



Eliciting User Requirements for AI-Enhanced Learning Environments

Using participatory approach

Bibeg Limbu et al.

ETELT-MIS4TEL | 25-28.06.2025



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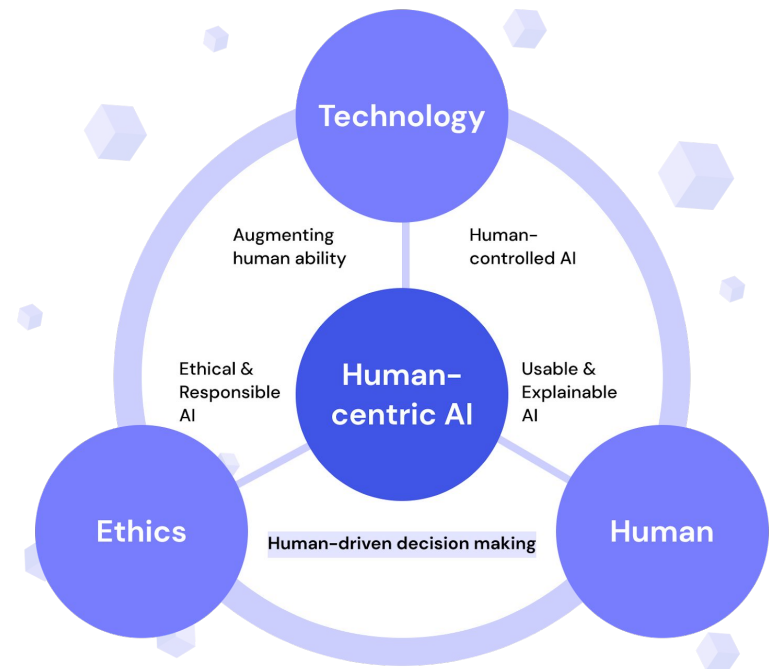
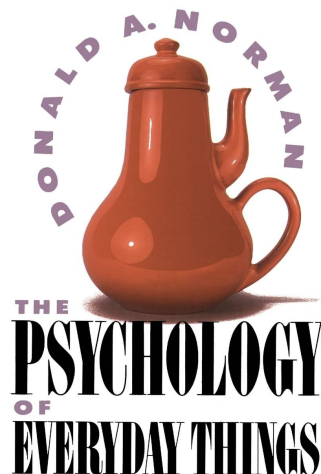
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Purpose of the study

To design AI-based solutions that align with human values

- Human-centred AI
- Participatory approaches

“people often **misjudge their own needs, preferences, and limitations**, especially when it comes to interacting with complex systems or technology”



The Human-Centered AI (HCAI) framework

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Research Questions

Understand user requirements for design of AI-based solutions

- What are the **needs** of educators and learners for teaching and learning 21st-century skills?
- What are their **expectations** of AI technologies for skill development?

Paul Kirschner: "The last major revolution in education was the chalkboard"



Paul Kirschner is Emeritus Professor of Educational Psychology at the Open University (Netherlands). / Photo: courtesy of the author

