

A RULE-BASED REASONING TECHNIQUE ON MATHEMATICS TUTOR DESIGN FOR CHILDREN WITH AUTISM

SITI NUR AZRREEN BINTI RUSLAN

MASTER OF SCIENCE IN INFORMATION AND COMMUNICATION TECHNOLOGY

2017

C Universiti Teknikal Malaysia Melaka



Faculty of Information and Communication Technology

A RULE-BASED REASONING TECHNIQUE ON MATHEMATICS TUTOR DESIGN FOR CHILDREN WITH AUTISM

Siti Nur Azrreen Binti Ruslan

Master of Science in Information and Communication Technology

2017

C Universiti Teknikal Malaysia Melaka

A RULE-BASED REASONING TECHNIQUE ON MATHEMATICS TUTOR DESIGN FOR CHILDREN WITH AUTISM

SITI NUR AZRREEN BINTI RUSLAN

A thesis submitted in fulfillment of the requirements for the degree of Master of Science in Information and Communication Technology

Faculty of Information and Communication Technology

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2017

C Universiti Teknikal Malaysia Melaka

DECLARATION

I declare that this thesis entitled "A Rule-Based Reasoning Technique on Mathematics Tutor Design for Children with Autism" is the result of my own research except as cited in the references. The thesis has not been accepted for any degree and is not concurrently submitted in candidature of any other degree.

Signature	:	
Name	:	Siti Nur Azrreen Binti Ruslan
Date	:	27-07-2017



APPROVAL

I hereby declare that I have read this thesis and in my opinion this thesis is sufficient in term of scope and quality for the award of Master of Science in Information and Communication Technology.

Signature	:	
Supervisor Name	:	Dr. Gede Pramudya Ananta
Date	:	.27 - 07 - 2017



DEDICATION

To my beloved mother, father and family.



ABSTRACT

Autism is a complex developmental or neurodevelopmental disorder which also affect in learning difficulties (Aliee et al., 2013; Ge and Fan, 2017). Even though autism can cause a variety of challenges, individuals diagnosed with autism also have potential, skills, abilities and talents (Understandautism.org, 2016). Therefore, it is important to search for an effective intervention that can help and improve the lives of the individuals with autism (Lindgren and Doobay, 2011) such as Computer-Assisted Intervention (CAI). Most children with autism use visual elements to help them maintain information (Meadan et al., 2011) besides the parents and doctors often indicated that children with autism are attracted to technology tools. Thus, selection of the suitable fonts, colours and images for the CAI is important to ensure that CAI can help students with autism to stay focus and engage throughout the lesson. Besides that, the selection of suitable technique is also important to ensure CAI present suitable learning material according to students with autism skill level. Therefore, this study proposed to develop the Mathematics Tutoring System (MTS) using rule-based technique, and to examine the effectiveness of MTS in helping students with autism to study the concept of addition in mathematics. Thus, an experimental case study was employed to gain data from the participants. The participants were divided into two groups, the intervention and the control group. The data obtained from the experimental case study were analysed using the Mann-Whitney Test to determine whether there is a significant difference between both groups before and after the experiment. According to the results, the value of (U = 11.50, p < 0.05) obtained using the Mann-Whitney Test shows that there is a significant difference between the intervention and control group. In other words, the result shows that method used by intervention group is a more effective method than the control group. In conclusion, the MTS can help the students with autism to learn maths addition skills because the methods used such as images, animations, and sounds helps participants to memorise the lesson besides attracting them to participate and engage during the lesson. Besides that, the MTS can represent a controlled environment which makes students with autism feel comfortable in which may improve their maths skills together with the problematic behaviour.

