

## **Student model developing for intelligent tutoring systems**

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### **SUMMARY**

Student modelling is the most important part of an intelligent tutoring system since the student has the central role in the teaching process. The originally designed and developed intelligent tutoring system, TEx-Sys, is the reference for this paper. Its application is illustrated by a didactic computer game, COINS, developed for testing purposes. The possibility of individual and group communication with intelligent tutoring systems has been elaborated. The analysis of the results has revealed various attributes of players (students) and enables further elaboration and improvement of the student model. The model has been analyzed and improved within the frame of TEx-Sys structure in relation to the teacher and communication model by means of graphic interface.

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