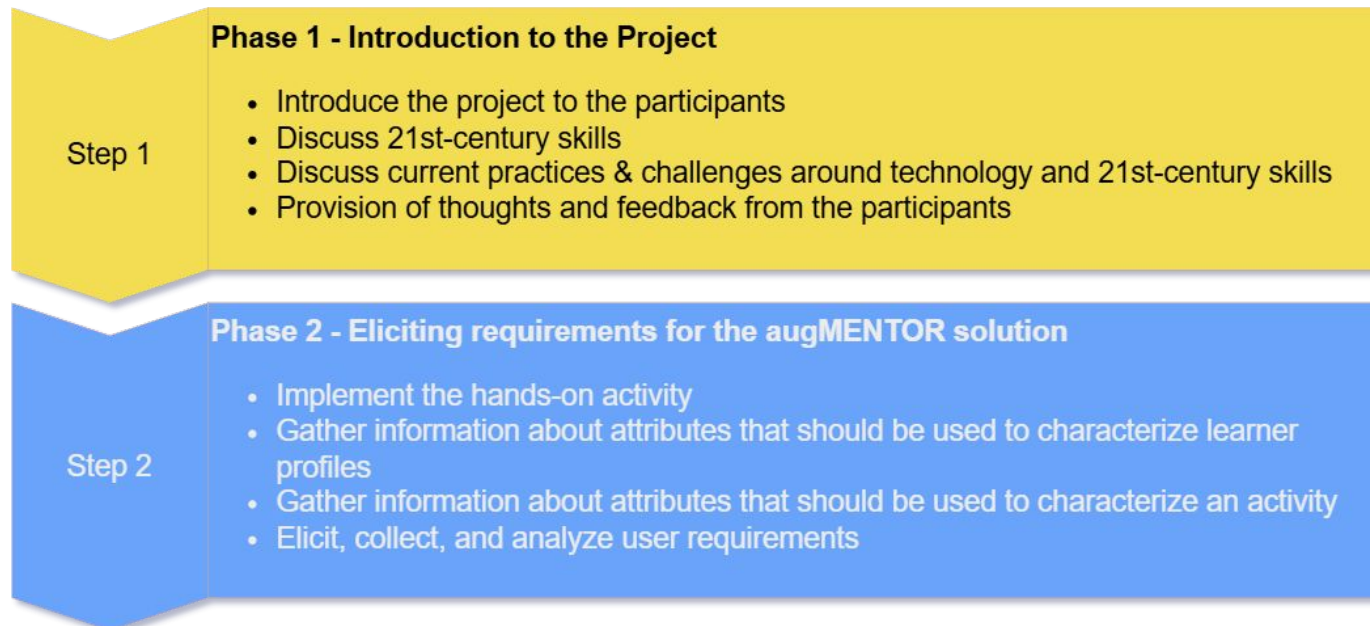
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<https://educationalevidence.com/>

Methods

Participatory Focus group workshops

- Phase 1: needs
- Phase 2: expectation



Methods

Participants

- Stakeholders from Higher education institutions
- Two higher education institutions (separate workshops)
 - Kaunas University of Technology*
 - University of Patras*
- Workshop facilitators wrote structured reports
- Data collection: use of Miro-board Post-its



Data analysis

Thematic analysis

- Phase-1
 - Deductive analysis
 - Activity Theory
- Phase-2
 - Inductive analysis

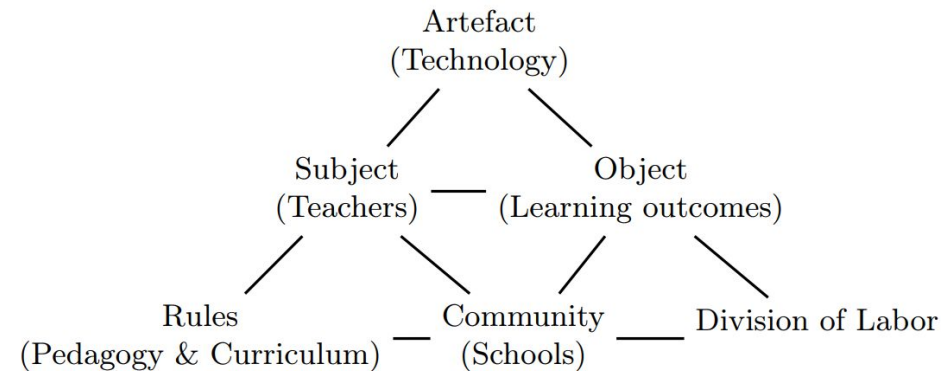


Figure: Activity Theory

Manual analysis

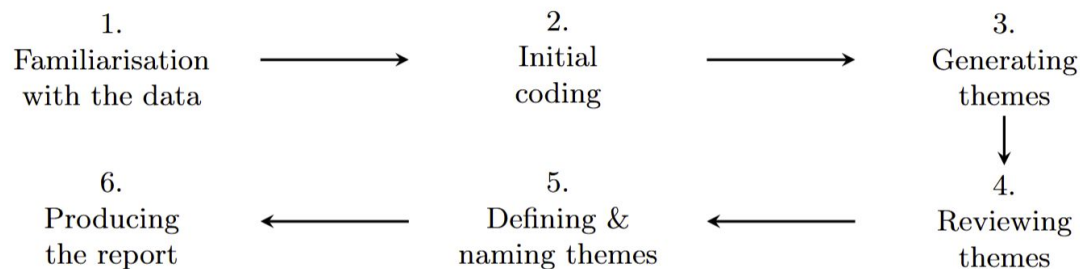


Figure: Thematic analysis steps by Braun & Clarke (2021)

