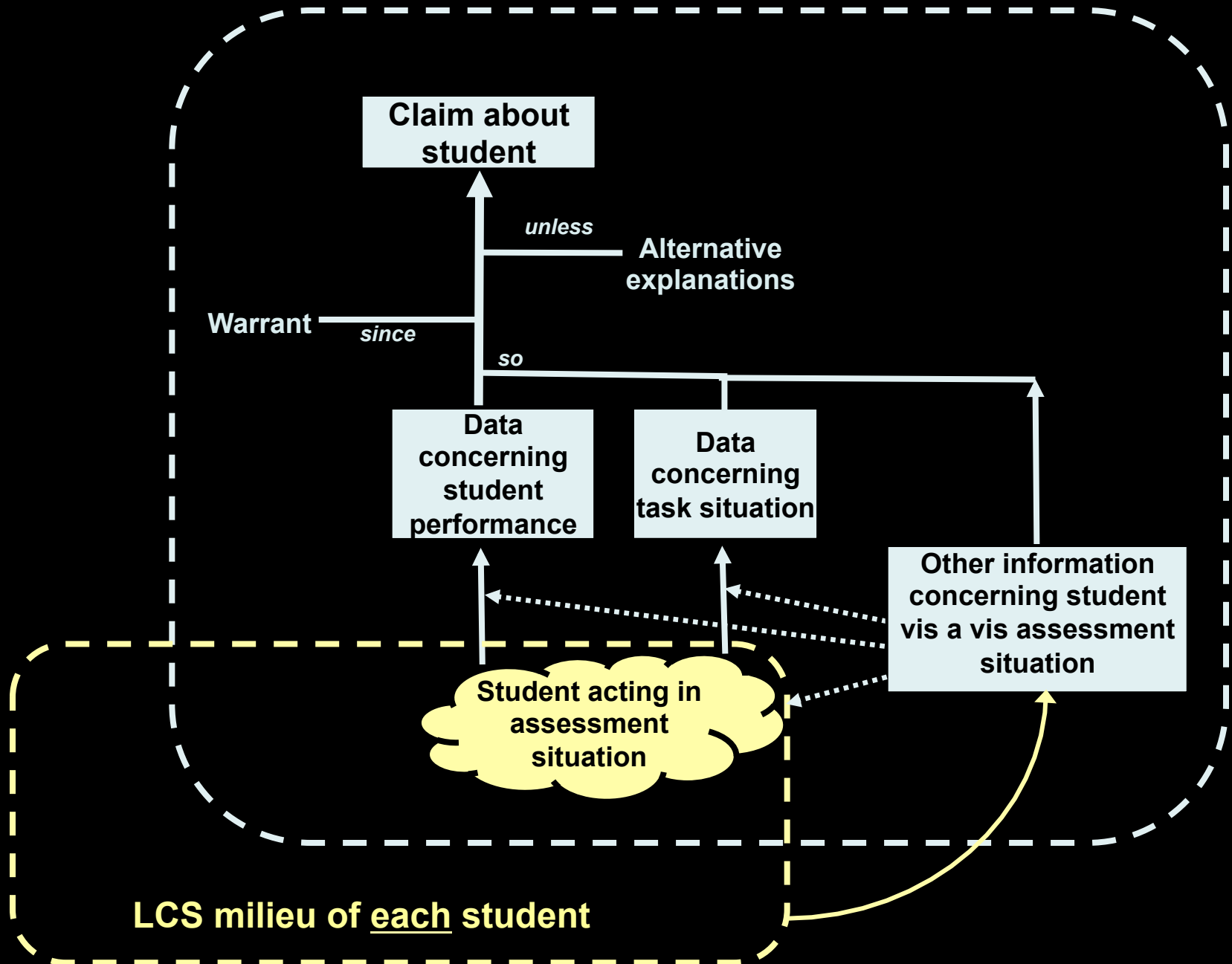
- Continuous activity.
  - We must characterize evidence, not “score responses.”
- Examinee actions change the situation.
- Changing proficiencies (esp. learning).
- Multiple proficiencies.
- Conditional dependence.
- Different proficiency / observable combinations.
- Multiple modalities.
- Interaction among examinees (e.g., collaboration).

