



Activity Learning (AL)

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Background

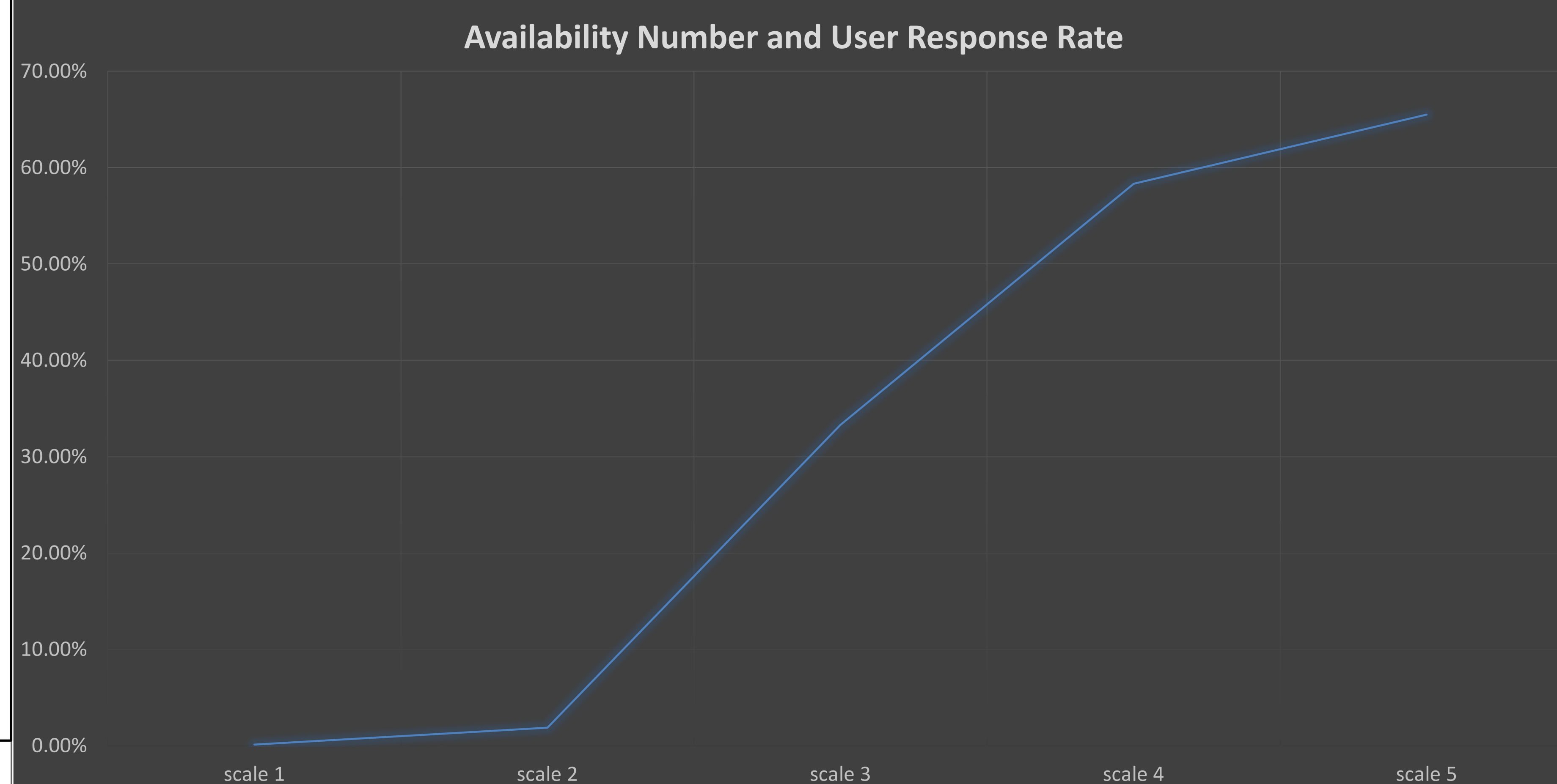
- How do we get effective and convenient exchanges of information with mobile users that won't be ignored?
- Knowing the users general schedule and preferred timing of interaction with device can lead to better data.
- This data can lead to a more simple and intuitive application that improves the quality of life for the user.

