

1. Record Nr.	UNINA9910464315703321
Titolo	Postsecondary play : the role of games and social media in higher education / / edited by William G. Tierney [and three others]
Pubbl/distr/stampa	Baltimore, Maryland : , : Johns Hopkins University Press, , 2014 ©2014
ISBN	1-4214-1307-8
Descrizione fisica	1 online resource (347 p.)
Collana	Tech.edu : A Hopkins Series on Education and Technology
Disciplina	378.1734
Soggetti	Education, Higher - Effect of technological innovations on Education, Higher - Social aspects Play - Social aspects Video games Computer games Social media Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	""Cover""; ""Contents""; ""Acknowledgments""; ""Introduction. Why Games and Social Media?""; ""PART I: What Is the Current Landscape of Higher Education?""; ""1 The Disruptive Future of Higher Education""; ""2 The Need to Increase College Enrollment and Completion""; ""3 Transition Readiness: Making the Shift from High School to College in a Social Media World""; ""4 From Communication to Community: How Games and Social Media Affect Postsecondary Stakeholders""; ""PART II: Whata€?s in a Game?""; ""5 What Games Do Well: Mastering Concepts in Play"" ""6 The Open Laptop Exam: Reflections and Speculations""""7 Games, Passion, and a€œHigher a€? Education""; ""8 Game-Like Learning: Leveraging the Qualities of Game Design and Play""; ""PART III: What Do We Know about Games and What Do We Need to Learn?""; ""9 Assessing Learning in Video Games""; ""10 Implications and Applications of Sociable Gaming for Higher Education""; ""11 Gender, Social Media,

Games, and the College Landscape"'; "'12 How Much Technology Is Enough?"; "'Conclusion. The Shape of Things to Come"'; "'Glossary"'; "'Contributors"'; "'Index"'; "'A"'; "'B"'; "'C"'; "'D"'; "'E"'; "'F"'; "'G"'; "'H"'; "'I"'; "'J"'; "'K"'; "'L"'; "'M"'; "'N"'; "'O"'; "'P"'; "'Q"'; "'R"'; "'S"'; "'T"'; "'U"'; "'V"'; "'W"'; "'Y"'; "'Z'"

2. Record Nr.	UNINA9910349412903321
Titolo	Computational Collective Intelligence : 10th International Conference, ICCCI 2018, Bristol, UK, September 5-7, 2018, Proceedings, Part II // edited by Ngoc Thanh Nguyen, Elias Pimenidis, Zaheer Khan, Bogdan Trawiski
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2018
ISBN	9783319984469 3319984462
Edizione	[1st ed. 2018.]
Descrizione fisica	1 online resource (XXV, 521 p. 171 illus.)
Collana	Lecture Notes in Artificial Intelligence, , 2945-9141 ; ; 11056
Disciplina	006.3
Soggetti	Artificial intelligence Algorithms Information technology - Management Computers, Special purpose Artificial Intelligence Computer Application in Administrative Data Processing Special Purpose and Application-Based Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Decision Support and Control Systems -- Cooperative Strategies for Decision Making and Optimization -- Complex Decision Systems -- Machine Learning in Real-World Data -- Intelligent Sustainable Smart Cities -- Computer Vision Techniques.
Sommario/riassunto	This two-volume set (LNAI 11055 and LNAI 11056) constitutes the refereed proceedings of the 10th International Conference on Collective Intelligence, ICCCI 2018, held in Bristol, UK, in September 2018. The 98

full papers presented were carefully reviewed and selected from 240 submissions. The conference focuses on knowledge engineering and semantic web, social network analysis, recommendation methods and recommender systems, agents and multi-agent systems, text processing and information retrieval, data mining methods and applications, decision support and control systems, sensor networks and internet of things, as well as computer vision techniques.

---