

1. Record Nr.	UNIORUON00014264
Titolo	TEACH yourself islamic ideology / transl. by Laleh Bakhtiar
Pubbl/distr/stampa	Teheran, : Foreign Dep. of Be'that Foundation, 1984 117 p. ; 21 cm n. id. 15100
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Soggetti	ISLAM - CATECHISMO
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Formato	Materiale a stampa
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2. Record Nr.	UNINA9910413448003321
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Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 12214
Disciplina	371.334
Soggetti	User interfaces (Computer systems) Human-computer interaction Application software Artificial intelligence Computers Computer engineering Computer networks User Interfaces and Human Computer Interaction Computer and Information Systems Applications Artificial Intelligence Computing Milieux Computer Engineering and Networks

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Nota di contenuto	<p>Designing and Developing Adaptive Instructional Systems -- Sensor-based Adaptive Instructional Systems in Live Simulation Training -- An Ambient & Pervasive Personalized Learning Ecosystem: "Smart Learning" in the Age of the Internet of Things -- Bridging Conceptual Models and Architectural Interchange for Adaptive Instructional Systems -- Dewey's Ethics of Moral Principles and Deliberation: Extending IEEE's Ethics Initiative for Adaptive Instructional Systems -- Realistic and Relevant Role-Players for Experiential Learning -- Learning Traces, Measurement and Assessment Templates for AIS Interoperability -- Supporting different Roles and Responsibilities in Developing and Using Context-based Adaptive Personalized Collaboration Environments Compliant to the Law -- Experiential Instruction of Metacognitive Strategies -- Falling Forward: Lessons Learned from Real-Life Implementation of Adaptive Learning Solutions -- Usability Dimensions of Simulated Trainers for Buried Explosives -- Toward Zero Authoring: Considering How to Maximize Courseware Quality and Affordability Simultaneously -- Agent-Based Methods in Support of Adaptive Instructional Decisions -- Representing Functional Relationships of Adaptive Instructional Systems in a Conceptual Model -- Knowledge-to-Information Translation Training (KITT): An Adaptive Approach to Explainable Artificial Intelligence -- User Rights and Adaptive A/IS – From Passive Interaction to Real Empowerment -- Supporting Metacognitive Learning Strategies through an Adaptive Application -- Towards Iteration by Design: An Interaction Design Concept for Safety Critical Systems -- Learner Modelling and Methods of Adaptation -- Bayesian Student Modelling in the AC&NL Tutor -- Nature at Your Service - Nature Inspired Representations Combined with Eye-gaze Features to Infer User Attention and Provide Contextualized Support -- Adapting Instruction by Measuring Engagement with Machine Learning in Virtual Reality Training -- Realizing the Promise of AI-Powered, Adaptive, Automated, Instant Feedback on Writing for Students in Grade 3-8 with an IEP -- Declarative Knowledge Extraction in the AC&NL Tutor -- On the Importance of Adaptive Operator Training in Human-Swarm Interaction -- The Mental Machine: Classifying Mental Workload State from Unobtrusive Heart Rate- measures Using Machine Learning -- Production Implementation of Recurrent Neural Networks in Adaptive Instructional Systems -- Pilot State Monitoring for Cursus Recommendation -- Experimental Evaluation of Heart-based Workload Measures as Related to Their Suitability for Real-time Applications -- EEG Covariance-based Estimation of Cooperative States in Teammates -- Adapting the Zone of Proximal Development to the Wicked Environments of Professional Practice -- An Adaptive Instructional System for the Retention of Complex Skills -- Learner Modeling in the Context of Caring Assessments -- Evaluating the Effectiveness of Adaptive Instructional Systems -- The Evolving Assessment Landscape and Adaptive Instructional Systems: Moving Beyond Good Intentions -- Contextual Barriers to Validity in Adaptive Instruction and Assessment -- Does Time Matter in Learning? A Computer Simulation of Carroll's Model of Learning -- Competency Development through Experiential Training: Mapping Scenarios with Assessments -- Does Gamification</p>

Work? Analyzing Effects of Game Features on Learning in an Adaptive Scenario-Based Trainer -- From “Knowing What” to “Knowing When”: Exploring a Concept of Situation Awareness Synchrony for Evaluating SA Dynamics in Teams -- Exploring Video Engagement in an Intelligent Tutoring System -- Using a Non-Player Character to Improve Training Outcomes for Submarine Electronic Warfare Operators -- The Impact of Adaptive Activities in Acrobatiq Courseware: Investigating the Efficacy of Formative Adaptive Activities on Learning Estimates and Summative Assessment Scores -- A Mastery Approach to Flashcard-based Adaptive Training. .

Sommario/riassunto

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