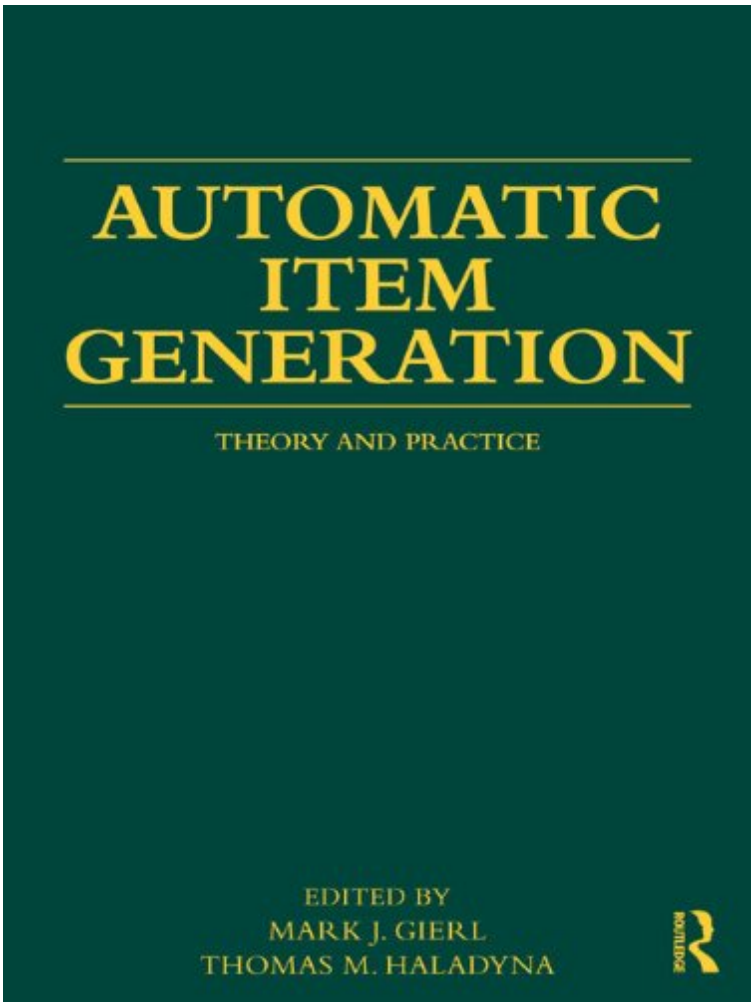
Automatic Item Generation: Theory and Practice



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Description :

Prsentation de l'diteurAutomatic item generation (AIG) represents a relatively new and unique research area where specific cognitive and psychometric theories are applied to test construction practices for the purpose of producing test items using technology. The purpose of this book is to bring researchers and practitioners up-to-date on the growing body of research on AIG by organizing in one volume what is currently known about this research area. Part I begins with an overview of the concepts and topics necessary for understanding AIG by focusing on both its history and current applications. Part II presents two theoretical frameworks and practical applications of these frameworks in the production of item generation. Part III summarizes the psychological and substantive characteristics of generated items . Part IV concludes with a discussion of the statistical models that can be used to estimate the item characteristics of generated items, features one future application of AIG, describes the current technologies used for AIG, and also highlights

the unresolved issues that must be addressed as AIG continues to mature as a research area. Comprehensive The book provides a comprehensive analysis of both the theoretical concepts that define automatic item generation and the practical considerations required to implement these concepts.Varied Applications Readers are provided with novel applications in diverse content areas (e.g., science and reading comprehension) that range across all educational levels elementary through university.Prsentation de l'diteurAutomatic item generation (AIG) represents a relatively new and unique research area where specific cognitive and psychometric theories are applied to test construction practices for the purpose of producing test items using technology. The purpose of this book is to bring researchers and practitioners up-to-date on the growing body of research on AIG by organizing in one volume what is currently known about this research area. Part I begins with an overview of the concepts and topics necessary for understanding AIG by focusing on both its history and current applications. Part II presents two theoretical frameworks and practical applications of these frameworks in the production of item generation. Part III summarizes the psychological and substantive characteristics of generated items . Part IV concludes with a discussion of the statistical models that can be used to estimate the item characteristics of generated items, features one future application of AIG, describes the current technologies used for AIG, and also highlights the unresolved issues that must be addressed as AIG continues to mature as a research area. Comprehensive The book provides a comprehensive analysis of both the theoretical concepts that define automatic item generation and the practical considerations required to implement these concepts.Varied Applications Readers are provided with novel applications in diverse content areas (e.g., science and reading comprehension) that range across all educational levels elementary through university.Biographie de l'auteur Mark J. Gierl is Professor of Educational Psychology and Director of the Centre for Research in Applied Measurement and Evaluation in the Department of Educational Psychology, Faculty of Education, at the University of Alberta. He holds the Canada Research Chair in Educational Measurement. Thomas M. Haladyna is Professor Emeritus, Arizona State University. He is the author of numerous books in the field of educational assessment and test item development, including the much praised Handbook of Test Development.