

1. Record Nr.	UNINA990004395100403321
Autore	Reynolds, Margaret
Titolo	Jeanette Winterson : the essential guide to contemporary literature : Oranges are not the only fruit, The passion, Sexing the cherry, The powerbook / [Margaret Reynolds and Jonathan Noakes]
Pubbl/distr/stampa	London : Vintage, 2003
ISBN	0-099-43767-8
Descrizione fisica	VII, 173 p. ; 20 cm
Collana	Vintage living texts
Altri autori (Persone)	Noakes, Jonathan
Disciplina	823.914
Locazione	FLFBC
Collocazione	823.914 WINT/S 1
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

2.	Record Nr.	UNICAMPANIAVAN00038854
	Titolo	1: Italian and French paintings / Bob Jones University
	Pubbl/distr/stampa	Greenville ((South Carolina), : Bob Jones university, 1962
	Descrizione fisica	186 p. : ill. ; 28 cm.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
3.	Record Nr.	UNINA9910427718803321
	Titolo	Addressing Global Challenges and Quality Education : 15th European Conference on Technology Enhanced Learning, EC-TEL 2020, Heidelberg, Germany, September 14–18, 2020, Proceedings // edited by Carlos Alario-Hoyos, María Jesús Rodríguez-Triana, Maren Scheffel, Inmaculada Arnedillo-Sánchez, Sebastian Maximilian Dennerlein
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020
	ISBN	3-030-57717-1
	Edizione	[1st ed. 2020.]
	Descrizione fisica	1 online resource (XVII, 489 p. 199 illus., 77 illus. in color.)
	Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 12315
	Disciplina	371.33
	Soggetti	Education - Data processing User interfaces (Computer systems) Human-computer interaction Social sciences - Data processing Computers Artificial intelligence Application software Computers and Education User Interfaces and Human Computer Interaction Computer Application in Social and Behavioral Sciences Computing Milieux Artificial Intelligence Computer and Information Systems Applications

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	<p>Exploring Artificial Jabbering For Automatic Text Comprehension Question Generation -- Digital Value-Adding Chains in Vocational Education: Automatic Keyword Extraction from Learning Videos to Provide Learning Resource Recommendations -- Human-centered design of a dashboard on students' revisions during writing -- An operational Framework for Evaluating the Performance of Learning Record Stores -- Does an e-mail reminder intervention with learning analytics reduce procrastination in a blended university course -- Designing an Online Self-Assessment for Informed Study Decisions: The User Perspective -- What Teachers Need for Orchestrating Robotic Classrooms -- Assessing Teacher's Discourse Effect on Students' Learning: A Keyword Centrality Approach -- For learners, with learners: Identifying indicators for an academic advising dashboard for students -- Living with learning difficulties: Two case studies exploring the relationship between emotion and performance in students with learning difficulties -- Learnersourcing Quality Assessment of Explanations for Peer Instruction -- Using Diffusion Network Analytics to Examine and Support Knowledge Construction in CSCL Settings -- Supporting Second Language Learners' Development of Affective Self-Regulated Learning Skills through the Use and Design of Mobile Technology -- We Know What You Did Last Semester: Learners' Perspectives on Screen Recordings as a Long-Term Data Source for Learning Analytics -- Teaching Simulation Literacy with Evacuations: Concept, Technology, and Material for a Novel Approach -- Design of conversational agents for CSCL: comparing two types of agent intervention strategies in a university classroom -- Exploring Human-AI Control over Dynamic Transitions between Individual and Collaborative Learning -- Exploring Student-Controlled Social Comparison -- New Measures for Offline Evaluation of Learning Path Recommenders -- Assessing the Impact of the combination of Self-directed learning, Immediate feedback and Visualizations on Student Engagement in Online Learning -- CGVis: A Visualization-Based Learning Platform for Computational Geometry Algorithms -- How to Design Effective Learning Analytics Indicators? A Human-Centered Design Approach -- Emergency Remote Teaching: Capturing Teacher Experiences in Spain with SELFIE -- Utilising Learnersourcing to Inform Design Loop Adaptivity -- Fooling it - Student Attacks on Automatic Short Answer Grading -- Beyond indicators: A scoping review of the academic literature related to SDG4 and educational technology -- Pedagogical underpinnings of open science, citizen science and open innovation activities: a state-of-the-art analysis -- Knowledge-Driven Wikipedia Article Recommendation for Electronic Textbooks -- InfoBiTS: A mobile application to foster digital competencies of senior citizens -- Student Awareness and Privacy Perception of Learning Analytics in Higher Education -- User Assistance for Serious Games Using Hidden Markov Model -- Guiding Socio-technical Reflection of Ethical Principles in TEL Software Development: The SREP Framework -- Git4School: a Dashboard for Supporting Teacher Interventions in Software Engineering Courses -- Exploring the design and impact of online exercises for teacher training about dynamic models in mathematics -- Interactive Concept Cartoons: Exploring an Instrument for Developing</p>

Scientific Literacy -- Quality Evaluation of Open Educational Resources
-- Designing Digital Activities to Screen Locomotor Skills in Developing
Children -- Towards Adaptive Social Comparison for Education --
Simulation Based Assessment of Epistemological Beliefs about Science
-- An Approach to Support Interactive Activities in Live Stream Lectures
-- Educational Escape Games for Mixed Reality -- Measuring Learning
Progress for serving Immediate Feedback needs: Learning Process
Quantification Framework (LPQF) -- Data-driven Game Design: The
Case of Difficulty in Educational Games -- Extracting Topics from Open
Educational Resources -- Supporting Gamification with an Interactive
Gamification Analytics Tool (IGAT) -- OpenLAIR an Open Learning
Analytics Indicator Repository Dashboard -- CasualLearn: A smart
application to learn History of Art -- Applying Instructional Design
Principles on Augmented Reality Cards for Computer Science Education
-- Extending Patient Education with CLAIRE: An Interactive Virtual
Reality and Voice User Interface Application.

Sommario/riassunto

The chapters: "Designing an Online Self-Assessment for Informed
Study Decisions: The User Perspective"; "Living with Learning
Difficulties: Two Case Studies Exploring the Relationship Between
Emotion and Performance in Students With Learning Difficulties";
"Applying Instructional Design Principles on Augmented Reality Cards
for Computer Science Education"; and "Teaching Simulation Literacy
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