















**Data Collection 3 Procedure.** The third phase of research will explore techniques and algorithms for analyzing the user-created content, surfacing the most relevant comments and activity and connecting them to the most relevant stakeholder. For this data collection with content authors and content owners, the user management section of the SMF will evolve to display a user digest specific to each user and their role in the system. An activity section will highlight the latest contributions by the user. Back-end data analytics will look at factors such as up votes, down votes, and general activity to prioritize the contributions of others relevant to this user. The goal is to highlight trending and actionable issues pertaining to course content owned by this user. Participants will then evaluate the efficacy of the system in surfacing errors, identifying gaps, suggesting content, and reducing ISD work-load.

#### **4 Implications for Future Research**

At the end of the third phase of the current research, we will have investigated the efficacy of crowd-sourced and crowd-vetted content for applying field knowledge to improve learning content, while reducing instructor workload and turn-around time. However, we believe that social media can provide additional benefits to the learning environment, and to GIFT in particular, by (1) harnessing crowd inputs for the creation and refinement of a Domain Model, or the body of knowledge for a topic and (2) mining social media data to enhance an individual's Learner Profile (or personal history of learning, demographics, and achievements). We have also identified the need to make the user experience more intuitive to its intended end-users (SMEs). At the end of the current research, we will make recommendations for these additional means for applying social media to the integrated learning environment.

Additional areas of research we intend to explore include: (1) harnessing crowd inputs into the creation and refinement of a domain model, or the body of knowledge for a topic, (2) mining social media data to enhance an individual's Learner Profile (or personal history of learning, demographics, and achievements), and (3) developing the user experience to be immediately intuitive to its intended end-users (fielded subject matter experts).

#### **References**

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