Results - Phase 1

Subjects

The **actor** who engages in the activity

- Attitudes and beliefs
 - resistance to change
 - distrust in technology
- Pedagogical Preparedness
 - lack of knowledge

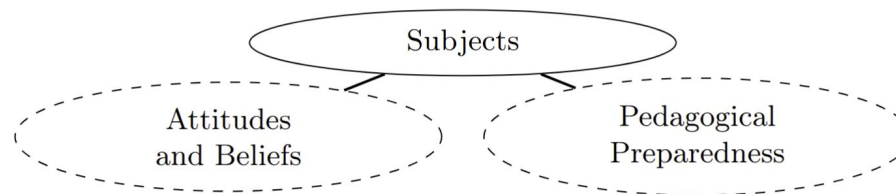
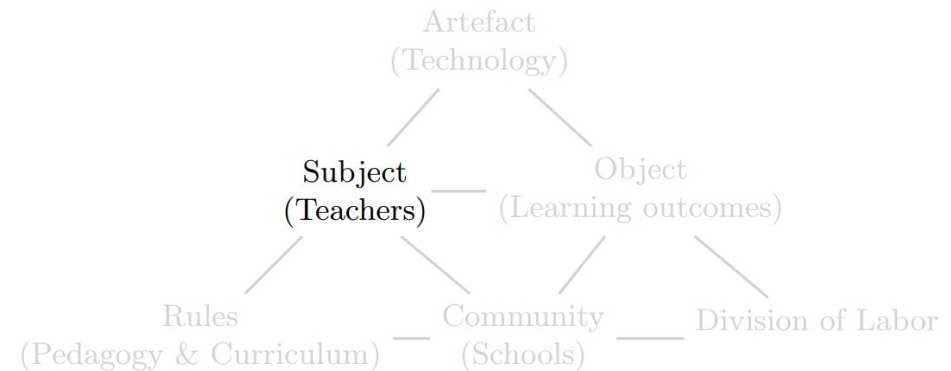


Fig. 4: Themes under the **Subjects** component of AcT

Results - Phase 1

Objects

The **goals** that the actor wants to achieve (by using the tools)

- Equity in learning
 - individualised support
- Professional development
 - a way to stand out
- Transfer of skills
 - apply what they have learnt

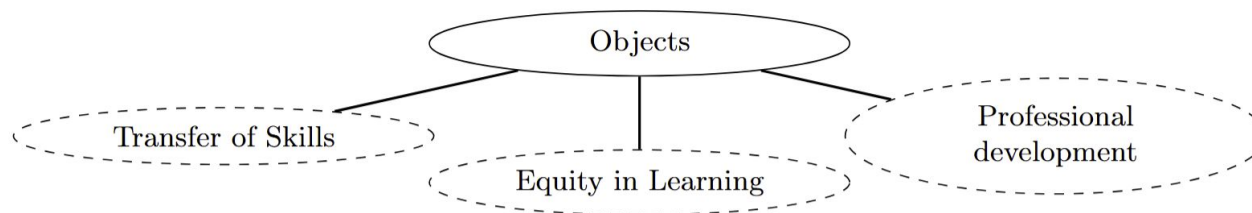
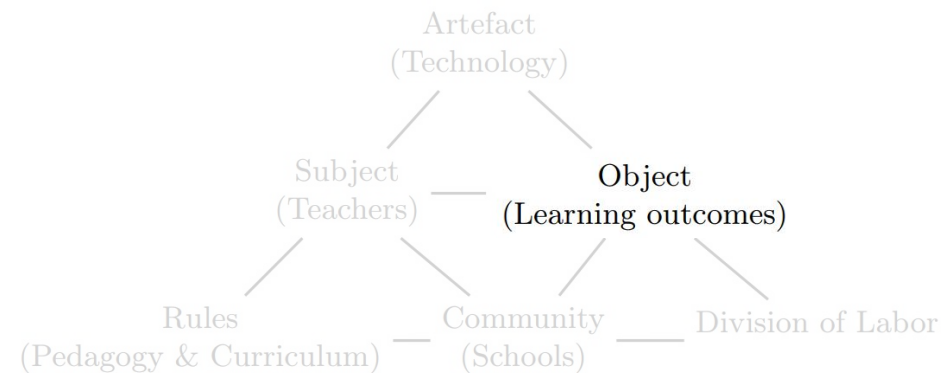


