A photograph of a classroom where several young children are seated at desks, each with a laptop. The children are focused on their screens. The image is partially covered by a blue overlay on the left side, which contains the title and speaker information.

Emotional Responses to AI Tutors in Young Learners: A Sociocultural Perspective on Trust, Motivation, and Frustration

Speaker: Tatiana Kozlova,
Sapienza University of Rome

05.11. 2025,
Florence

Context



Where is the line between real benefits and technological hype?



iPotty by CTA Digital

REVIEW

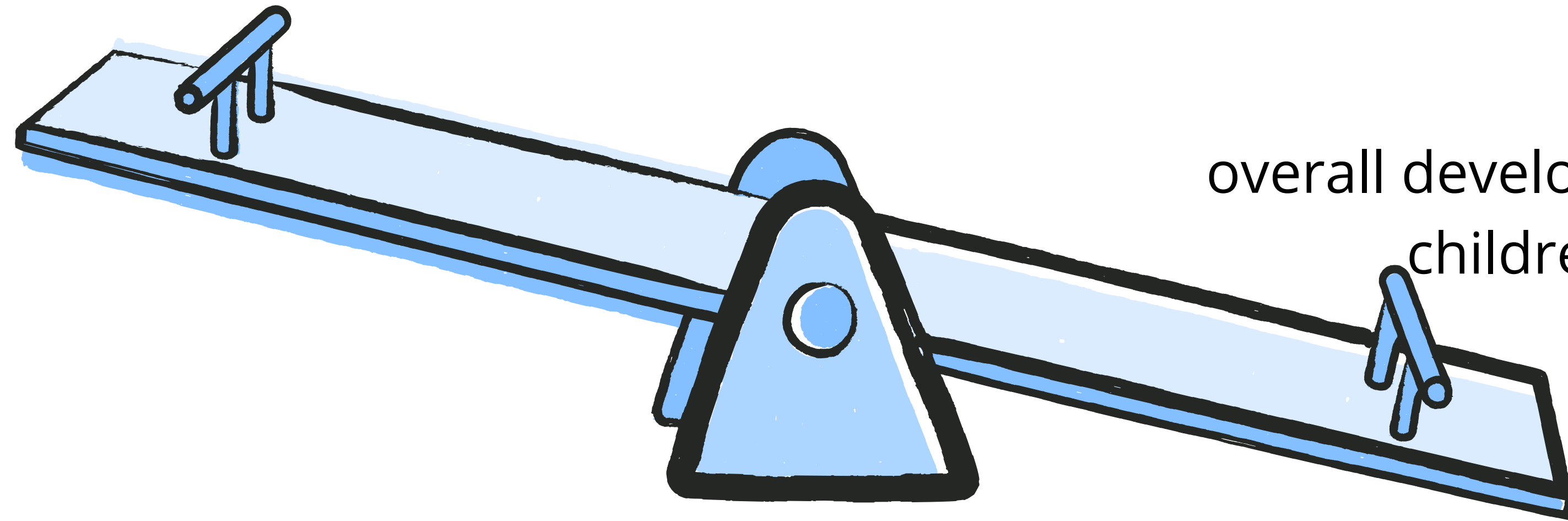
Open Access

The negative effects of new screens on the cognitive functions of young children require new recommendations

Osika Eric



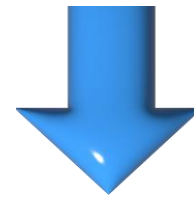
knowledge



overall development of
children

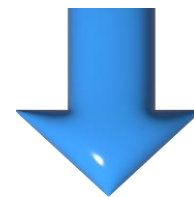
Bot

A general term for any software that performs **automated** tasks.



