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	Sommario/riassunto	This book aims to provide important information about adaptivity in computer-based and/or web-based educational systems. In order to make the student modeling process clear, a literature review concerning student modeling techniques and approaches during the past decade is presented in a special chapter. A novel student modeling approach including fuzzy logic techniques is presented. Fuzzy logic is

used to automatically model the learning or forgetting process of a student. The presented novel student model is responsible for tracking cognitive state transitions of learners with respect to their progress or non-progress. It maximizes the effectiveness of learning and contributes, significantly, to the adaptation of the learning process to the learning pace of each individual learner. Therefore the book provides important information to researchers, educators and software developers of computer-based educational software ranging from e-learning and mobile learning systems to educational games including stand alone educational applications and intelligent tutoring systems.