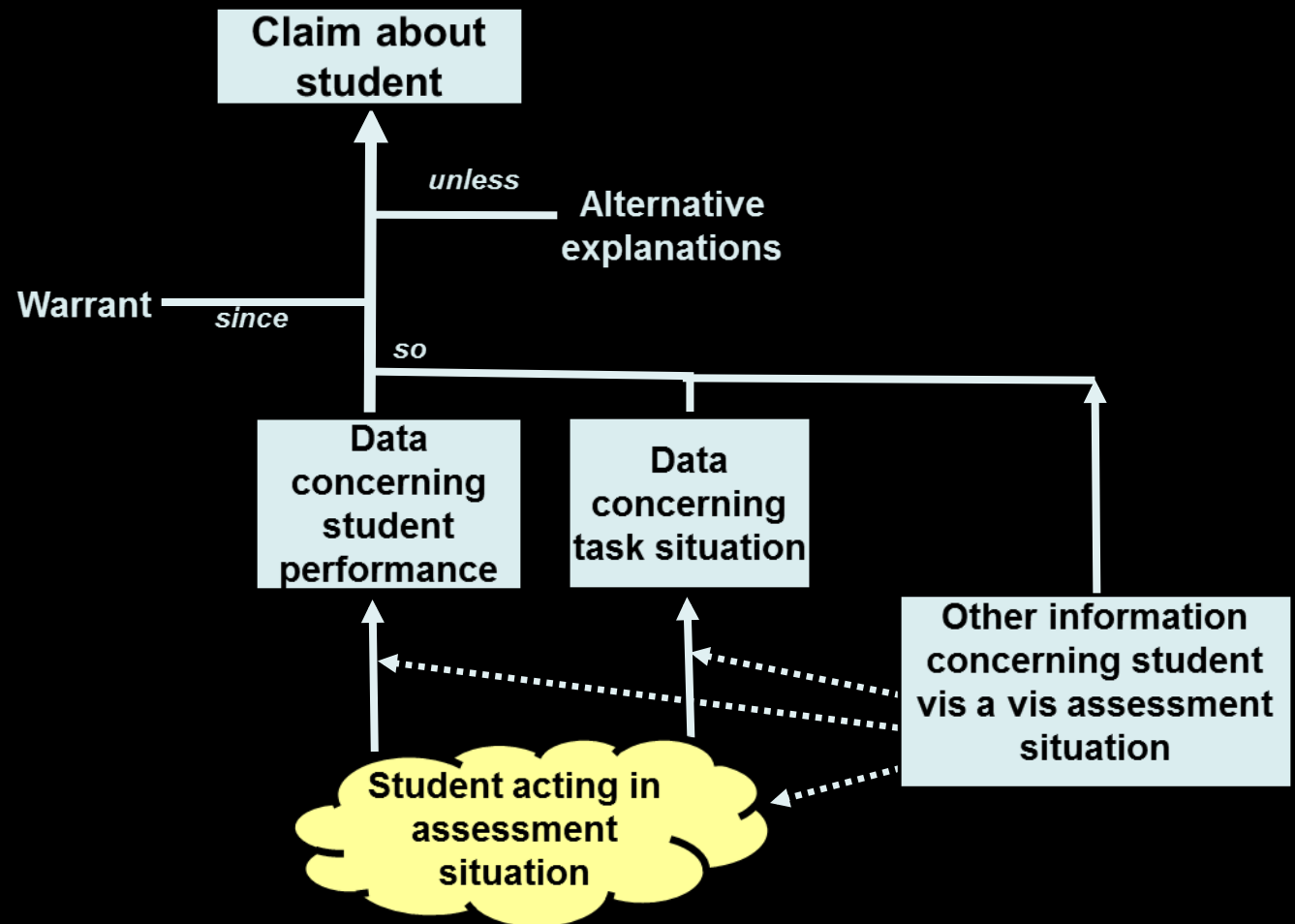


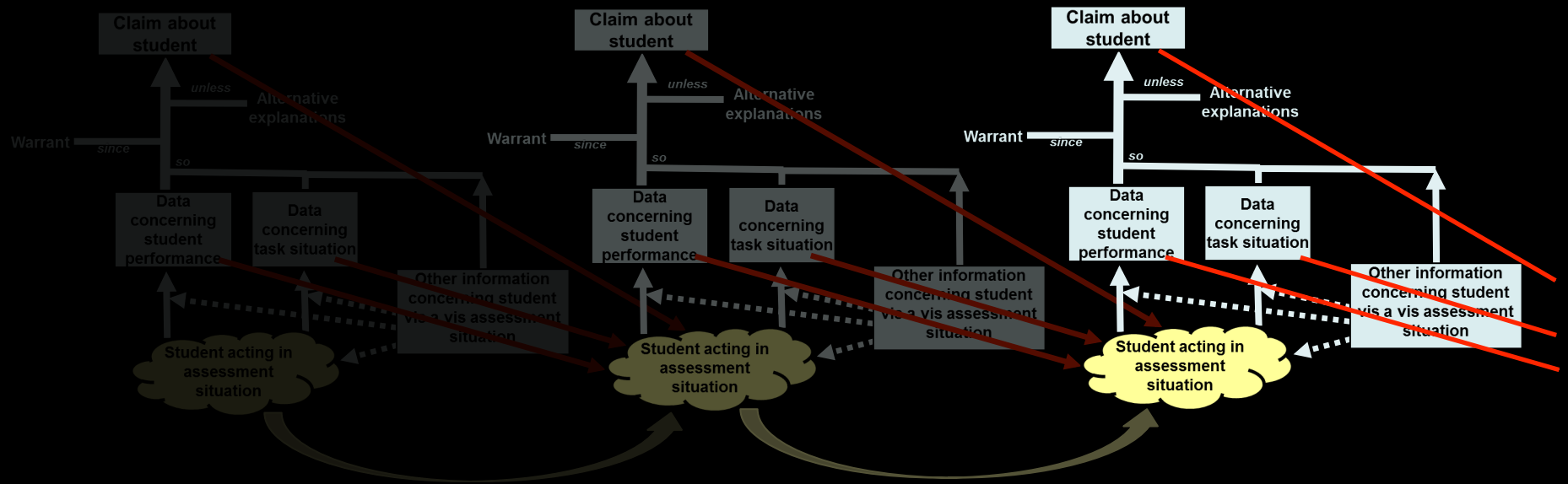
# The structure of assessment arguments



# Social / cultural contextualization of