

Serving Mathematics

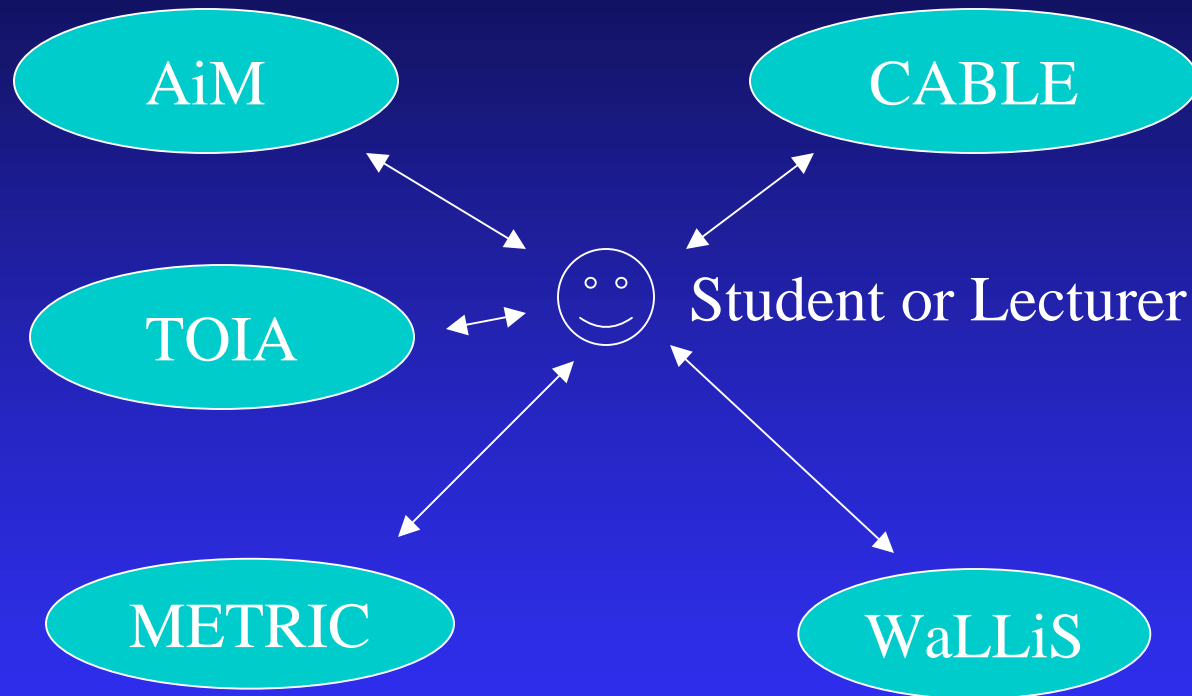
Web services for
online assessment
in mathematics

http://maths.york.ac.uk/serving_maths/

Mathematics assessment systems:

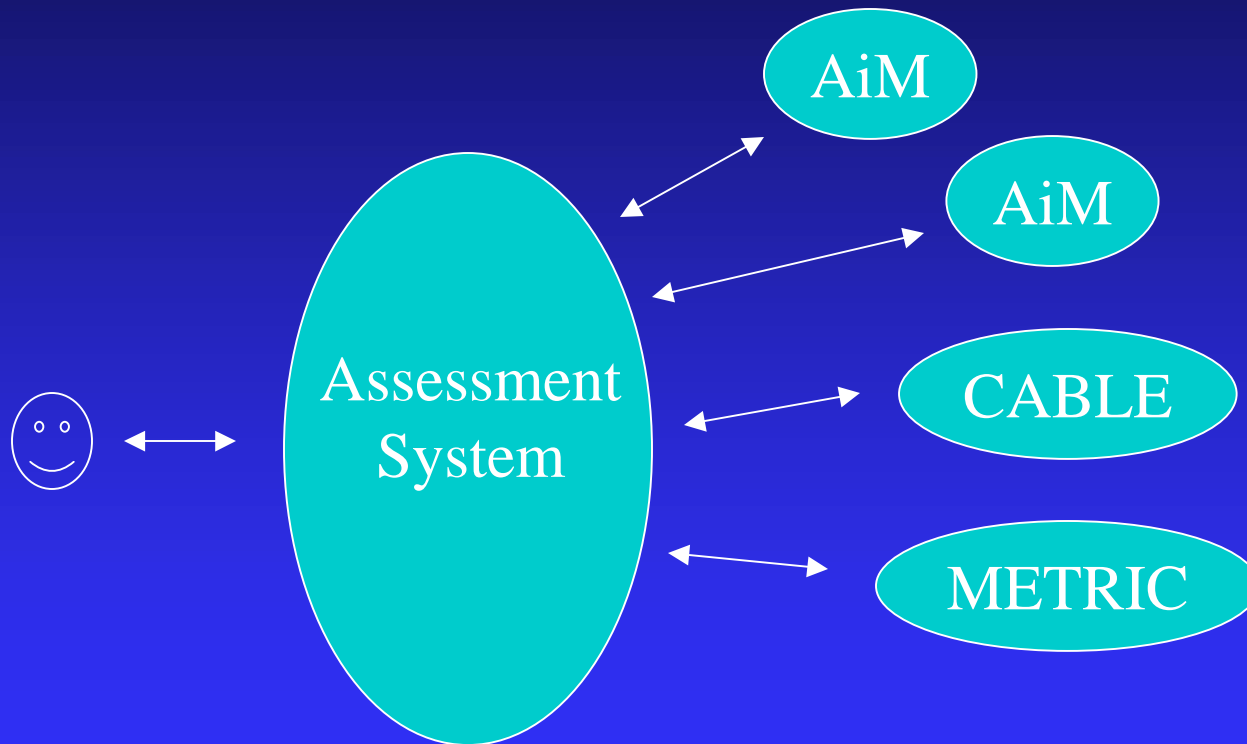
- Question can contain randomized mathematical expressions
- Student's answer is marked using a computer algebra system
- Can mark questions that have no unique answer
- Can render mathematical expressions

Separate Assessment Systems



- User has to deal with a different user interface and a different question syntax for each system
- Systems have to duplicate assessment system functionality