ABSTRAK

Autisme merupakan penyakit gangguan perkembangan otak atau neurodevelopmental kompleks yang berterusan dan kekal serta turut menyebabkan masalah pembelajaran (Aliee et al, 2013;. Ge dan Fan, 2017). Walaupun autisme menngakibatkan pelbagai cabaran, individu yang disahkan menghidap autisme juga mempunyai potensi, kemahiran, kebolehan dan bakat tersendiri (Understandautism.org, 2016). Oleh itu, adalah penting untuk mencari intervensi yang berkesan serta boleh membantu meningkatkan taraf hidup individu autisme (Lindgren dan Doobay, 2011) seperti Intervention Computer-Assisted (CAI). Kebanyakan kanak-kanak autisme menggunakan unsur-unsur visual untuk membantu mereka mengekalkan maklumat (Meadan et al., 2011) selain daripada ibu bapa dan doktor sering menunjukkan bahawa kanak-kanak autisme tertarik kepada alat teknologi. Oleh itu, pemilihan fon, warna serta imej yang sesuai untuk CAI adalah penting untuk memastikan bahawa CAI boleh membantu pelajar dengan autisme untuk kekal fokus dan melibatkan diri di sepanjang sesi pengajaran. Selain itu, pemilihan teknik yang sesuai juga penting untuk memastikan CAI membentangkan bahan pembelajaran yang sesuai mengikut tahap kemahiran pelajar autisme. Oleh itu, kajian ini mencadangkan untuk membangunkan Sistem Tutor Matematik (MTS) menggunakan teknik berasaskan peraturan, dan juga memeriksa keberkesanan MTS dalam membantu pelajar dengan autisme untuk mempelajari konsep penambahan dalam matematik. Oleh itu, satu kajian kes bereksperimen telah digunakan untuk mendapatkan data daripada peserta. Para peserta dibahagikan kepada dua kumpulan, kumpulan intervensi dan kawalan. Data yang diperolehi daripada kajian kes bereksperimen dianalisis menggunakan ujian Mann-Whitney untuk menentukan sama ada terdapat perbezaan yang signifikan antara keduadua kumpulan sebelum dan selepas eksperimen. Menurut hasil kajian, nilai (U = 11.50, p)<0.05) yang diperolehi dengan menggunakan ujian Mann-Whitney menunjukkan bahawa terdapat perbezaan yang signifikan antara kumpulan intervensi dan kawalan. Dalam erti kata lain, hasilnya menunjukkan bahawa kaedah yang digunakan oleh kumpulan intervensi merupakan kaedah yang lebih berkesan daripada kumpulan kawalan. Kesimpulannya, MTS boleh membantu pelajar dengan autisme untuk belajar konsep penambahan dalam matematik kerana kaedah yang digunakan seperti imej, animasi, dan bunyi membantu peserta untuk menghafal pelajaran di samping menarik minat mereka untuk mengambil bahagian dan melibatkan diri dalam pelajaran. Di samping itu, MTS juga boleh mewakili persekitaran yang terkawal dimana menjadikan pelajar autisme berasa selesa sehingga boleh meningkatkan kemahiran matematik mereka serta tingkah laku yang bermasalah.

ACKNOWLEDGEMENTS

First and foremost, I would like to express my sincere gratitude to my supervisor and cosupervisor Dr. Gede Pramudya Ananta and Dr. Halizah binti Basiron from the Faculty of Information and Communication Technology, Universiti Teknikal Malaysia Melaka (UTeM) for the continuous support of my thesis, for their patience, motivation, and immense knowledge. They guidance helped me in all the time of research and writing of this thesis.

Besides that, I would like to thank respondents for their insightful comments and encouragement. The comments and encouragement helped me during designing and developing Mathematics Tutoring System.

Special thanks to my parents and family for providing me with unfailing support and continuous encouragement throughout my years of study and through the process of researching and writing this thesis. This accomplishment would not have been possible without them.

Lastly, thank you to everyone who had been to the crucial parts of realization of this project. Not forgetting, my humble apology as it is beyond my reach personally mentioned those who are involved directly or indirectly one to one