assessment



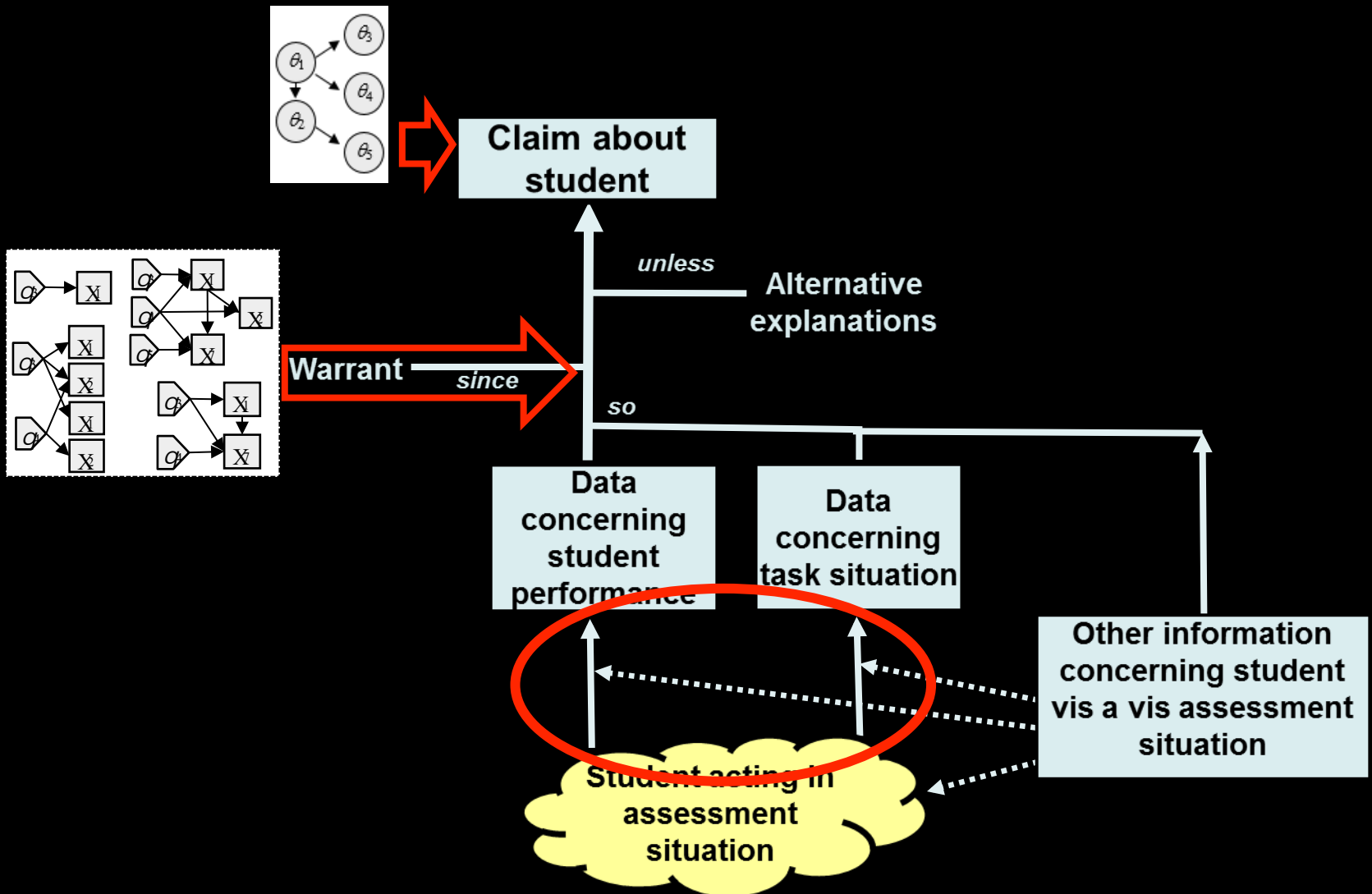




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# Instantiating an assessment argument in objects and processes