Fig. 5: Themes under the **Objects** component of AcT

Results - Phase 1

Artefacts

The tools (**technologies** in this instance) that subjects use to achieve their objects

- Adoption challenges
 - lack of guidance
- Desired features
 - task offloading
 - personalisation [Obj: Equity]

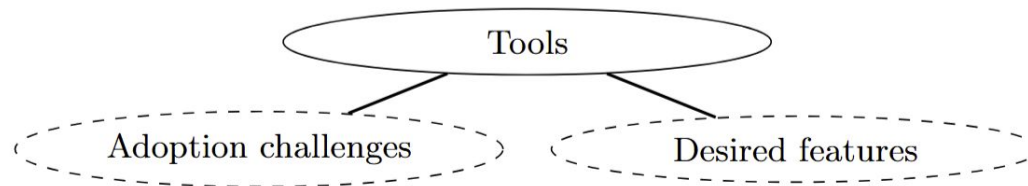
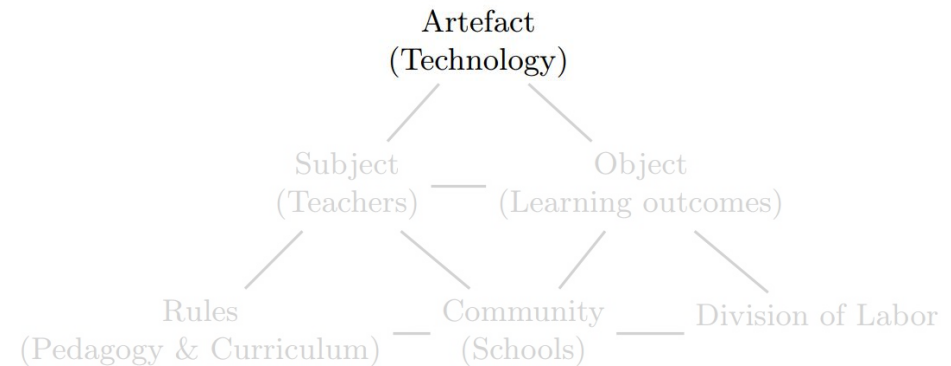


Fig. 6: Themes under the **Tools** component of AcT

Results - Phase 1

Rules

Policies and norms that **regulate** the activity.

- Pedagogical norms
 - align with common accepted practices, regardless of pedagogical fit
- Functional norms
 - using technology purely based on its purpose/needs (zoom)
- Institutional and societal norms
 - top-down imposition by the institutions [Community: lack of support]

