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The 2nd Workshop on Question Generation

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Question asking and question generation are important components in advanced learning technologies such as intelligent tutoring systems, inquiry-based environments, and game-based learning environments. This workshop is the second in a series of workshops that began with the NSF Workshop on the Question Generation Shared Task and Evaluation Challenge held in September 2008 in Arlington, Virginia, USA. It solicits the involvement of participants across disciplines ranging from Artificial Intelligence in Education and Psycholinguistics/Discourse Processes to Natural Language Generation on cognitive and computational aspects of question generation.

Question asking has frequently been considered a fundamental cognitive process in the fields of education and cognitive science. The ideal learner is an active, self-motivated, creative, inquisitive person who asks deep questions and searches for answers to such thought-provoking questions. Real learners on the other hand are less inquisitive, and thus modern learning environments aim at modeling and scaffolding question asking as a way to boost learning gains in students. Question Asking/Generation can be introduced into various learning scenarios (e.g., dialogue-based or vicarious learning) through a Question Generation component. The Question Generation component can be semi-automated (e.g., it helps subject matter experts generate questions as part of the authoring tools used to create content in the form of curriculum scripts) or fully automated (currently, this is the case for simple types of questions such as multiple-choice questions).

Topics of interest include the following: Cognitive and computational models of question generation; question taxonomies; question Generation tasks; data collection and preparation; representation language(s) for the input and output data; annotation schemes and processes; forms of evaluation (human-based vs. automatic vs. semi-automatic); evaluation metrics.

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