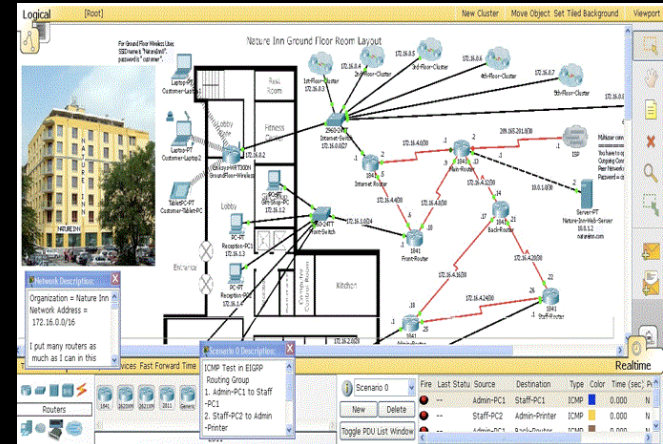




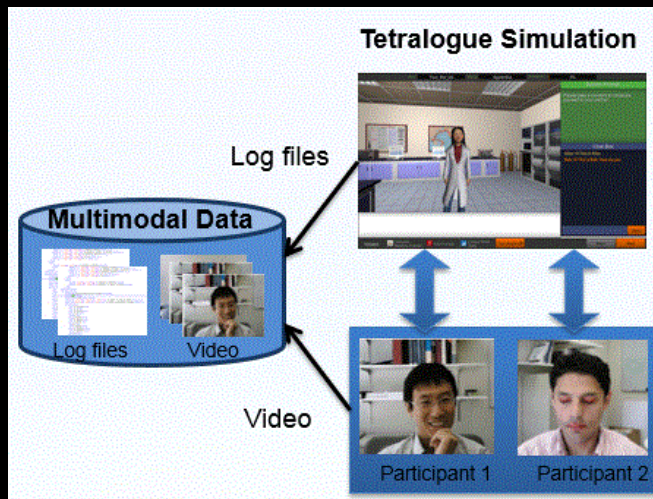
# New Forms of Assessment



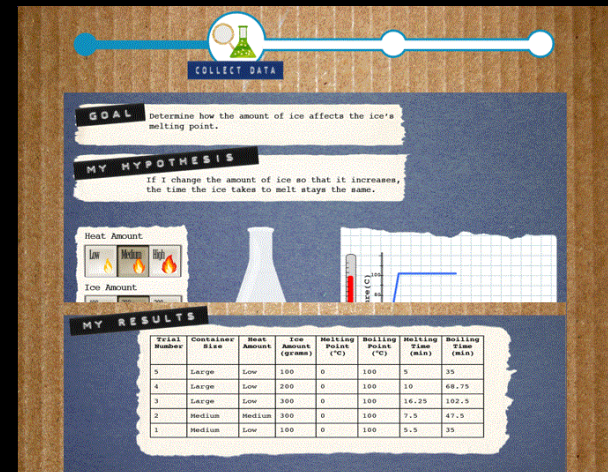
SimCityEDU. GlassLab



Packet Tracer. Cisco Networking Academy  
Behrens & DiCerbo, 2013



Tetralogues. Khan & Suendermann-Oeft, ETS



Sao Pedro, Gobert, Toto, & Paquette, AERA 2015

# **New Forms of Assessment**

## **Constructs**

- Systems thinking, Interactional speaking, Troubleshooting, Cross-cultural communication, Inquiry, Collaboration.

## **Activity Models (née Task Models)**

- Simulation spaces, Trialogue w avatars, Inquiry space. Situations & interactions designed to evoke evidence.

## **Work Product(s)**

- Log files, videos, artifacts, speech/chats, artifacts/designs.

## **Psychometric Models**

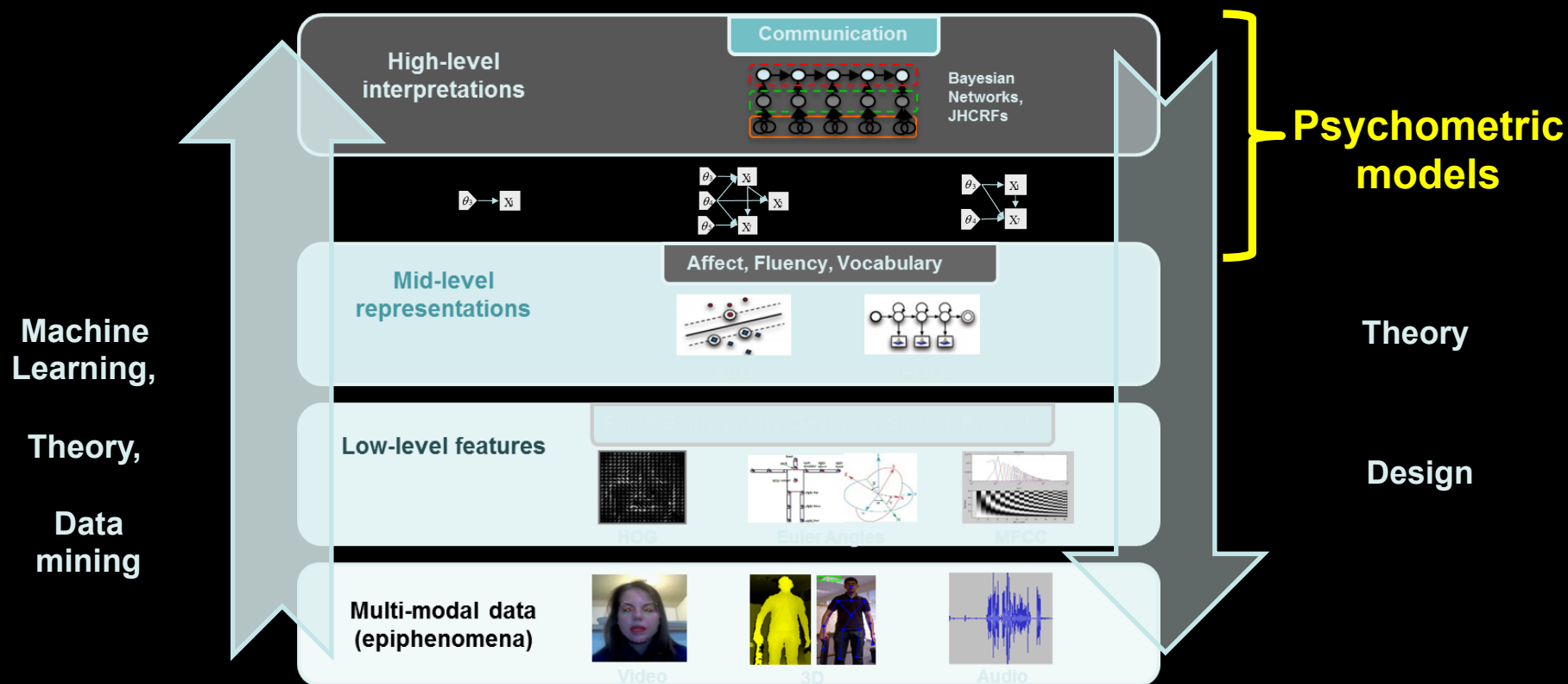
- SMVs tuned to theory, data, interaction, & purpose. OV's allow different particulars same construct-driven theory.