Chatbot

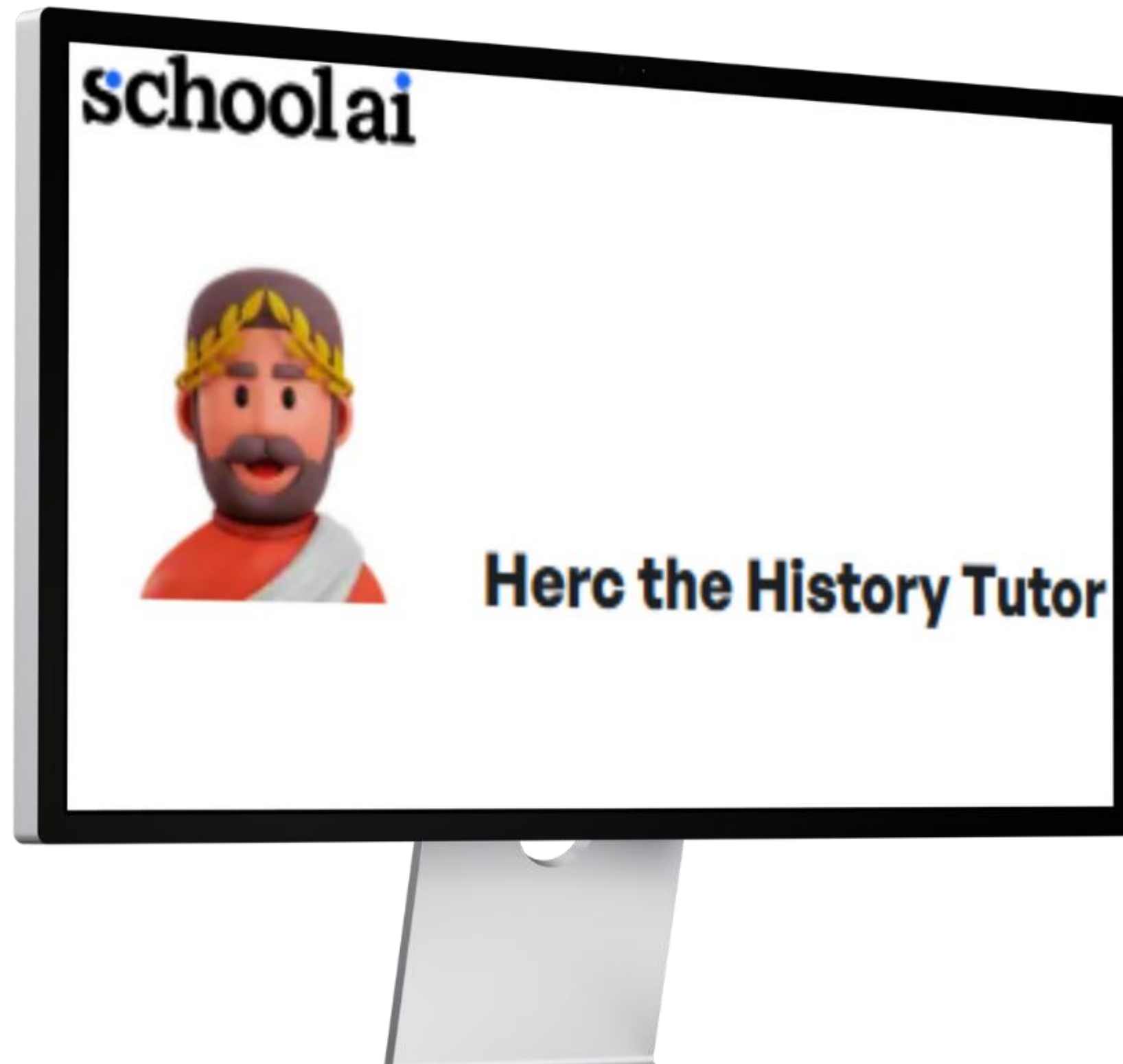
“A computer program **designed** to simulate conversation with human users, especially over the Internet”



AI tutor

Advanced chatbot used in education in order to teach, guide learning, and improve understanding

AI tutor: a tool or quasi-social agent?



What makes AI-tutor a quasi-social agent?

- Simulates social interaction, without being truly social
- Uses human-like behaviors
- Elicits social responses from users

These features lead children to interact with AI tutors as if they were social beings!