TABLE OF CONTENTS

32

32

	CLAR PROV	ATION		
	DICA			
	STRA			i
	STRA			ı ii
		N VLEDGEMI	FNTS	iii
		F CONTEN		iv
		TABLES	15	vii
		FIGURES		viii
		APPENDIC	FS	X
		ABBREVIA		xi
		PUBLICAT		xii
	1 01			АП
CH	АРТЕ	R		
1.	INT	RODUCTIO	DN	1
		Overview		1
	1.2		e	2
	1.3			4
	1.4	· · · · ·		5
	1.5	Research O	5	6
	1.6		1	6
	1.7			7
	1.8	Thesis Orga		8
			pter 2: Literature Review	8
			pter 3: Methodology	9
			pter 4: Mathematics Tutoring System Design and	9
			elopment	
			pter 5: Results and Data Analysis	10
			pter 6: Conclusion and Recommendations for	10
		Futi	ire Research	
2.	LIT	ERATURE	REVIEW	11
		Overview		11
	2.2	Autism		12
			pendent Living Skills	13
	2.3	Intervention		14
			avioural Intervention	16
			elopmental Intervention	19
			bined Intervention	21
			nnology-based Intervention	23
		2.3.4		25
			(CAI)	
	2.4	Intelligent 7	Futoring System (ITS)	30

- 2.4.1 Authoring Tools for ITS
 - 2.4.1.1 Cognitive Tutor Authoring Tools (CTAT)

i

	2.5	2.4.1.2 Extensible Problem-Specific Tutor (xPST)	33 34
	2.5 2.6	Human-Computer Interaction (HCI) Rule-Based Reasoning Technique	34
	2.0	Summary	37
	2.1	Summary	50
3.		THODOLOGY	41
		Overview	41
	3.2	Research Appproach and Design	43
		3.2.1 Pre-test	45
		3.2.2 Experiment Sessions	45
		3.2.3 Post-test	49
	3.3	Research Setting	49
		3.3.1 Participants	49
		3.3.2 Ethical Consideration	50
		3.3.2.1 Vulnerable Participants	50
		3.3.2.2 Informed Consent	50
		3.3.2.3 Privacy and Confidentiality	50
		3.3.3 Apparatus/Materials	51
		3.3.4 Environment Setting	52
		3.3.5 Experiment Procedures	53
	3.4	Data Collection	53
		3.4.1 Data Collection Instruments	53
		3.4.2 Data Collection Procedures	54
		3.4.2.1 Interviews with Teachers	54
		3.4.2.2 Pre-test and Questionnaires	54
		3.4.2.3 Participants Observations	54
		3.4.2.4 Post-test and Questionnaires	55
	3.5	Data Analysis Method	55
	3.6	Summary	56
4.		THEMATICS TUTORING SYSTEM DESIGN AND VELOPMENT	58
	DE 4.1	Overview	58
	4.1		58
	4.2 4.3	6	58 59
	4.3 4.4	6	59 61
	4.4	4.4.1 Rule-Based Reasoning Technique	64
		4.4.2 Formative Assessment	67
		4.4.2.1 Content and Instructional Strategies	67
		4.4.2.2 Instructional Value	68
		4.4.2.2 Histituctional value 4.4.2.3 Visual Design	68
		4.4.2.3 Visual Design 4.4.2.4 Ease of Use	69
	4.5		69
	4.5	Summary	76
5.		SULTS AND DATA ANALYSIS	78
		Overview	78
	5.2	Details of the Participants	79

	5.3	3 Pre-Test and Post-Test 79		
		5.3.1 Control Group	80	
		5.3.2 Intervention Group	82	
	5.4	Results from Participants	86	
	5.5	Observation made upon Participants	87	
		5.5.1 Control Group	87	
		5.5.2 Intervention Group	88	
	5.6	Summary	90	
6.	CON	NCLUSION AND RECOMMENDATIONS FOR FUTURE	94	
	RES	SEARCH		
	6.1	Overview	94	
	6.2	Conclusion	94	
	6.3	Contributions	99	
		6.3.1 Knowledge	99	
		6.3.2 Community	99	
	6.4	Limitation	100	
	6.5	Recommendations for Future Research	101	
REF	ERE	NCES	103	
APPENDICES			118	

LIST OF TABLES

TABLE	TITLE	PAGE
1.1	Research questions and objectives	5
2.1	Types of autism and its functioning levels	13
2.2	Summaries and analysis of included studies	133
3.1	Summary of research questions, research objectives, data	42
	collection and analysis	
5.1	Descriptive statistics of control group	80
5.2	The Wilcoxon signed-rank test results of the pre-test and post-test scores by the	81
	control group	
5.3	Descriptive statistics of intervention group	83
5.4	The Wilcoxon signed-rank test results of the pre-test and post-test scores by the	84
	intervention group	
5.5	Descriptive statistics of intervention group and control group	86
5.6	The Mann-Whitney U-Test result of the post-test scores by groups	87