## **Evidence Identification...**

# “Computational Psychometrics”

Evidence for constructs from low-level data.

*Hierarchies of chain of evidentiary reasoning (can be up & down, theory-aided.)*



from von Davier, Khan, & Kerr

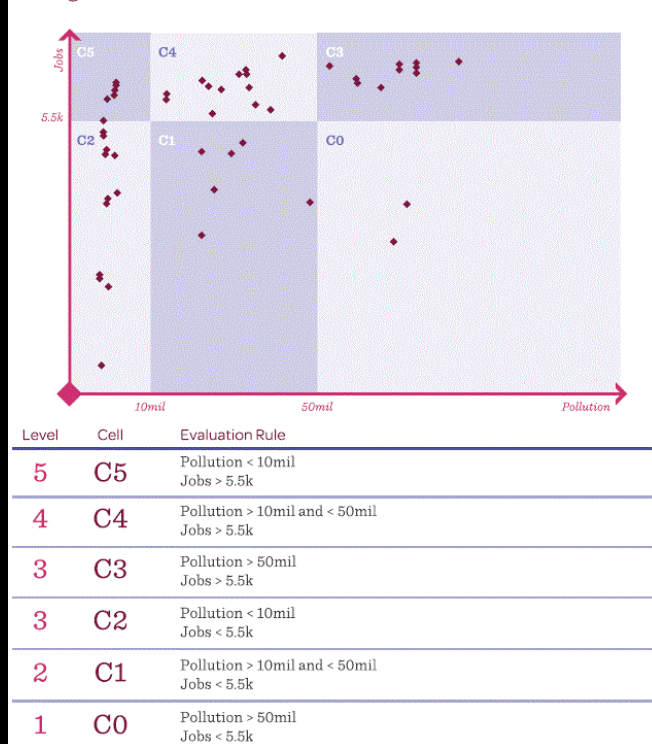


# Hierarchical Inference in Evidence Identification

Khan & Kerr (2014, 2015)

## SimCityEDU: Pollution Challenge!

Ending States of Pollution and Jobs



Multi-modal data  
(epiphenomena)

**Construct** was levels on a systems-thinking learning progression variable – reflects *kinds* of things people can do in *kinds* of situations. Model incorporated  $q$  change at the level of challenges.



**Psychometric  
models**

Summary functions of counts of these actions and system-state variables are input variables into a dynamic Bayes net – hidden Markov model with respect to level on learning progression.

high-pollution one.

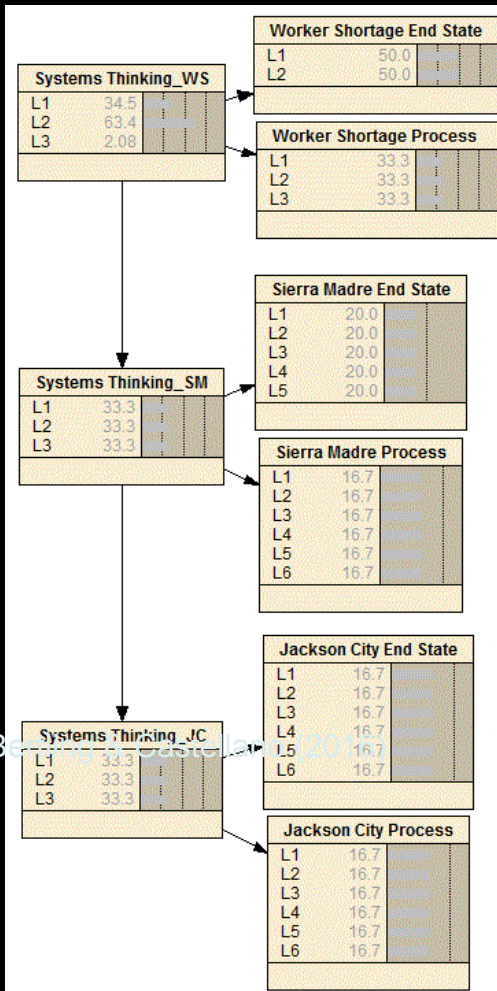
Locations, times, durations and objects of “verb clauses” – verbs like “rezone,” “bulldoze,” “query map.” → Log file contents. (+ system actions)

Locations, times, and durations of clicks, hovers, drag & drops, etc.