They :

- They tend to assign a certain identity to tutors
- Say “thank you” to the AI
- Form bonds, trust them, feel motivated or frustrated by them

Why it matters

Understanding AI tutors as quasi-social agents helps us:

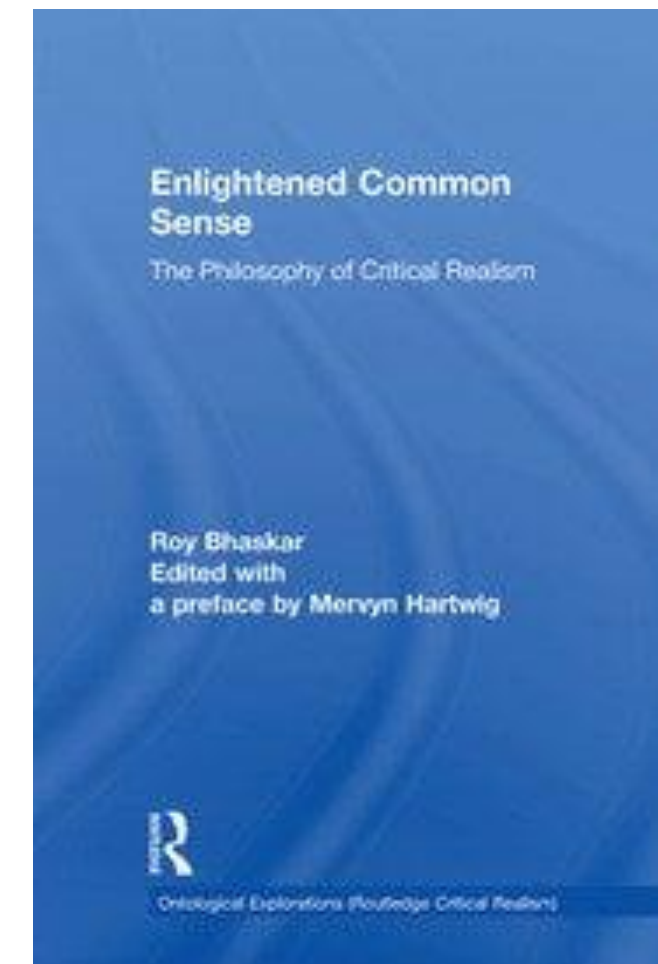
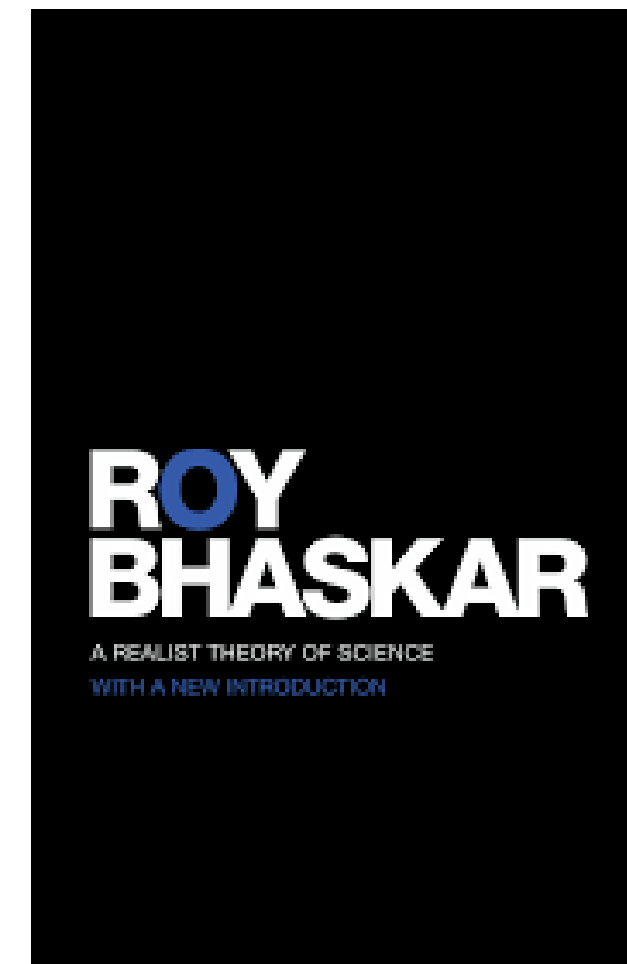