LIST OF FIGURES

FIGUE	E TITLE	PAGE
2.1	Overview of Intervention	16
2.2	Behavioural interventions (Roberts and Prior, 2006)	17
2.3	Developmental interventions (Roberts and Prior, 2006)	20
2.4	Combined interventions (retrieved from Roberts and Prior, 2006)	22
2.5	Technology-based intervention (retrieved from Goldsmith and LeBlanc, 2004)	24
2.6	Computer-assisted intervention	25
2.7	ITS domains (retrieve from Nwana, 1990)	30
2.8	ITS architecture (retrieve from Alves, 2010)	31
2.9	Fields of HCI (retrieve from Abd El-Sattar, 2008)	35
3.1	Research flow	44
3.2	Pre-test/post-test with comparison groups research design	45
3.3	Flowchart for each experiment sessions	46
3.4	Flowchart of each session for intervention group	47
3.5	Flowchart of each session for control group	48
3.6	Flowchart of the experiment for intervention group and control group	52
3.7	Flowchart for selection of appropriate statistical tests (retrieved from Jaykaran,	57
	2010)	
4.1	Microsoft Jet Database Engine	59

4.2	Entity relationship diagram (ERD) of MTS	60
4.3	Context data flow diagram (DFD) of MTS	60
4.4	Level 0 DFD of MTS	61
4.5	MTS architecture	62
4.6	Sequence diagram	63
4.7	The flow of MTS	65
4.8	Screenshot of rules in MTS	66
4.9	Gagne's instruction event	67
4.10	Screen capture of the login page	70
4.11	Screen capture of the main menu	71
4.12	Screen capture of the tutorial part 1	71
4.13	Screen capture of the tutorial part 2	72
4.14	Screen capture of the tutorial part 3	72
4.15	Screen capture of the reinforcement exercise part 1	73
4.16	Screen capture of the reinforcement exercise part 2	73
4.17	Screen capture of the reinforcement exercise part 3	74
4.18	Screen capture of the assessment test part 1	75
4.19	Screen capture of the assessment test part 2	75
4.20	Screen capture of the assessment test part 3	76
5.1	Box plots of pre-test and post-test scores for control group	81
5.2	Scatter plot of pre-test and post-test scores for control group	82
5.3	Box plots of pre-test and post-test scores for intervention group	85
5.4	Scatter plot of pre-test and post-test scores for intervention group	85

LIST OF APPENDICES

ii

APPE	NDIX TITLE	PAGE
1	Letter of approval to conduct the study in schools	118
	from the Ministry of Education Malaysia	
2	Letter of approval to conduct the study in schools	119
	from the Malacca Education Department	
3	Consent form	120
4	Formative evaluation questionnaires	121
5	Questionnaires (Participant's Progress)	123
6	Pretest and posttest questions	127
7	Table 2.2 Summaries and analysis of included studies	133
8	Sample of Interview Transcripts	138

LIST OF ABBREVIATION

- ABA Applied Behaviour Analysis
- CAI Computer-Assisted Intervention
- CDD Childhood Disintegrative Disorder
- CTAT Cognitive Tutor Authoring Tools
- ESDM Early Start Denver Model
- ES Expert System
- HCI Human-Computer Interaction
- ITS Intelligent Tutoring System
- MTS Mathematic Tutor System
- NASOM National Autism Society of Malaysia
- PDD-NOS Pervasive Developmental Disorder Not Otherwise Specified
- UI User Interface
- VSVBC Microsoft Visual Studio Premium 2012 with Visual Basic Compiler
- xPST Extensible Problem-Specific Tutor

