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Collana	Programming and Software Engineering, , 2945-9168 ; ; 12149
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Soggetti	Education - Data processing Application software Computer engineering Computer networks Computers and Education Computer and Information Systems Applications Computer Engineering and Networks Computer Communication Networks
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Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Multi-Sensual Augmented Reality in Interactive Accessible Math Tutoring System for Flipped Classroom -- Adaptive Learning to Support Reading Skills Development for All: A Single-Case Experimental Design to Monitor, Describe, and Assess the Impact of Adaptive Learning on Language Development of a Diversity of K-12 Pupils -- General ITS software architecture and framework -- Let the end user in peace: usability and user experience aspects related to the design of tutoring systems -- Developing a Multimodal Affect Assessment for Aviation Training -- Scaling Mentoring Support with Distributed Artificial Intelligence -- Exploring Navigation Styles in a FutureLearn MOOC -- Changes of Affective States in Intelligent Tutoring System to Improve Feedbacks Through Low-Cost and Open Electroencephalogram and Facial Expression -- Computer-Aided Grouping of Students with

Reading Disabilities for Effective Response-to-Intervention -- SHAPed Automated Essay Scoring: Explaining Writing Features' Contributionsto English Writing Organization -- Probabilistic Approaches to Detect Blocking States in Intelligent Tutoring System -- Avoiding Bias in Students' Intrinsic Motivation Detection -- Innovative Robot for Educational Robotics and STEM -- Supporting Students by Integrating an Open Learner Model in a Peer Assessment Platform -- Explaining Traffic Situations – Architecture of a Virtual Driving Instructor -- MOOCOLAB - A Customized Collaboration Framework In MOOCs (Massive Open Online Courses) -- Mixed Compensation Multidimensional Item Response Theory -- Data-Driven Analysis of Engagement in Gamified Learning Environments: a Methodology for Real-Time Measurement of MOOCs -- Intelligent Predictive Analytics for Identifying Students at Risk of Failure in Moodle Courses -- Prediction of Users' Professional Profile in MOOCs Only by Utilising Learners' Written Texts -- Cohesion Network Analysis: Predicting Course Grades and Generating Sociograms for a Romanian Moodle Course -- A Study on the Factors Influencing the Participation of Face-to-Face Discussion and Online Synchronous Discussion in Class -- Applying Genetic Algorithms for Recommending Adequate Competitors in Mobile Game-Based Learning Environments -- Dynamic Detection of Learning Modalities Using Fuzzy Logic in Students' Interaction Activities -- Adaptive Music Therapy for Alzheimer's Disease Using Virtual Reality -- Improving Cognitive and Emotional State Using 3D Virtual Reality Orientation Game -- A Multidimensional Learners' Model to Identify Urgent Instructor Intervention Need in MOOC Forum Posts -- Should we consider Efficiency and Constancy for Adaptation in Intelligent Tutoring Systems -- An Interactive Recommender System Based on Reinforcement Learning for Improving Emotional Competences in Educational Groups -- Can we Use Gamification to Predict Students' Performance? A Case Study Supported by an Online Judge -- AFFLOG: A Logic Based Affective Tutoring System -- Towards a Framework for Learning Systems in Smart Universities -- Interweaving Activities, Feedback and Learner Model in a Learner Centered Learning Environment -- Enriching Synchronous Collaboration in Online Courses with Configurable Conversational Agents -- Where the Competency-Based Assessment Meets the Semantic Learning Analytics -- Towards CSCL Scripting By Example -- The Educators' Perspective on Developing a Reflective Writing Framework (RWF) for Assessing Reflective Writing in Computer Science Education -- Validating the Reflective Writing Framework (RWF) for Assessing Reflective Writing in Computer Science Education -- Recommender System for Quality Educational Resources -- Intelligent Tutoring Systems for Psychomotor Training – A Systematic Literature Review -- Employing Social Network Analysis to enhance community learning -- Is MOOC Learning Different from Dropout Learners? A Visually-Driven, Multi-Granularity Approach -- Self-Construction and Interactive Simulations to Support the Learning of Drawing Graphs and Reasoning in Mathematics -- WebApriori: A Web Application for Association Rules Mining -- Dialogue Act Pairs for Automated Analysis of Typed-Chat Group Problem-Solving -- Long Term Retention of Programming Concepts Learned Using Software Tutors -- Towards a Template-Driven Approach to Documenting Teaching Practices -- A Knowledge Sharing System Architecture for Higher Education Institutions -- Reducing Cognitive Load for Anatomy Students with a Multimodal ITS Platform -- Learning Analytics in Big Data Era. Exploration, Validation and Predictive Models Development -- Learning Analytics Dashboard for Motivation and Performance -- Educational Driving through Intelligent Traffic Simulation -- Quality

Assurance in Higher Education: The role of students -- Evolutionary Learner Profile Optimization using Rare and Negative Association Rules for Micro Open Learning.

Sommario/riassunto

This volume constitutes the proceedings of the 16th International Conference on Intelligent Tutoring Systems, ITS 2020, held in Athens, Greece, in June 2020. The 23 full papers and 31 short papers presented in this volume were carefully reviewed and selected from 85 submissions. They reflect a variety of new techniques, including multimodal affective computing, explainable AI, mixed-compensation multidimensional item response, ensemble deep learning, cohesion network analysis, spiral of silence, conversational agent, semantic web, computer-supported collaborative learning, and social network analysis.