

1. Record Nr.	UNINA9910389500603321
Titolo	2019 IEEE International Conference on Computer Science and Educational Informatization (CSEI) : 16-19 August 2019, Kunming, China // Institute of Electrical and Electronics Engineers
Pubbl/distr/stampa	Pistacaway, New Jersey : , : IEEE, , [2019] ©2019
ISBN	1-7281-2308-9
Descrizione fisica	1 online resource (360 pages) : illustrations
Disciplina	371.33
Soggetti	Educational technology Computer science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	The Influence of Player's Online Game Performance on the Object Working Memory -- An Interactive Teaching Model for Wisdom Classroom Based on Learning Situation Analysis -- Construction of Informal Learning Knowledge Network Based on Social Network Analysis -- The Influence of Bilingual Experience on Working Memory -- Working Memory Differences between Proficient and Non-proficient Bilinguals under Emotional Context -- The Effects of the Emotional Face Priming on the Bilinguals' Processing of Phonetic Emotion -- How Online Classroom Interaction Tool Change the Teaching and Learning Mode under the Traditional Computer-assisted Instruction? -- Emotional Information Processing by the Bilinguals under Cross-Channels -- Design and Research of Intelligent Tutor System Based on Natural Language Processing -- Software's Quality-in-use Mining for User's Comments -- Impact of Museum Approach in Multicultural Education on Elementary School Pupils in Yunnan Province. -- A Novel Virtual Assembly Training System -- HoloLens-Based Visualization Teaching System for Algorithms of Computer Animation -- Summarizing and Visualization Analysis the Application of Virtual Experiments in Education of China: Co-word Analysis based on CNKI -- Application of WeChat Mini Program in Secondary School Students' Homework Guidance -- A Cloud-based Virtual Experiment Platform for

Computer Hardware Teaching -- Teaching Research on Computer Programming based on Cultivation of Computational Thinking -- FDCTCP: A Fast Data Center TCP -- Reflection on College Informationized Teaching Mode under the Background of Educational Informationization -- An Empirical Research on Technology Transfer in Universities in Southwest China-Based on the data analysis of science and technology statistics of Chinese universities from 2013 to 2017 -- Research on the Course System of Data Science and Engineering Major -- Research on Management Efficiency Improvement of State-owned Assets of Colleges and Universities under the Internet Thinking -- An Empirical Study on the Digital Accomplishment of Postgraduates in Colleges and Universities Under the Background of "Educational Informationization" -- Automatic Recognition of Business Process Images -- Research on the Influence of Tutor's Information Behavior on Graduate Students' Digital Literacy-Analysis Based on Social Learning Theory -- Realizability of BPMN 2.0 Choreography using CSP# -- Application of Deep Learning in Wood Classification -- The Modulation of Introversion and Extroversion on Empathy for Sadness -- A KNN Optimization Based on GPU Parallel Computing Method -- Research on the Generation Method of Spatiotemporal Link Sensor Data Based on Attribute Integrity -- Research on the Construction of Physical Education Supervision Database in Colleges and Universities in Yunnan Province -- Recommendation Algorithm for Minority Cultural Resources Based on MapReduce -- A Framework of Access Control Model Based on Cross-entropy in Health Information System -- Trust Evaluation Strategy Based on Grey System Theory for Medical Big Data -- Anomaly Judgment for Nodes Based on Agent under Cloud Environment -- A Survey of Recommendation Algorithms Based on Knowledge Graph Embedding -- A Dynamic Image Playing Method of Ultra-high Definition based on Big Data Distributed Storage -- Design and Implementation of Children's Games Based on Mixed Reality -- The Construction of Knowledge Graph based on Securities Information -- Design and Implementation of WA Face Recognition System Based on Small WeChat Program -- Infrared Image Enhancement Method Based on Discrete stationary Wavelet Transform and CLAHE -- An Analysis of the Knowledge Structure of "Instruction System Design" Course based on Social Networks -- Analysis and Solution of Interactive Problems in Rural Synchronous Music Live Classroom Teaching -- On the Compare of Evaluation of Deep Learning in Education -- Analysis on the Correlation between PRETCO-A and Employability in Higher Vocational College Based on Data Mining -- A Method of Segmentation and Recognition of Wa Voice Keyword Based on Deep Neural Network -- Research and Design of Accurate Poverty Alleviation Data Analysis Model -- Research on Real Time Risk Monitoring System of Airline Operation based on AHP -- Research on the Construction of Big Data Platform for College Education -- An Issue Driven Teaching Method for Collaborative Programming Experiment -- Teaching Reform of the Course Web Marking Theory and Practice Based on We Media + Taobao Spreader -- Study on Slotted Random Multi-access Protocol with Two-dimensional Probability -- A Courses Ontology System for Computer Science Education -- Research For Personalized Learning Resource Recommendation Model Based On Academic Emotions -- Knowledge Representation Learning Based On SoftMax -- Analysis of Automatic Code Generation Tools based on Machine Learning -- XML Query Optimization Model Based on Cost Operation -- Design and Development of a ThinkPHP-based Information System of Targeted Poverty Alleviation in County Education -- Inquiry and Practice of Mobile Interactive Internet Classroom Construction Based on UMU --

The Application and Research of the Case-Based Evoked Hybrid Teaching Model Based on the OBE in Application-Oriented Universities -- Mining the Influential Factors of Passing CET-4 by Decision Tree Method -- The Present Situation and Future of Hainan Province with Information Technology Promoting the Balanced Development of Compulsory Education -- Research on Knowledge Representation of the National Cultural Resources based on CTL-DDLALC -- Research on the Training Method of Accounting Professionals in the Era of Artificial Intelligence -- EDN : An Efficient Educational Network for Optimizing Education Resources -- Multi-Label Topic Model Conditioned on Label Embedding -- Knowledge Graph Embedding Based On Multi-information Fusion -- Exploring the Training Path of Design Thinking of Students in Educational Technology -- An Improved Image Registration Method of Minority Costume Based on K-means Scrum Without a Scrum Master -- An Intelligent Recognition Method of Circuit Connection in Three-dimensional Virtual Experiments -- Analysis and Design of Voice Assisted Learning System Based on Baidu AI -- Image Segmentation Based on Superpixel Boundary Movement -- The Application of Case-based Task Driven Teaching in Teaching of Computer Studies -- Group Visible Nearest Surrounding Query in Obstacle Space -- Analysis of the Status Quo of Basic Education in Poverty Areas in Yunnan Based on the Big Data -- A Novel Learning Method for Electric Circuit Course -- Model Construction and Functional Analysis of Lightweight E-Learning Platform in Colleges and Universities.
