

|                         |   |
|-------------------------|---|
| 1. Record Nr.           | UNINA9910791902203321   |
| Titolo                  | Automatic item generation [[electronic resource] ] : theory and practice<br>// edited by Mark J. Gierl and Thomas M. Haladyna   |
| Pubbl/distr/stampa      | New York, : Routledge, 2012   |
| ISBN                    | 1-283-59015-8<br>9786613902603<br>0-203-80391-4<br>1-136-63689-7  |
| Descrizione fisica      | 1 online resource (257 p.)  |
| Classificazione         | EDU030000EDU000000  |
| Altri autori (Persone)  | GierlMark J<br>HaladynaThomas M   |
| Disciplina              | 371.26<br>371.260285  |
| Soggetti                | Educational psychology<br>Educational tests and measurements  |
| Lingua di pubblicazione | Inglese   |
| Formato                 | Materiale a stampa  |
| Livello bibliografico   | Monografia  |
| Note generali           | Description based upon print version of record.   |
| Nota di bibliografia    | Includes bibliographical references and indexes.  |
| Nota di contenuto       | Cover; Title Page; Copyright Page; Contents; List of Figures and Tables; Acknowledgments; PART I Initial Considerations for Automatic Item Generation; 1. Automatic Item Generation: An Introduction; 2. Automatic Item Generation: A Historical Perspective; 3. Using Weak and Strong Theory to Create Item Models for Automatic Item Generation: Some Practical Guidelines with Examples; 4. Item Generation: Implications for a Validity Argument; PART II Connecting Theory and Practice in Automatic Item Generation; 5. An Introduction to Assessment Engineering for Automatic Item Generation<br>6. Generating Items Under the Assessment Engineering Framework7. Using Evidence-Centered Design Task Models in Automatic Item Generation; PART III Psychological Foundations for Automatic Item Generation; 8. Learning Sciences, Cognitive Models, and Automatic Item Generation; 9. Using Cognitive Psychology to Generate Items and Predict Item Characteristics; 10. Difficulty Modeling and Automatic Generation of Quantitative Items: Recent Advances and Possible Next Steps; PART IV Technical Developments in Automatic Item Generation; |

11. Statistical Modeling of Automatically Generated Items  
12. Automatic Item Generation for Computerized Adaptive Testing  
13. IGOR: A Web-Based Automatic Item Generation Tool; 14. Obstacles for Automatic Item Generation; Author Index; Subject Index

---

Sommario/riassunto

Automatic 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

---