

1. Record Nr.	UNINA9910696803903321
Titolo	Survey of metropolitan planning organizations (GAO-09-867SP, September 2009), an e-supplement to GAO-09-868 [[electronic resource] /] / U.S. Government Accountability Office [Washington, D.C.] : , : U.S. Govt. Accountability Office, , [2009]
Pubbl/distr/stampa	
Descrizione fisica	1 online resource
Soggetti	Urban transportation - United States - Planning Federal aid to transportation - United States
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from title screen (GAO, viewed Feb. 2, 2010). "September 9, 2009"--List of GAO reports. "GAO-09-867SP."

2. Record Nr.	UNICASUB00297290
Autore	Real, Michael R.
Titolo	Exploring media culture : a guide / Michael R. Real
Pubbl/distr/stampa	Thousand Oaks [etc.] : Sage, 1996
ISBN	0803958773
Descrizione fisica	XXIV, 311 p. : ill. ; 23 cm.
Collana	Communication and human values
Soggetti	Mass media
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
3. Record Nr.	UNINA9910726276003321
Autore	Frasson Claude
Titolo	Augmented Intelligence and Intelligent Tutoring Systems : 19th International Conference, ITS 2023, Corfu, Greece, June 2–5, 2023, Proceedings // edited by Claude Frasson, Phivos Mylonas, Christos Troussas
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	9783031328831 9783031328824
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (714 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 13891
Altri autori (Persone)	MylonasPhivos TroussasChristos
Disciplina	371.334
Soggetti	Education - Data processing Computer engineering Computer networks Artificial intelligence Social sciences - Data processing Computers and Education Computer Engineering and Networks Artificial Intelligence Computer Application in Social and Behavioral Sciences

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	<p>Augmented Intelligence in Tutoring systems: Language Proficiency</p> <p>Enhanced Knowledge Tracing -- Recommending Mathematical Tasks</p> <p>Based on Reinforcement Learning and Item Response Theory -- A</p> <p>Framework for Automatic Task Ontology Execution in a Complex</p> <p>Environment -- Method and Tools to Supporting Math Learning in</p> <p>Inclusive Education of Blind Students -- Understanding the usages and</p> <p>effects of a recommendation system in a non-formal learning context</p> <p>-- Detecting Mental Fatigue in Intelligent Tutoring Systems --</p> <p>Detecting Mental Fatigue in Intelligent Tutoring Systems -- An</p> <p>Approach to Generating Adaptive Feedback for Online Formative</p> <p>Assessment -- Early Warning Systems: How to Generate Early and</p> <p>Accurate Alerts of At-risk of Failure Learners? -- Detecting Interlingual</p> <p>Errors: The Case of Prepositions -- Detecting Interlingual Errors: The</p> <p>Case of Prepositions -- Teaching Cardiovascular Physiology with a</p> <p>Minigame-based ITS -- Expert-centered design recommendations to</p> <p>promote engagement in authoring activities of adaptive learning</p> <p>technologies -- Towards a Chatbot-based Learning Object</p> <p>Recommendation: A Comparative Experiment -- Development of a</p> <p>Conversational Agent for Tutoring Nursing Students to Interact with</p> <p>Patients -- Integrating an Ontological Reference Model of Piloting</p> <p>Procedures in ACT-R Cognitive Architecture to simulate piloting tasks</p> <p>-- Generating Pedagogical Questions to Help Students Learn --</p> <p>Attention Assessment of Aircraft Pilots Using Eye Tracking -- KEMMRL:</p> <p>Knowledge Extraction Model for Morphologically Rich Languages --</p> <p>Synthesising didactic explanatory texts in Intelligent Tutoring Systems</p> <p>based on the information in cognitive maps -- Using the ITS</p> <p>components in improving the Q-learning policy for instructional</p> <p>sequencing -- Stargazing Live! Inspiring with real data in a mobile</p> <p>planetarium and learning through conceptual modelling -- A GPT-</p> <p>based Vocabulary Tutor -- ETHOSCHOOL: An Artificial Moral Agent</p> <p>Model for Collaborative Learning -- Toward a Smart Tool for</p> <p>Supporting Programming Lab Work -- Towards Embodied Wearable</p> <p>Intelligent Tutoring Systems -- iQUIZ!: A Collaborative Online Learning</p> <p>System that Promotes Growth Mindset using Persuasive Feedback --</p> <p>Helping Teachers to Analyze Big Sets of Concept Maps -- Learning</p> <p>Engagement and Peer Learning in MOOC: A Selective Systematic Review</p> <p>-- Personalized Study Guide: A Moodle Plug-in Generating Personal</p> <p>Learning Path for Students -- Learning by Building Chatbot: A System</p> <p>Usability Study and Teachers' Views about the Educational Uses of</p> <p>Chatbots -- Towards Integrating Learnersourcing, Microlearning and</p> <p>Gamification in Moodle -- Towards a social learning analysis using</p> <p>Learning Management System and Learning Experience to predict</p> <p>learners' success -- Towards a social learning analysis using Learning</p> <p>Management System and Learning Experience to predict learners'</p> <p>success -- Estimation of Piloting Attention Level Based on the</p> <p>Correlation of Pupil Dilation and EEG -- Functional programming of</p> <p>intelligent systems -- Model-based Support for Collaborative Concept</p> <p>Mapping in an Open-ended Domain. Augmented Intelligence in</p> <p>Healthcare Informatics: CPR Emergency Assistance through Mixed</p> <p>Reality Communication -- The Relative Importance of Cognitive and</p> <p>Behavioral Engagement to Task Performance in Self-Regulated Learning</p>