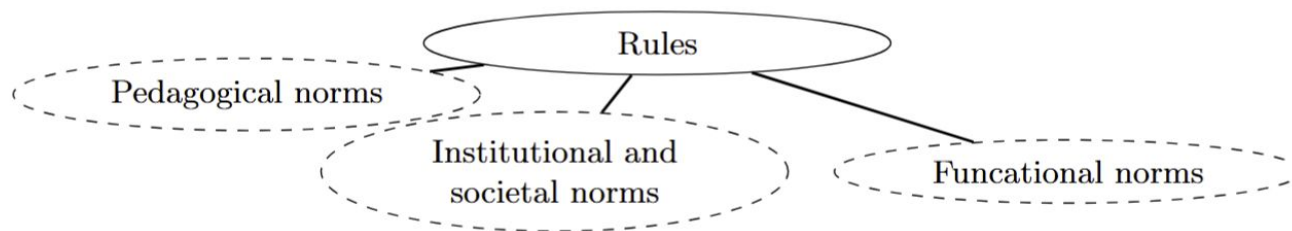
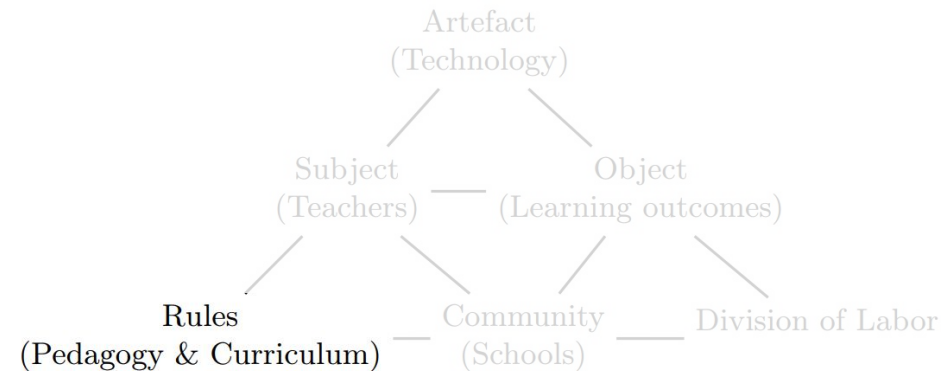


Fig. 3: Themes under the **Rules** component of AcT

Results - Phase 1

Community

Social group(s) or stakeholders who share the object (goal), and influence or are influenced by the activity

- Students and Trainees
 - students' prefer face-to-face learning
- Institutions and organisations
 - teachers are expected and trained but left alone to implement
- Pedagogical researchers
 - researchers produce valuable theoretical insights, but struggle to convey their significance or feasibility.

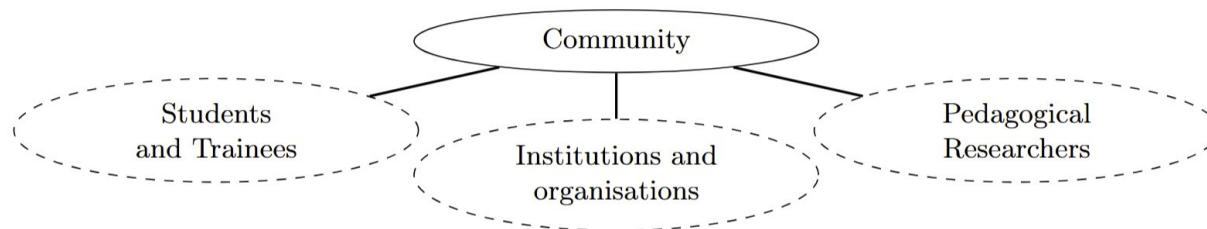
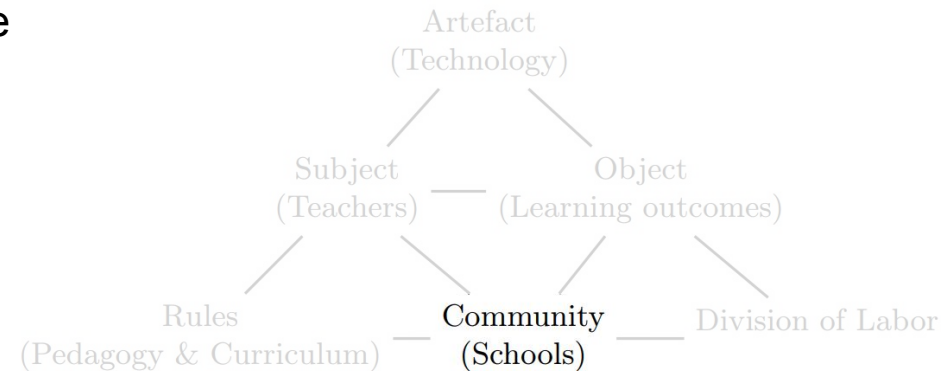


