Immersidata Mining: Customize environment towards students' preferences
Evaluate students' performances
Evaluate the effectiveness of curriculum and/or environment

Role in IMSC
This technique will customize the immersive environment of a classroom, while students are interacting with the 2020Classroom application and also help the teacher to design the curriculum specifically tailored for this immersive environment.

Uniqueness
Data types: traditional data, spatio-temporal data, and immersidata over un-synchronized streams
Application: educational distributed environment game systems w/ full-blown database backend
Involved from the beginning in content generation, game design and game algorithms
Seamless interaction between query engine and game engine

Accomplishments
Implement exemplary online queries for the 2020Classroom application to provide feedback to users.

5-Year Plan
Build a unified framework and model for more general user behaviors
Design a learning model that can locate the most fitted similarity measure based on data characteristics