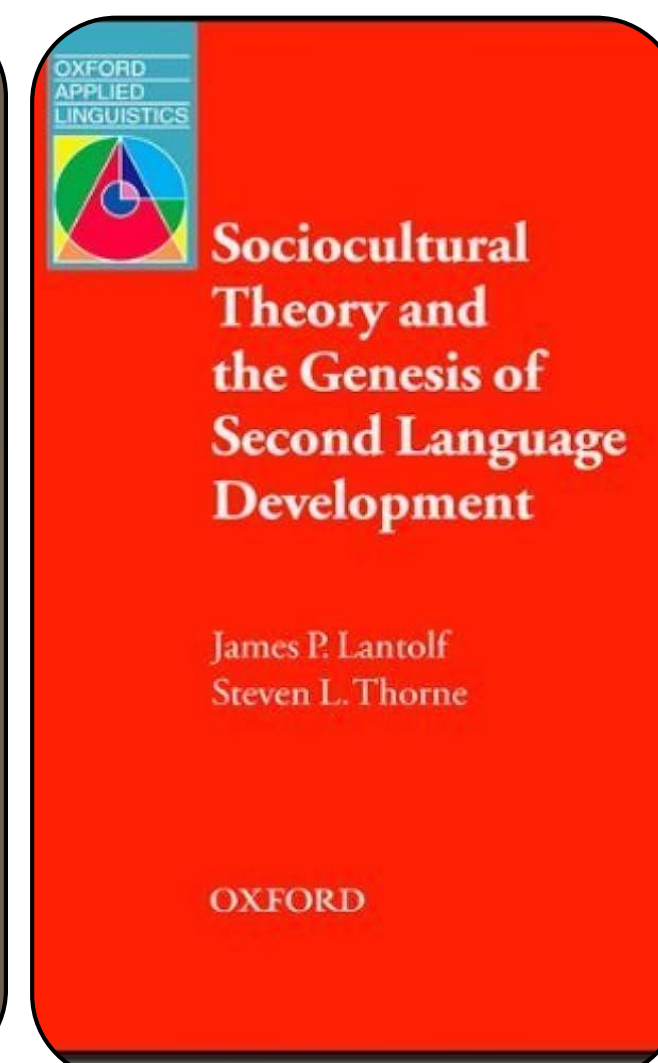
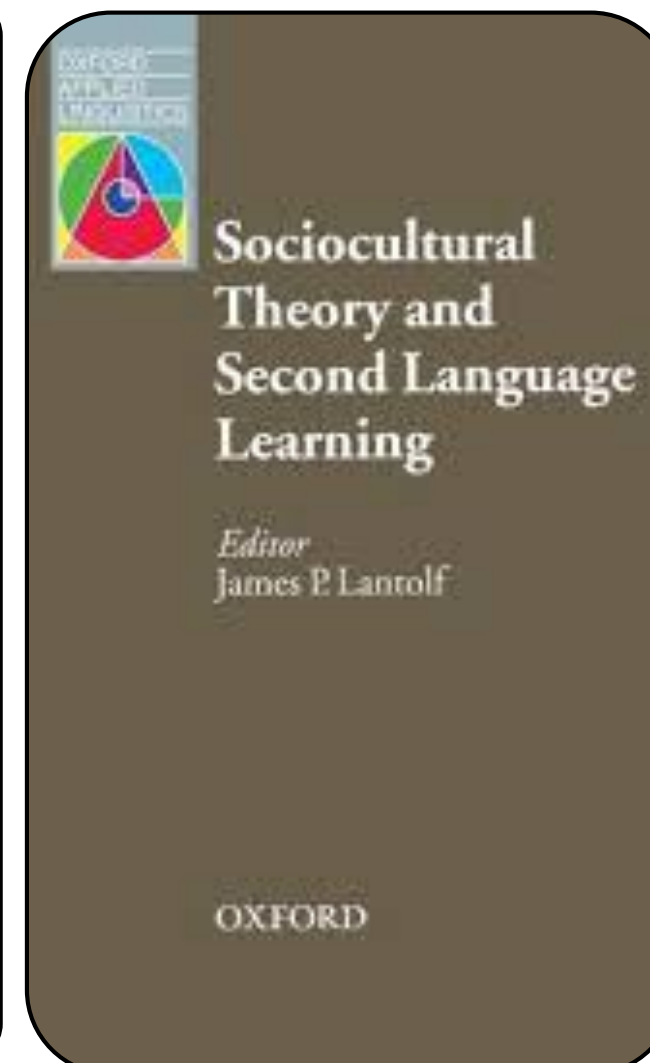
- Design better human-AI interactions to enhance learning
- Anticipate their cognitive and emotional impact on learners
- Teach students to critically engage with AI without over-trusting it