LIST OF PUBLICATIONS

- 1. Ruslan, S.N.A., 2017. Using Computer-Assisted Intervention to Improve Mathematical Learning of Autistic Students. *International Journal of Innovative Science and Research Technology (IJISRT)*, 2(6), pp.55-57.
- Pramudya, G., and Ruslan, S.N.A.B., 2017. Using computer-assisted intervention to improve mathematical learning of students with autism. In: *Proceedings of Mechanical Engineering Research Day 2017*, Malacca, Malaysia, 30 March 2017. Centre for Advanced Research on Energy, pp.235-236.
- Ananta, G.P., and Ruslan, S.N.A., 2016. Using Computer-assisted Intervention in Helping Student with ASD to Learn Addition Skill. In: 2nd International Congress On Technology - Engineering & Science (ICONTES), Kuala Lumpur, Malaysia, 28-29 July 2016. – to be publish



CHAPTER 1

INTRODUCTION

1.1 Overview

Autism has been categorised as an intricate developmental or neurodevelopmental disorder that affects communication skills, behaviour, and socialisation ability (Pellicano, 2017). In addition, individuals diagnosed with autism are also having learning difficulties (Ge and Fan, 2017). Since autism is a spectrum disorder and affects people in a wide degree of variation (Smith, Segal and Hutman, 2016), each individual diagnosed with autism has some unique features as well as its own advantages and disadvantages. Therefore, some would exert mild symptoms, while others have moderate to severe ones, which reflect their inability to function in the society due to their impairments. Even though autism can cause a variety of challenges, individuals diagnosed with autism also have potential, skills, abilities and talents (Understandautism.org, 2016). Hence, it is important to search for an effective intervention that can help and improve the lives of the individuals with autism (Lindgren and Doobay, 2011).

Furthermore, Corsello (2005) claimed that each intervention program is based on a distinctive philosophy and adopts unique intervention strategies, which focus on support and learning environment for individuals with autism besides helping them replace the difficult behaviour with more appropriate behaviour. In addition, these interventions involve all parties associated with autistic individuals. Besides using common interventions such as behavioural intervention, developmental intervention and combined

intervention, technology-based intervention also has been used on the children with autism to improve their academic skills (Knight et al., 2013; Massaro, 2003; Ramdoss et al., 2011; Vilaseca et al., 2013; Yaw et al., 2011). In the past, technology-based interventions usually used as an assistive tool (Knight et al., 2013) or temporary instructional aid to treat children with autism (Goldsmith and LeBlanc, 2004). Moreover, the studies on the use of technology to teach students with autism are not a new concept and it has been done for over 35 years (Knight et al., 2013).

1.2 Research Background

According to BERNAMA's report as cited in an article published by Time Money (2016), it is estimated that one out of every 600 children in Malaysia is born with autism. Children with autism are having various challenges in their lives due to their disabilities in which include learning difficulty (Aliee et al., 2013). Despite having learning difficulty, children with autism can be taught through an integrated and organised education program. Besides that, their learning patterns are unique compared to normal children due to other problems related to autism itself, such as behavioural problems, emotional, social, communication, and cognitive skills.

Intervention refers to any action, for instance, a treatment, a therapy or the provision of a service that is specifically designed to help those diagnosed with autism spectrum (Researchautism.net, 2015). Intervention may include educational programs, new or stronger policies, increase in environmental or health promotion campaigns. Interventions that include a variety of strategies are usually the most effective in producing the desired change and sustainable. Interventions can be implemented in different settings, including the community, work site, school, health care organisation, or even at home.

Evidence has shown that intervention makes a difference by influencing individuals' knowledge, attitudes, beliefs and skills; increasing social support; and creating supportive environments, policies and resources (Bosseler and Massaro, 2003; Konstantinidis et al., 2009; Koegel et al. 2010; Knight et al., 2013; Vilaseca et al., 2013). There are several types of early interventions used to help children with autism in education, such as behavioural, developmental, therapy based, combined, or family based (Autism Awareness Australia, 2016).

Besides that, vast studies have been conducted to investigate a variety of applications from the stance of technology-based interventions involving children with autism (Goldsmith and LeBlanc, 2004). In addition, according to Alja'am and Jaoua (2011), children with autism who are facing learning difficulty can be helped by giving them the suitable support, different learning materials, or even just some encouragement. The most studied technology-based intervention for children with autism is Computer-Assisted Interventions, or also known as CAI.