# Hierarchical Inference in Evidence Identification

Khan & Kerr (2014, 2015)

## SimCityEDU



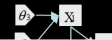
**Construct** is levels on a systems-thinking learning progression variable – reflects *kinds* of things people can do in *kinds* of situations. Model change at the level of challenges.

High-level interpretations



JHCRFs

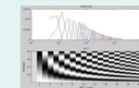
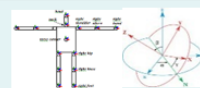
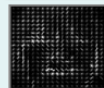
**Psychometric models**



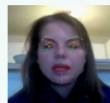
Mid-level representations

Summary functions of counts of these are input variables into a dynamic Bayes net – hidden Markov model with respect to level on learning progression.

Level features



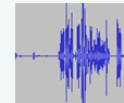
Multi-modal data phenomena)



Video



3D



Audio

# Flow of Activity

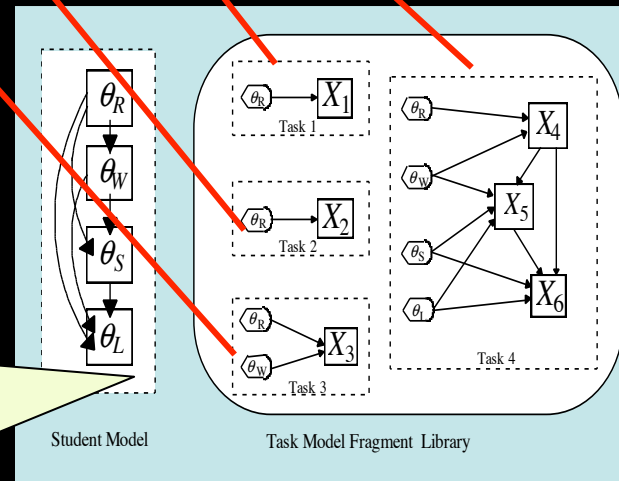
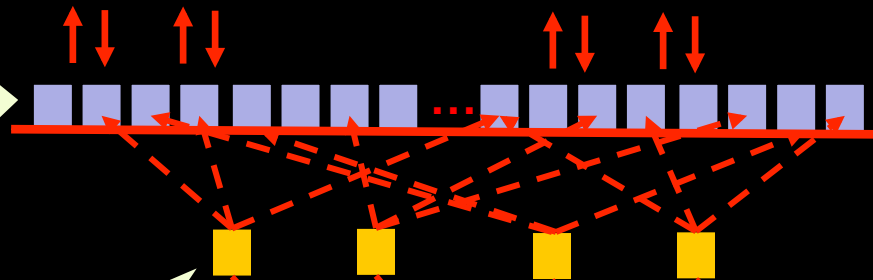
## State vector.

Tracks relevant features of situations and past actions.

## Evidence-bearing opportunity detectors.

Agents monitor state vector for EBOs. [beyond “tasks”]

When a particular EBO occurs, evidence identification routine evaluates evidence, and “scoring engine” docks Bayes net fragment with proficiency model to update probability distribution for  $qs$ .



Psychometric objects and processes

## **Social values, revisited**

Validity, reliability, comparability, [generalizability], and fairness are not just measurement issues, but social values that have meaning and force outside of measurement wherever evaluative judgments and decisions are made.

Messick, 1994



# **Conclusion – Key Ideas**

- Probability-based reasoning.
  - Manage evidence
  - Address reliability, validity, generalizability, comparability, fairness
- Situative / Sociocognitive psychological perspective.
- “Assessment as measurement”

## **Conclusion – Key Ideas**

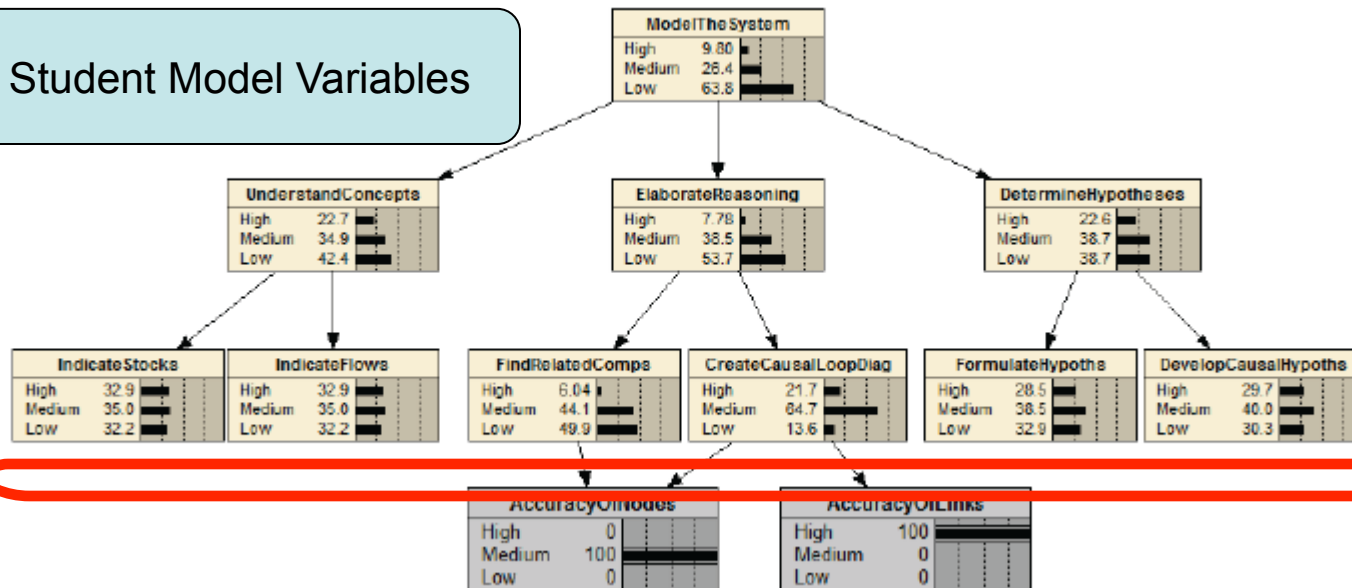
- Dialectic between design and discovery.
- “Computational psychometrics”: Synergy of psychometrics, learning analytics, data mining.
- Validity, reliability, comparability, generalizability, fairness
  - Probability models help address them rigorously.

