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# The Impact of Different Personalisation Algorithms on Literacy and Numeracy in Kenyan Pre-primary Education: A Comparative Study of Summative and Formative Assessments Results

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## INTRODUCTION

Evidence indicates that digital personalised learning (DPL) can have a positive impact on learning outcomes. An important research area of personalisation is to sequence learning content to actively engage learners (Diwan et al., 2023) and/or increase knowledge acquisition (Major et al., 2021). Research suggests that content sequencing powered by personalisation algorithms can outperform the sequence set by experts (Chau et al., 2018).

This paper contributes to research on DPL in that (1) we implemented and compared two personalisation algorithms (optimising engagement vs. score), evaluated against a default expert-curated sequence to assess learning effectiveness, and (2) the study was conducted in an under-researched context, i.e., a low- and middle-income country (LMIC; Kenya). The impact

of three different content sequencing methods deployed on the EIDU DPL tool are investigated, by comparing the effects on three learning metrics: summative assessment, curriculum progress, and formative assessment.



**Expert-Curated** 



RESULTS

### SUMMATIVE ASSESSMENT

1,661 learners completed the summative assessment in the Engagement partition, 1,702 in the Score partition, and 1,640 in the expert-curated sequence group. Possible score range was 0 to 1 for each assessment unit. Scores were averaged across all test units and aggregated to overall scores for literacy and numeracy.

ANOVA tests did not reveal significant group differences for pre-test literacy learning (F(2,4106) = 2.96, p = .052) and numeracy learning (F(2,1906) = .11, p = .89). Similarly, post-test analysis did not show any group difference in literacy (F(2,4361) = .96, p = .38) and **numeracy** (F(2,2186) = .58, p = .56).

## **CURRICULUM PROGRESS**

No differences were found in total usage between partitions (F(2,6488) = 2.00, p = .13; Table 1).

There were **significant differences** in the **number of unique** learning units completed (F(2,6488) = 1509.58, p < .001; Fig. 3).

**Engagement** partition progressed through most number of learning units (Table 1).

Table 1. Curriculum Drog	Troccy Usago and	Number of unique	loarning unite	completed
Table 1. Curriculum Frog	Siess. Usage anu	Number of unique	e learning units	completed.

	Total duration (in minutes)	Average progress (Mean)
Engagement	96.73	21.6
Score	99.73	8.2
Expert-curated sequence	103.74	18.5



## **FORMATIVE ASSESSMENT**

Partition	Eg vs. Expert	Score vs. Expert	Eg vs. Score			
	Mean (SE)	Mean (SE)	Mean (SE)			
Classification	.033 (.004) ***	.044 (.004) ***	011 (.003) **			
Listening	.028 (.007) ***	068 (.007) ***	.096 (.006) ***			
Measurement	.056 (.008) ***	.042 (.008) ***	.014 (.009)			
Numbers	044 (.008) ***	162 (.008) ***	.119 (.009) ***			
Phonological awareness	017 (.007)	022 (.007) **	.006 (.007)			
Reading	013 (.008)	117 (.008) ***	104 (.007) ***			
Speaking	.043 (.007) ***	034 (.007) ***	.076 (.006) ***			
Writing	001 (.001)	005 (.001) ***	.006 (.001) ***			

Table 2: Post hoc Tukey test for group comparisons

Note: \*\* p < .01, \*\*\* p < .001. Eg = Engagement, Score = Score partition, Expert = expert-curated

#### DISCUSSION

contributes This work to а deeper understanding of how low-cost DPL benefits literacy and numeracy learning for pre-primary learners in LMICs. The **findings demonstrate** varied effects of different content sequencing

algorithms on specific learning content. Personalisation had no impact on the summative assessment, but may affect learning pathways (e.g., Engagement partition went through learning units faster) and improve certain content learning.

Future research should focus on investigating and identifying algorithms that are more beneficial for pre-primary learners in LMICs, taking into account the specific subject matter. Further investigation is needed to pinpoint the exact effects of content sequencing algorithms, by comparing different LSTM-based algorithm designs.

In total, 6,371 learners participated across all three partitions: 2,089 Engagement, 2,117 Score, and 2,165 expert-curated. Learners collectively played 216 common learning units across 8 strands.

Different sequencing impacted learning outcomes in different ways depending on the learning strand - Table 2 outlines this variation according to learning strands (e.g., classification, listening, etc.) (In *Table 2*, Eg = Engagement).

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