Research questions

- How do young learners emotionally respond to AI tutors?
- What do these responses reveal about AI's role in scaffolding within the Zone of Proximal Development (ZPD)?
- Which deeper causal mechanisms are revealed by the students' emotional responses?

Theoretical framework

Vygotsky's Sociocultural Theory
and its application in L2 development



Key Concept: Perezhivanie

- Vygotskian concept often translated as "emotional experience"
- Represents unified emotional-cognitive interpretation of situations
- Posits dialectical relationship between individual and environment
- Development determined not by environment itself but by how it's experienced
- In AI-mediated learning: how students emotionally interpret interactions with AI
- Effectiveness of AI tutors must consider emotional experience, not just learning outcomes

(Vygotsky, 1994)

Stratified Reality in AI-Mediated Learning

Ontological level	Description	Application in AI Learning	Learner–AI interaction scenario
Empirical	observed events / experiences	Learner’s experience of AI system	The student shows signs of frustration, which are detected by the AI tutor (e.g., through response latency, error patterns, or selected emotional indicators).
Actual	events that occur, even if not observed	Hidden algorithmic operations	In response, the AI adjusts the difficulty level of the task, simplifies instructions, or provides additional scaffolding.
Real	underlying mechanisms / structures	perezhivanie	Underlying these observable interactions are deeper mechanisms such as the learner’s emotional-cognitive integration, capacity for self-regulation, and the cultural or experiential framing of the task (perezhivanie).

Research Method: Setting and Participants

- Location: St. Philip School, bilingual Italian school in Rome
- Participants: 34 students
 - Grade 5 (n=16)
 - Grade 6 (n=18)
 - Ages 10-12
- Context: Regular curricular EFL classes and CLIL History/Art classes
- All participants had prior experience with digital tools
- Ethical approval and informed consent obtained



Research Method: Learning Tasks

- Designed to be cognitively challenging and emotionally engaging
- Aligned with current curriculum
- Primary school: Roman history (CLIL History)
- Secondary school: Leonardo da Vinci's artworks (CLIL Art) and Anglo-Saxon culture (EFL)
- Required real-time dialogic exchanges with AI tutor
- 30-minute sessions once weekly over four weeks
- Tasks mirrored teacher-led institutional practices

Research Method: Data Collection



- Mixed-method approach to capture emotional responses and interaction patterns
- Instruments:
 - Emotion questionnaires (5-point Likert scale + open-ended reflections)
 - Focus groups (semi-structured, post-treatment)
 - Classroom observations (documenting emotional indicators)
 - Interaction corpus (written exchanges between learners and AI tutors)
- Triangulation across data sources to enhance credibility

Data analysis



- Qualitative data analyzed using thematic analysis (Braun & Clarke, 2006)
- Coding process:
 - Deductive: drawing on key SCT constructs (scaffolding, ZPD alignment)
 - Inductive: allowing emergence of unanticipated themes
- Triangulation across data sources
- Analysis focused on how emotional responses shaped and were shaped by interactions with AI tutor

Key Findings: Positive Emotional Responses

NAME	😊 HEADLINE
<div><div>A</div><div>why??</div></div>	<div>😊</div> <div><div></div> is engaged, curious about Roman history & culture.</div>
<div><div>C</div><div>What kind of tasks did they have to do?</div></div>	<div>😊</div> <div><div></div> is engaged and curious about Roman history.</div>
<div><div>C</div><div>Oh I thought young, like, 10 years somethi...</div></div>	<div>😊</div> <div><div></div> is exploring Roman history with curiosity and engagement.</div>
<div><div>DJ</div><div>how do Roman brush their theet</div></div>	<div>😊</div> <div><div></div> is engaged in learning about Roman battles history.</div>
<div><div>E</div><div>ok</div></div>	<div>😊</div> <div><div></div> is engaging well, exploring Ancient Rome's aqueducts. Great start!</div>
<div><div>EM</div><div>were there doctors?(to be cured)</div></div>	<div>😊</div> <div><div></div> is engaged in learning Roman history with enthusiasm.</div>