**Thank you.**

# **A Couple Quick Examples**

# Modular Bayes net for Evaluating a Casual-Loop Diagram

Pervasive Student Model Variables

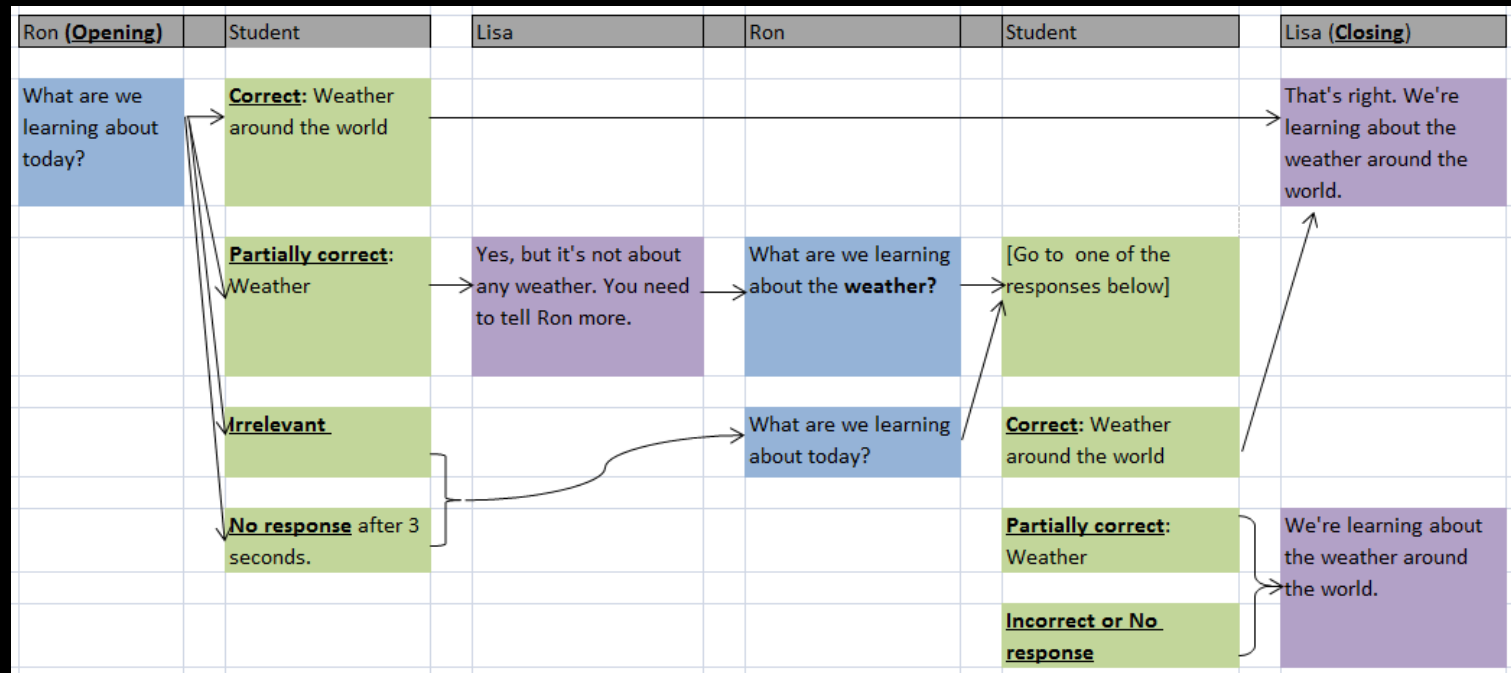


Ephemeral Observable variables  
from an evidence-bearing  
opportunity

Shute et al. (2010)

# Conversation Mapping in Trialogue Assessment

Framework for using NLP with chat with avatars, to monitor and **CREATE** evidence-bearing opportunities.