Additionally, CAI has been used widely to help children with special need to enhance their skills (Goldsmith and LeBlanc, 2004; Knight et al., 2013). One of the first studies conducted by Colby (1973) which intended to enhance students' understanding of how letters and sounds form words, and how words can form expressions using various computer games. The computer games are organised at various levels of complexness. The author indicated that 13 of the 17 children participated shown an increase in involuntary speech, enjoyment, and motivation. After that, there are a lot of studies have been done to demonstrate that children with autism learn better through interactive CAI.

3

1.3 Problem Statement

As mentioned earlier, autism is a complex neurodevelopmental disorder which influences the development of communication skills, behaviour, and socialisation ability (Aliee et al., 2013; Pellicano, 2017). Even though CAI might shorten children with autism social and communication interaction, they learn better through interactive CAI. It is because the CAI increases the children with autism motivation, and enhances their engagement and interest throughout the learning session (Knight et al., 2013). Numerous studies have been carried out to develop a tutoring system and test its effectiveness in helping students with autism improve academic skills. However, most research concentrated on the literacy skills such as reading, grammar and story writing (Ramdoss, Mulloy, et al., 2011; Knight et al., 2013; Vilaseca et al., 2013) compared to mathematics skill.

Furthermore, most children with autism use visual elements to help them maintain information (Meadan et al., 2011). Besides that, parents and doctors often indicated that children with autism are attracted to technology tools. Therefore, selection of the suitable font for the CAI is important to ensure that CAI can help students with autism to focus and stay engage throughout the learning sessions. This is because the learning style for students with autism are different from ordinary peers. They must be guided along the learning session. Therefore, with the selection of colours and font sizes that are suitable, it can increase the effectiveness of the tutors help students with autism during a learning session. In addition, the selection of suitable technique is also important to ensure CAI present suitable learning material according to students with autism skill level. Therefore, this study proposed to develop the CAI using rule-based technique which will determine the learning material based on students with autism skill level, and to examine the CAI in helping students with autism to study the concept of addition in mathematics.

1.4 Research Questions

Research questions are listed in Table 1.1.

	Research Questions		Research Objectives
1.	What are the characteristics of	1.	To construct the taxonomy of the
	children with autism?		characteristics of children with
2.	What are the problems faced by		autism.
	children with autism?		
3.	What types of interventions that		
	are offered specifically for		
	children with autism?		
4.	What authoring tools available to	2.	To design and develop a
	develop MTS?		Mathematics Tutoring System, or
5.	Which authoring tools are suitable		MTS, for students with autism to
	to develop MTS?		learn addition concept in
			mathematics.
6.	Do students with autism who	3.	To examine the effectiveness of
	participate perform slightly		rule-based approach in helping
	different after the intervention?		students with autism improving
			their skills.

Table 1.1: Research questions and objectives

1.5 Research Objectives

The objectives of this study are:

- a. To construct the taxonomy of the characteristics of children with autism.
- b. To design and develop a Mathematics Tutoring System, or MTS, for students with autism to learn addition concept in mathematics.
- c. To examine the effectiveness of rule-based reasoning technique in helping students with autism improving their skills.

1.6 Research Scope

This study aims to develop and examine the effectiveness of a tutor system, Mathematics Tutoring System (MTS), which uses rule-based reasoning technique in helping students diagnosed with autism to learn basic addition skills. In order to develop the MTS, interviews with several special education teachers will be carried out to get the fundamental views on autism which includes the methods and learning patterns of children with autism as well as the materials used in the learning process. Besides that, formative evaluations will be used to get feedback from the teachers involved on the prototype of MTS that has been developed. Next, an experimental case study involving two groups of 20 students diagnosed with autism will be carried out to examine the effectiveness of the rule-based reasoning technique used in MTS. At the end of the experimental case study, Mann-Whitney Test (Jaykaran, 2010) will be used to analyse the data gained. Alongside with Mann-Whitney Test, the Wilcoxon Signed-Rank Test was used in order to determine whether there is a significant difference between the pre-test and post-test scores before and after the experiment of the control group and the intervention group.