Key Findings: Positive Emotional Responses

- Positive emotions strongly associated with well-aligned AI scaffolding
- Trust developed when AI provided supportive, attuned feedback
- Motivation highest when students encountered "challenge within reach"
- AI tutors performed key functions of successful mediators (Wood et al. 1976):
 - *Recruitment*
 - *Reduction in degrees of freedom*
 - *Direction maintenance*
 - *Marking critical features*
 - *Frustration control*
 - *Demonstration*

Key Findings: Frustration



The student expressed frustration and mentioned that previous inappropriate language was caused by someone else.



The student mentioned 'wo nage zhanghua', indicating potential confusion or frustration in expressing themselves in multiple languages.

Key Findings: Frustration

- 18% of students reported feeling "confused" or "annoyed" during certain tasks
- Manifestations in interaction corpus:
 - Inputting random characters (e.g. "` 1234567890-=[poiuytrewqasdfghjkl;'#/.,mnbvcxz`")
 - Using inappropriate language
 - Resistance to AI eliciting personal responses
- Student quote: "it's a computer program. why does it care about my opinion?"
- Highlights ambivalent nature of AI's "quasi-social" dimension
- Students aware they're dealing with a computer program despite anthropomorphization

Key Findings: Topic Deviation

- Majority of interactions showed deviations from assigned topics
- Students engaged but not necessarily learning intended content
- AI tutors repeatedly attempted to redirect learners
- Frustration often emerged as reaction to redirection
- Suggests tension between AI direction maintenance and learner agency
- Learners felt deprived of ability to steer conversation in preferred direction

Key Findings: ZPD Misalignment

- Frustration pronounced in students with lower linguistic ability
- Occurred when AI introduced vocabulary/grammar beyond capability without support
- Also associated with "mid-phase of learning" (Wood et al., 1976) challenges
- Breakdowns reveal limits of current AI in sustaining intersubjective understanding
- Unlike human teachers, AI lacks capacity to:
 - Read body language
 - Know learners' background
 - Ask clarifying questions
 - Flexibly shift strategies

Theoretical Interpretation: ZPD and *perezhivanie*

- AI tutors becoming effective at approximating ZPD
- Misalignment between AI-detected emotions and student-reported emotions
- *Perezhivanie* explains why students receive same support but engage differently
- Student example: AI flagged "actively engaged" student who described praise as "fake"
- Vygotsky: environment influences development through emotional experience
- AI may scaffold tasks within ZPD but not foster positive *perezhivanie* required for development

Critical Realist Perspective (Bhaskar, 2008/1975; 2016)

- AI operates effectively at empirical and actual levels
- Varied emotional reactions exist at the "real" level
- Deeper socio-emotional and cultural factors shape learning engagement
- *Perezhivanie* as mechanism within deeper stratum explains why:
 - Some students thrive with AI support
 - Others withdraw or remain emotionally disengaged
- Calls for broader conception of adaptive learning beyond performance

Implications for AI-Mediated Education

- AI must evolve beyond functional adaptation
- Include sensitivity to learners' emotional meaning-making
- Design considerations:
 - Emotional transparency
 - Perceived authenticity
 - Responsiveness to emotional needs
- Teachers as co-mediators in AI-rich classrooms:
 - Observe emotional cues
 - Intervene when AI scaffolding breaks down
 - Help learners reflect on AI interactions
 - Support metacognitive and social learning processes



Conclusions

- Current AI systems demonstrate sophistication in modeling ZPD
- Often fall short in recognizing subjective emotional experience
- Meaningful learning requires more than cognitive adaptation
- Attention to emotional and experiential depth of learner engagement

Thank you
for your attention



References

Bhaskar, R., *A realist theory of science*, London, Verso, 2008/1975.