LaMar & Bergner (2015)



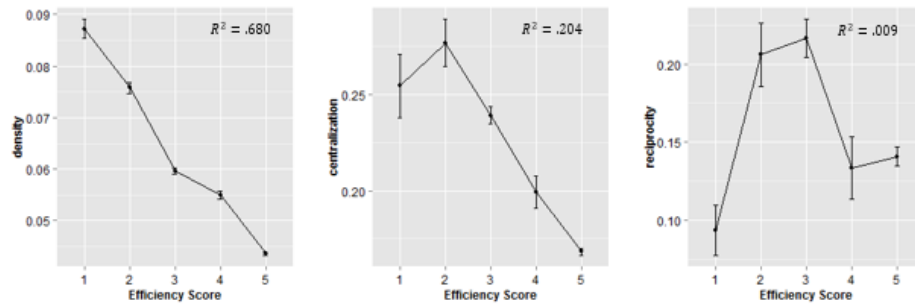
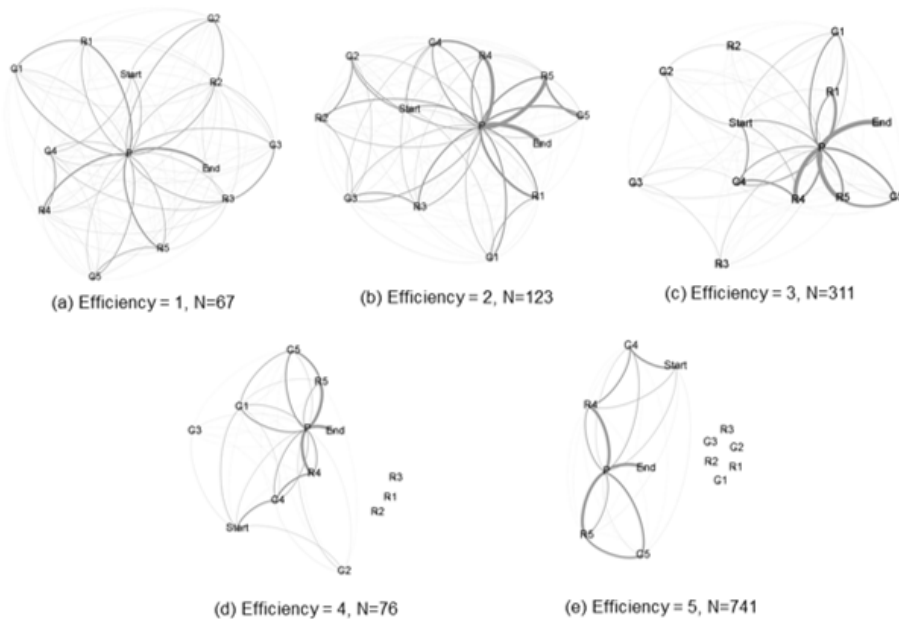


Figure 5. Plot of means of Density, Centralization, and Reciprocity for each efficiency score category.

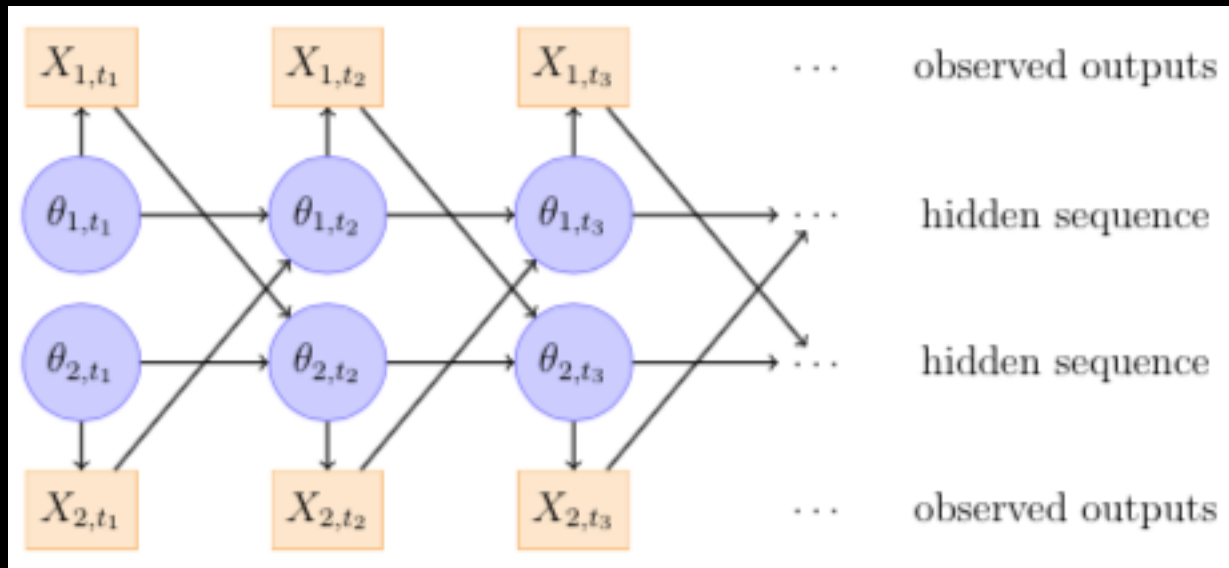


# Using network theory to improve task design and scoring

Zhu, Shu, & von Davier (2016)



# A Hidden Markov Model for Collaboration



LaMar & Bergner (2015)

# The Standard Ed Measurement Paradigm

## Probability-Based Reasoning

Base