Fig. 8: Themes under the **Community** component of AcT

Results - Phase 1

Division of Labour

The distribution of tasks, responsibilities, and authority among people involved in the activity

- Gaps and Overloads
 - disproportionate share of responsibility toward teachers
- Unclear responsibilities
 - unclear whose role it was to ensure users had the necessary skills
 - whose role to assess AI

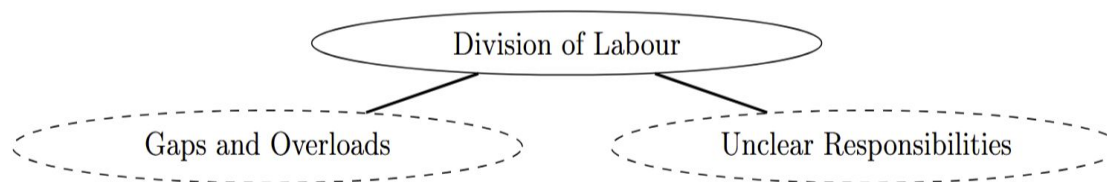
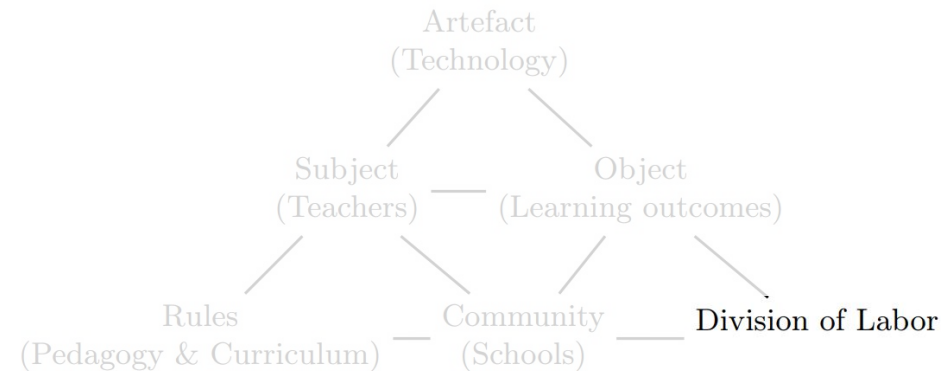


Fig. 9: Themes under the **Division of Labour** component of AcT

Results - Phase 1

Contradictions

Conflicts in the system

- Researchers recommend Pedagogy and technology but do not offer clear frameworks or guidance, even convince teachers of their significance
- Institutions endorse 21st-century skill frameworks but fall short on practical implementation—offering insufficient training, support, or pedagogical alignment
- Teachers desire AI to offload tasks but distrust AI-driven assessment (*Chounta et. al., 2024*)

Results - Phase 2

Expectations

What the teachers desire

- Adaptive Learning and Personalized Skill Development
 - dynamically adapt content based on learners' characteristics [**Objects: Equity in learning**]
- Enhancing learner motivation and engagement
 - assist in creating engaging and personalized learning experiences [**Artefacts: Desired features**]
- Data driven pedagogy design [**Subject: Pedagogical Preparedness**]
- Feedback in collaborative learning
 - analyzing group contributions
 - provide diverse perspectives to enrich the learning process

Practical implications

Takeaways

- **Strong alignment** between what teachers need, and expectation
- Design for the **expansion (of current practice) rather than disruption**
 - Maintain **transparency and privacy** to earn & maintain trust
 - Adopt **hybrid intelligence** to clarify the roles of AI and augment the teachers
 - **Teacher support** beyond the limited training is vital for adoption of technology
 - **Institutional supports** should go beyond dictating policies.

Limitations of the study

- Limited context, that is, two higher education pilots
- No iterative workshops
- High-level definition of an activity
- Perspective of a teacher
- Data was retrospective

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Thank you,

Bibeg Limbu & Irene-angelica Chounta
{*bibeg.limbu*, *irene-angelica.chounta*}@uni-due.de

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