Bhaskar, R., *Enlightened common sense: The philosophy of critical realism*, London, Routledge, 2016.

Braun, V., Clarke, V., “Using thematic analysis in psychology,” *Qualitative Research in Psychology*, vol. 3, no. 2, pp. 77–101, 2006.

Creely, E., “Exploring the role of generative AI in enhancing language learning: opportunities and challenges,” *International Journal of Changes in Education*, 2024.

Crompton, H., Edmett, A., Ichaporia, N., Burke, D., “AI and English language teaching: affordances and challenges,” *British Journal of Educational Technology*, vol. 5, no. 6, 2024.

Engeness, I., “Cultural-Historical Perspective to Design Pedagogical AI for Enhancing Student Writing,” *Tech Know Learn*, 2025.

Engeness, I., Gamlem, S. M., “Exploring AI-Driven Feedback as a Cultural Tool: A Cultural-Historical Perspective on Design of AI Environments to Support Students’ Writing Process,” *Integrative Psychological and Behavioral Science*, vol. 59, p. 23, 2025.

Feher, K., Katona, A. I., “Fifteen shadows of socio-cultural AI: A systematic review and future perspectives,” *Futures*, vol. 132, article 102817, 2021.

Lantolf, J. P., *Sociocultural theory and second language learning*, Oxford, Oxford University Press, 2000.

Lantolf, J. P., Poehner, M. E., *Sociocultural theory and the pedagogical imperative in L2 education: Vygotskian praxis and the research/practice divide*, London, Routledge, 2014.

Lantolf, J. P., Thorne, S. L., *Sociocultural theory and the genesis of second language development*, Oxford, Oxford University Press, 2006.

Li, M., Wilson, J., “AI-Integrated Scaffolding to Enhance Agency and Creativity in K-12 English Language Learners: A Systematic Review,” *Information*, vol. 16, no. 7, p. 519, 2025.

O’Regan, J., Ferri, G., “Artificial intelligence and depth ontology: implications for intercultural ethics,” *Applied Linguistics Review*, vol. 16, pp. 797–807, 2024.

Reeves, B., Nass, C., *The media equation: How people treat computers, television, and new media like real people and places*, Cambridge, Cambridge University Press, 1996.

Roth, W.-M., “Emotion at work: A contribution to third-generation cultural-historical activity theory,” *Mind, Culture, and Activity*, vol. 14, no. 1-2, pp. 40–63, 2007.

Salloum, S.A., Alomari, K.M., Alfaisal, A.M. et al. “Emotion recognition for enhanced learning: using AI to detect students’ emotions and adjust teaching methods,” *Smart Learn. Environ.*, 12, 21 (2025).

Strasser, A., & Schwitzgebel, E., “Quasi-sociality: Toward asymmetric joint actions with artificial systems,” in A. Strasser (Ed.), *Anna’s AI anthology: How to live with smart machines?*, Berlin, Xenem, 2024.

Vygotsky, L. S., *Mind in society: The development of higher psychological processes*, Cambridge, Harvard University Press, 1978.

Vygotsky, L. S., *Thought and language* (A. Kozulin, Trans.), Cambridge, MIT Press, 1986 (original work published 1934).

Vygotsky, L. S., “The Problem of the Environment,” in *The Vygotsky Reader* (Van der Veer & Valsiner, Eds.), Oxford, Blackwell, 1994 (original 1934).

Wei, L., “Artificial intelligence in language instruction: impact on English learning achievement, L2 motivation, and self-regulated learning,” *Frontiers in Psychology*, vol. 14, 2023.

Wood, D., Bruner, J. S., Ross, G., “The role of tutoring in problem-solving,” *Journal of Child Psychology and Psychiatry*, vol. 17, no. 2, pp. 89–100, 1976.

Yang, L., Zhao, S., “AI-induced emotions in L2 education: Exploring EFL students’ perceived emotions and regulation strategies,” *Computers in Human Behavior*, vol. 159, article 108337, 2024.

Yin, J., Goh, T. T., Hu, Y., “Interactions with educational chatbots: The impact of induced emotions and students’ learning motivation,” *International Journal of Educational Technology in Higher Education*, vol. 21, article 47, 2024.