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Titolo	Computers and education [[electronic resource]] : towards an interconnected society // edited by Manuel Ortega and Jose Bravo
Pubbl/distr/stampa	Dordrecht ; ; Boston, : Kluwer Academic Publishers, c2001
ISBN	1-280-20020-0 9786610200207 0-306-47533-2
Edizione	[1st ed. 2001.]
Descrizione fisica	1 online resource (359 p.)
Altri autori (Persone)	OrtegaManuel BravoJose <1954->
Disciplina	370/.285
Soggetti	Education - Data processing Internet in education Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Selection of plenary lectures and papers presented at the 2nd International Symposium on Computers in Education held at Puertollano, Spain in 2000.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Plenary Lectures -- Artificial Intelligence in the HyperClass: Design Issues -- Advanced Learning Environments: Changed Views and Future Perspectives -- Learning Communities in the Web: Concepts and strategies -- Papers -- Evaluation Criteria for Hypermedia Educational Systems -- Creating Collaborative Environments for Web-based Training Scenarios -- The Next Step in Computer Based Education: the Learning Technologies Standardisation -- Foundations of Programming: a Teaching Improvement -- Development of Didactic Resources for Distance Learning based on Simulation -- Tutormap -- Using teachers as heuristics evaluators of educational software interfaces -- Test Construction and Management with Network Adaptive Control -- Symbolic Calculus Training by Means of Math Trainer -- EJS: An Authoring Tool to Develop Java Applications -- Adam Case -- SICAS -- Simurob and JRF -- Collares Ortofónicos -- Exercita -- Using Simulation and Virtual Reality for Distance Education -- An Experience on Virtual Teaching: Aula Net -- ED68K -- HCI Curricula in

Spain -- Interactive Design of Adaptive Courses -- Guided Collaborative Chess Tutoring through Game History Analysis -- Using Analysis, Design and Development of Hypermedia Applications in the Educational Domain -- Ubiquitous Computing and Collaboration -- Creation of a Multimedia System for Learning about Oscillations -- Shared Whiteboard Manager and Student Notebook for the PLAN-G Telematic Platform -- Guiding the User -- Pedagogical Strategies With Hypermedia -- Improving the Language Mastery through Responsive Environments.
