

| | |
|-------------------------|---|
| 1. Record Nr. | UNINA9910299530503321 |
| Titolo | Challenges and Solutions in Smart Learning : Proceeding of 2018 International Conference on Smart Learning Environments, Beijing, China // edited by Maiga Chang, Elvira Popescu, Kinshuk, Nian-Shing Chen, Mohamed Jemni, Ronghuai Huang, J. Michael Spector |
| Pubbl/distr/stampa | Singapore : , : Springer Singapore : , : Imprint : Springer, , 2018 |
| ISBN | 981-10-8743-1 |
| Edizione | [1st ed. 2018.] |
| Descrizione fisica | 1 online resource (155 pages) |
| Collana | Lecture Notes in Educational Technology, , 2196-4963 |
| Disciplina | 371.33 |
| Soggetti | Educational technology Education—Data processing Learning Instruction Educational Technology Technology and Digital Education Computers and Education Learning & Instruction |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di contenuto | A Gamified Approach to Automated Assessment of Programming Assignments -- A Smart Learning Environment for Environmental Education -- An interdisciplinary Framework for Designing Smart Learning Environments -- Application Development on Tablet to Promote a Classroom Research Skills for SSRU' Students -- Constructing a Smart Chinese International Learning Environment Based on Learning Analytics Technology -- Effects of Reciprocal Feedback on EFL Learners' Communication Strategy Use and Oral Communicative Performance -- Exploring General Morphological Analysis and Providing Personalized Recommendations to Stimulate Creativity with ReaderBench -- Higher Cognitive Items Generation Algorithms -- Innovative Maker Movement Platform for K-12 Education as a Smart Learning Environment -- Smart Interactions for the Quantified Self -- Smart watches for making EFL learning effective, healthy, and happy -- |

StudentViz: A Tool for Visualizing Students' Collaborations in a Social Learning Environment -- The Edutainment Platform: Interactive Storytelling Relying on Semantic Similarity -- The effects of student interaction with blog-based course content on learning performance -- The Objective Ear: Assessing the Progress of a Music Task -- Visualizing and Understanding Information literacy Research Based on the CiteSpaceV -- Open Research and Observational Study for 21st Century Learning -- An educational role-playing game for modeling the learner's personality -- Annotation Recommendation for Online Reading Activities -- Big Data Analytics and Smart Service Tool: "Smart Learning Partner" Platform.

Sommario/riassunto

This book focuses on the interplay between pedagogy and technology, and their fusion for the advancement of smart learning environments. It discusses various components of this interplay, including learning and assessment paradigms, social factors and policies, emerging technologies, innovative application of mature technologies, transformation of curriculum and teaching behavior, transformation of administration, best infusion practices, and piloting of new ideas. The book provides an archival forum for researchers, academics, practitioners and industry professionals interested and/or engaged in reforming teaching and learning methods by promoting smart learning environments. It also facilitates discussions and constructive dialogue among various stakeholders on the limitations of existing learning environments, the need for reform, innovative uses of emerging pedagogical approaches and technologies, and sharing and promoting best practices, leading to the evolution, design and implementation of smart learning environments.