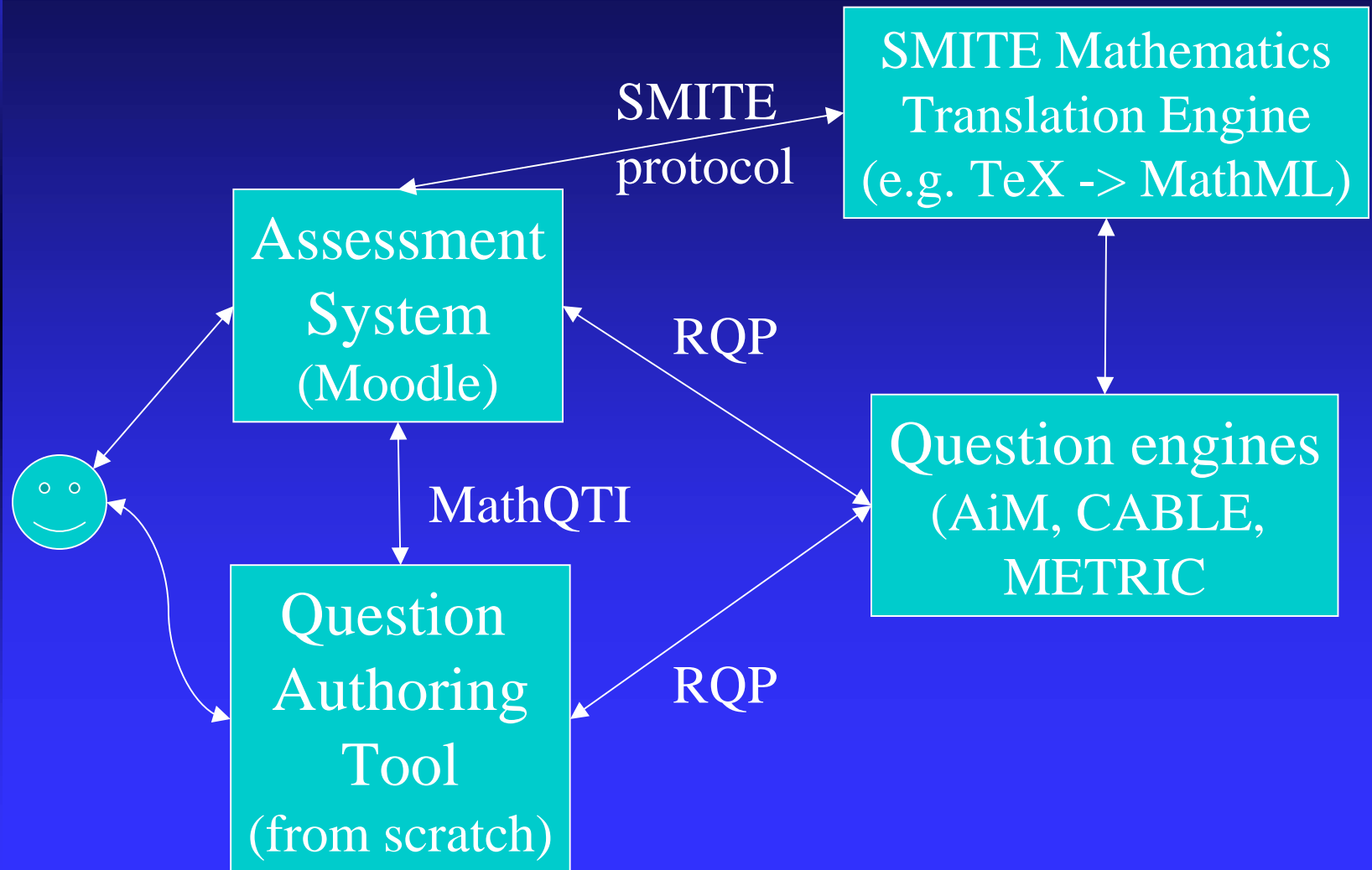
Single assessment system with remote question engines



Splitting up the tasks:

- Question engine (Item engine)
 - ◆ Template processing (randomization)
 - ◆ Item rendering (optional)
 - ◆ Response processing (may use CAS)
- Assessment system
 - ◆ Assemble questions into quizzes (items into tests)
 - ◆ Delivery of quizzes
 - ◆ Scoring and reporting
 - ◆ Keeping database of questions and responses

Components:



The assessment domain



Learning Domain Services

Activity Author	Activity Management	Assessment	Competency
Course Management	Course Validation	Curriculum	Grading
Learning Flow	Marking	Personal Development	Quality Assurance
Reporting	Resource List	Sequencing	Tracking
ePortfolio			

Common Services

AV conferencing	Alert	Archiving	Authentication
Authorisation	Calendaring	Chat	Content Management
Context	DRM	E-mail management	Federated Search
Filing	Format Conversion	Forum	Group
Harvesting	Identifier	Logging	Mapping
Member	Messaging	Metadata Management	Metadata Schema Registry
Packaging	Person	Presence	Rating / Annotation
Resolver	Role	Rules	Scheduling
Search	Service Registry	Terminology	User Preferences
Whiteboard	Workflow	Format translation	

Interoperability

■ MathQTI

Mathematics extension of QTI allowing presentation MathML and OpenMath expressions in template and response processing

■ RQP Remote Question Protocol

Web service protocol to allow communication between assessment systems and question engines.

■ SMITE (Translation Engine) Protocol

allows clients to request translation between different mathematical formats (e.g., MathML, OpenMath, TeX, CAS syntax, HTML)