Method

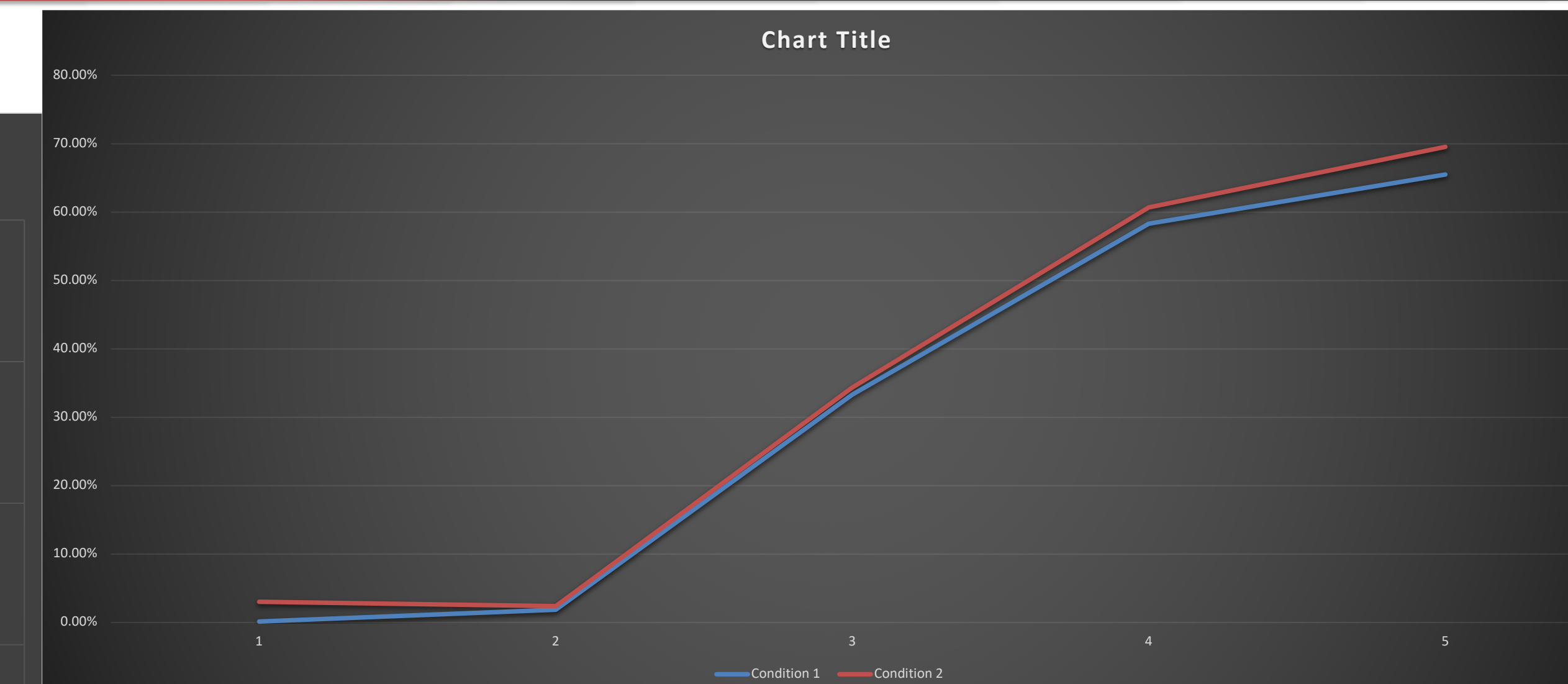
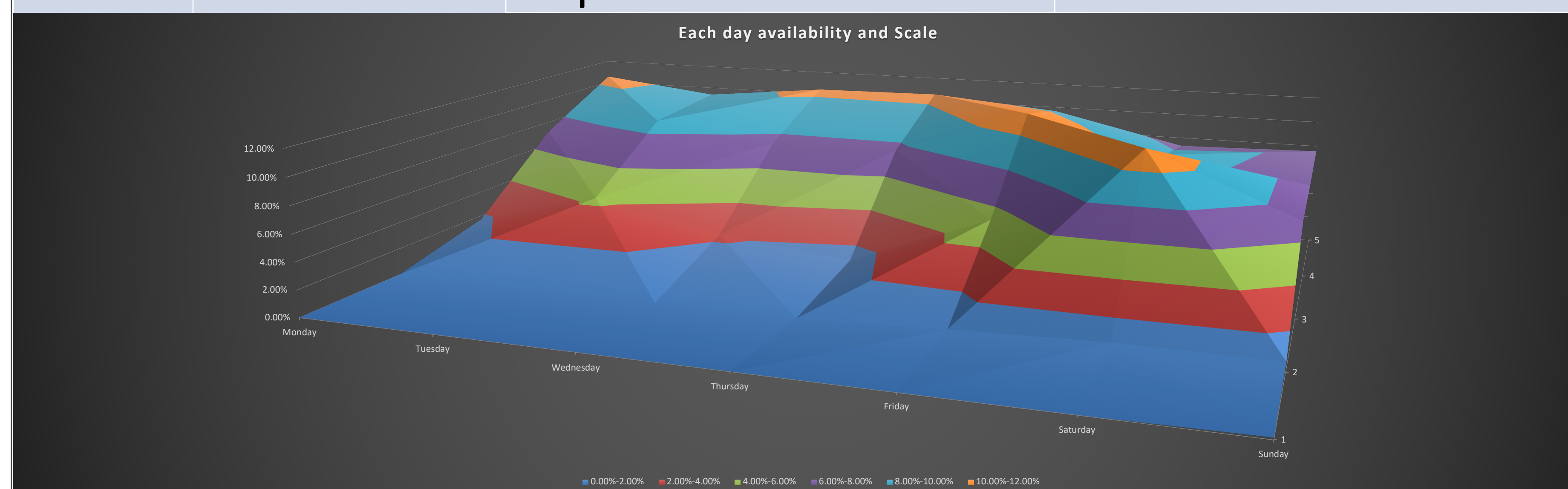
Trials included volunteers from WSU where:

- Participants were given an apple iwatch that sent notifications and collected sensor data.
- Participants engaged in one of two conditions.
- Condition one notified participants at 15 minute intervals asking “What is your current activity?”.
- Condition two notified participants based on the participants availability and the active learning models confidence.
- We collected data from the Participant pool using a between-subject design.

Results (First Condition)



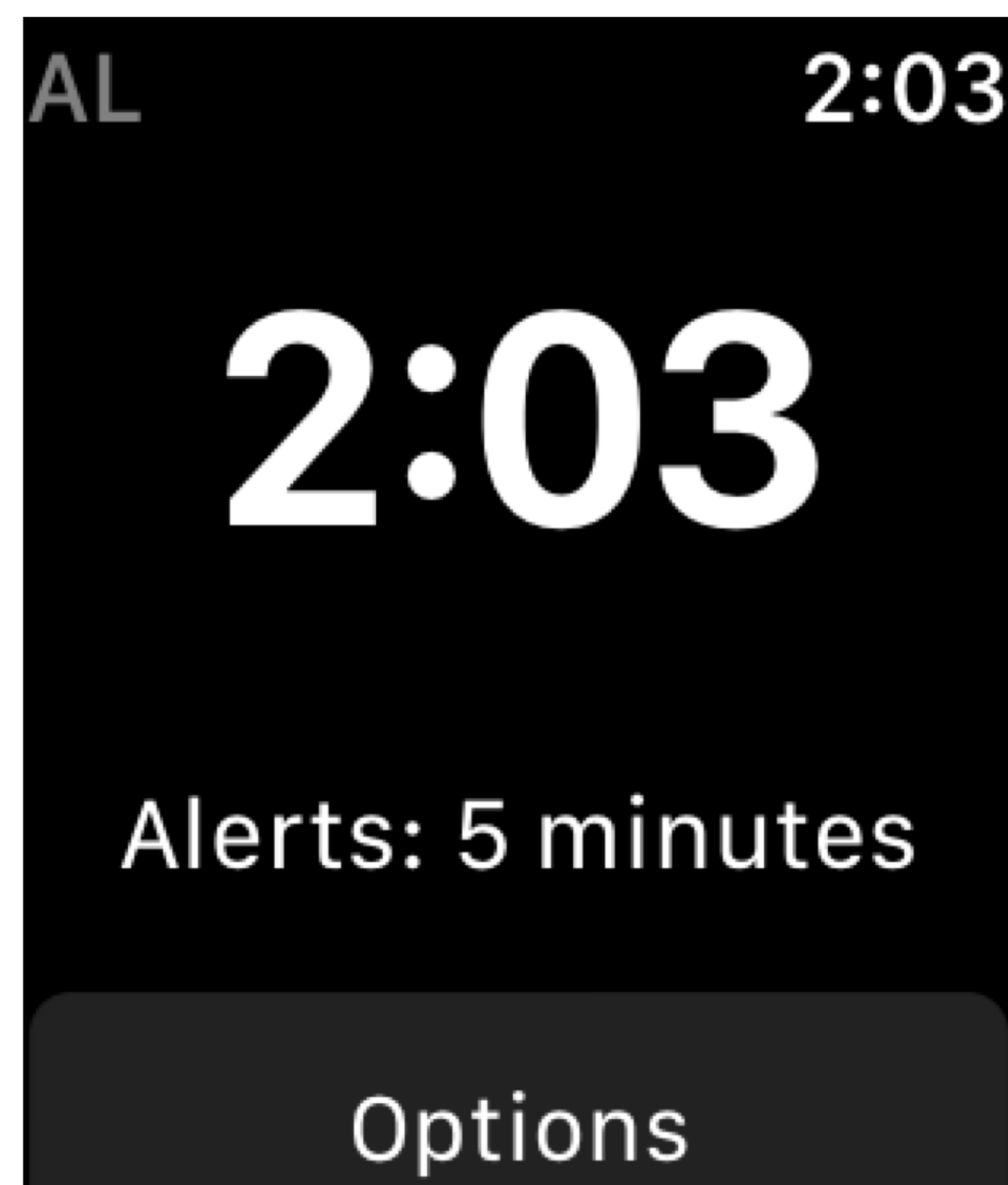
Indicated Availability	Total calendar values	Total Values	Condition 1
1	2357	Total responses	1283
2	639	Total Prompts	5376
3	721	Average overall response rate	23.87%
4	679		
5	980		