With an Intelligent Tutoring System -- Emotional Impact of Cognitive Priming on Alzheimer's Disease -- Combining XR and AI for integrating the best pedagogical approach to providing feedback in Surgical Medical Distance Education -- Multimodal learning for clinical risk prediction in Intensive Care Units. Augmented Intelligence in Games, Serious Games and Virtual Reality: User-Defined Hand Gesture Interface to Improve User Experience of Learning American Sign Language -- Distraction Detection and Monitoring Using Eye Tracking in Virtual Reality. Neural Networks and Data Mining: Using Feature Interaction for Mining Learners' Hidden Information in MOOC Dropout Prediction -- On an integrated assessment for the students within an academic consortium -- An Approach to Automatic Flight Deviation Detection -- Automatic learning of piloting behavior from flight data -- Towards Student Behaviour Simulation: A Decision Transformer based Approach. Augmented Intelligence and Metaverse: Mixed Reality Agents as Language Learning Tutors -- Metaverse and Virtual Environment to improve attention deficit hyperactivity disorder (ADHD) students' learning. Security, Privacy and Ethics in Augmented Intelligence: Culture of Ethics in Adopting Learning Analytics -- Promoting Ethical Uses in Artificial Intelligence Applied to Education. Applied Natural Language Processing: Improving Collaboration via Automated Intelligent Nudges -- Preliminary Performance Assessment on Ask4Summary's Reading Methods for Summary Generation -- Joint Topic Model with Selected Side Information for Inter-University Syllabus Analysis Focusing on the Variety of Instructional Approaches -- Plug & Play with Deep Neural Networks: Classifying Posts that Need Urgent Intervention in MOOCs -- Personalized feedback enhanced by Natural Language Processing in Intelligent Tutoring Systems -- SC-Ques: A Sentence Completion Question Dataset for English as a Second Language Learners -- Conversational Agents and Language Models that learn from Human Dialogues to Support Design Thinking.

Sommario/riassunto

This book constitutes the refereed proceedings of the 19th International Conference on Augmented Intelligence and Intelligent Tutoring Systems, ITS 2023, held in Corfu, Greece, during June 2-5, 2023. The 41 full papers and 19 short papers presented in this book were carefully reviewed and selected from 84 submissions. The papers are divided into the following topical sections: augmented intelligence in tutoring systems; augmented intelligence in healthcare informatics; augmented intelligence in games, serious games and virtual reality; neural networks and data mining; augmented intelligence and metaverse; security, privacy and ethics in augmented intelligence; and applied natural language processing.