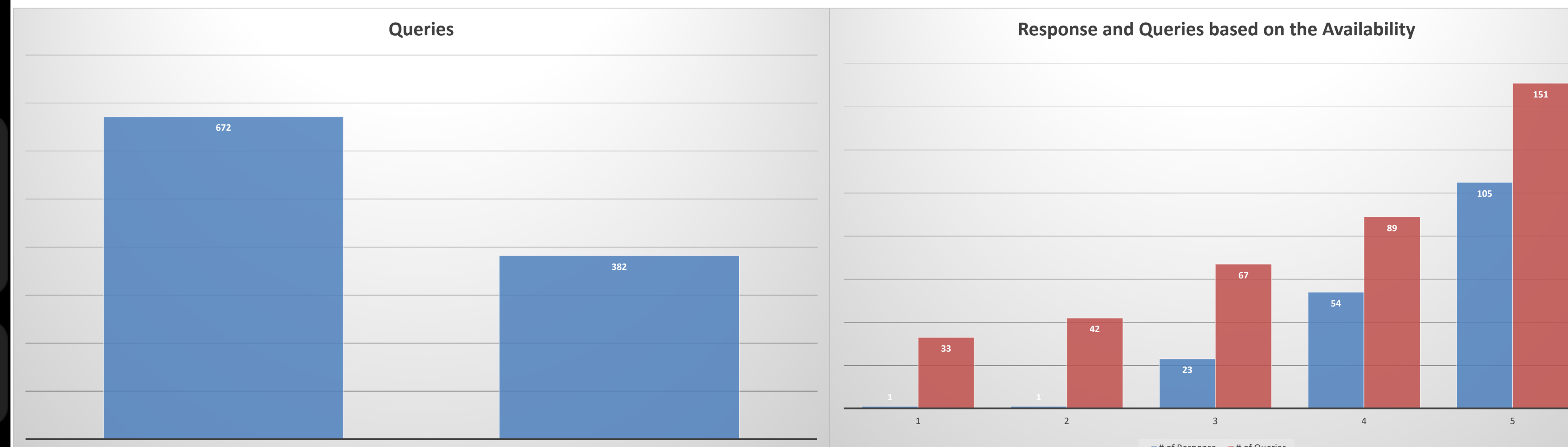
Overall Response Rate For Condition 2	48.17%
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Discussion

- The reason for the starting of this project was to further understanding of time and context based prompting of mobile devices.
- A strength of this study was that the revised application prompted the users less often than previous trials.
- This study was limited by the amount of participants involved and number of trials ran.
- A weakness of this study was that the participants were all college students and the model is not generalizable.
- What could be done to further our research could be for us to use a larger, and more broad sample size.



Results (Second Condition)



References

Robertson, K., Rosasco, C., Feuz, K., Schmitter-Edgecombe, M., & Cook, D. (2015). Prompting technologies: A comparison of time-based and context-aware transition-based prompting. *Technology and Health Care*, 23(6), 745-756.

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