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Nota di contenuto	A Framework for Developing a Set of Games for Children Diagnosed with Autism -- LinkLearn: Blockchain Technology As A Learning Tool -- New Era of the Nano-Electronic Devices – One of the Most Adaptive Learning Areas for the Next Period -- Open Source Online Conference System for Industry Experts Participation in Education -- Interactive TV And Music Education - Mobile Music Practices & Limitations: Learning Byzantine Music Online -- An Analysis For The Identification Of Use And Development Of Game Design Strategies For Early Childhood Learners -- Measuring knowledge gains in an m-learning intervention: The case of ChildConnect South Africa -- Measuring Uptake and Engagement in an m-learning Intervention: The Case of ChildConnect South Africa -- Development of a Classroom Response System: a Web-based approach used in SEPT -- Analysis of the Perception of Students of the Autonomous University of Baja California Sur for the use of m-learning environments in higher education -- Work-in-Progress: Development of a Framework for Incorporating Usability aspects with Digital Didactical Design for Mobile/Tablet based Learning in Pre-primary Education -- Promoting Authentic Student Assessment For STEM Project-Based Learning Activities -- Predictive Modelling Concerning Mobile Learning Advance -- Assessing Early Grade

Mathematics Learner Outcomes Using m-Learning -- Users' and Experts' Evaluation of TARGET: a Serious Game for Mitigating Performance Enhancement Culture in Youth -- Poster: Exploring the Educational Affordances of an Academic Eportfolio for Engineer Students Through a Self-Regulated Learning Framework -- M-health as a Tool in the Cognitive Flexibility of the Elderly -- Critical categorization of Android and IOS Applications available for STEAM Education in Early Childhood -- Museum exhibits that interact with students' mobile devices. The case of Hellenic Maritime Museum -- Can Elementary Students Design Interactions And Learning Representations Of Educational Apps? The We!Design!Fractions Participatory Approach -- Pedagogical Considerations for Mobile-based Augmented Reality Learning Environments -- Machine learning & Deep learning: Recent Overview in Medical Care -- Learn to Code, an Interactive Application to Promote Mobile Student-Centred Learning -- Emerging Technologies and Augmented Reality in the development of Learning and Human Potential -- Level of Digital Literacies among Austrian College Students Assessed with an Online Survey -- A Gamefied Educational Network for Collaborative Learning -- Dynamic Mobile Student Response Approach -- Poster: The Use of a Virtual Personal Assistant (FENNChat) as a Platform for Providing Automated Responses to ODL Students' Queries at UNISA -- Poster: Proposal of an Intelligent Model for Remote Tutoring -- A Comparative Study Of Augmented Reality Platforms For Building Educational Mobile Applications -- M-Learning: Are We Ready to Go Mobile? -- Framework For Automatic VPN Access To Remotely Discovered Resources -- Poster: Learn To Love My Grandchild Design With The User -- Enhancing Second Language Listening Skills through Smartphones: A Case Study -- Exposing Rural Indian Students to Mobile Assisted Language Learning: A Case Study -- How Can Facebook Use In Education Be Realized As Crowdsourcing Of Learning? An Exploration Of Junior, Senior And Graduates Working Together -- Concept of Digital Competences In-service Training Systems -- Means of Cyber Security Aspects Studying in Maritime Specialists Education -- Evaluating a Coaching MOOC Course to Support Dual Career of Athletes -- LoRa Technology Benefits in Educational Institutes -- Three IoT Wearables in Five European Cities! Reality and Perception -- Work-in-Progress: Designing an E-coaching System for Chronic Heart Failure Patients -- A Comparative Examination of AR and Video in Delivering Assembly Instructions -- Wearable E-textile As A Narrative Mediator For Enhancing Empathy In Moral Development -- RSSI Fingerprinting Techniques for Indoor Localization Datasets -- Mulsemmedia Data Representation Based on Multi-Image Concept -- Cryptographic Systems And Threats In E-commerce -- Work in Progress. SportSWARES, Towards an Intelligent Way of Physical Training -- Greek Traditional Dances Capturing and a Kinematic Analysis Approach of the Greek Traditional Dance "Syrtos" (Terpsichore Project) -- Educational Mobile Applications On Computational Thinking And Programming For Children Under 8 Years Old -- Work in Progress: GameLet: Readers' Theater In Media-based Gamification For Reading Skills -- Students' Experiences of Learning Mathematics Through Games Design -- A Serious Game for Amplifying Awareness on Multimodal Teaching: Game Design and Usability Study -- Smart Citizens for Smart Cities -- A User Engagement Protocol for Citizen Participation -- ADDventurous Rhythmical Planet: A 3D Rhythm-based Serious Game for Social Skills Development of Children with ADHD -- The Design and Development of a Game-based approach to Entrepreneurship Education -- Interactive Serious Games for Cultural Heritage: A real-time Bouzouki

Simulator for exploring the History and Sounds of Rebetiko Music -- Mobile Technologies Serious Games for the development of social skills in children with Autism Spectrum Disorders, in enhanced with Socially Assistive Robots interventions -- Creating Magic-Matt, an Interface to Transform Video Games to a Sports Experience -- "The Greek Steelbook (TGS)": The Home Of Steelbook Presentations -- Poster: Determining a Network and Pedagogical Efficient Approach to Learning in Disruptive Environments -- Escape Room Game for Learning Digital Electronics in Vocational Education and Training (VET) -- The e-Facilitator as a Key Player for Interactive Dissemination of STEAM Resources for e-Learning via Webinar -- Work-In-Progress: Interactive Lab Manuals and Videos for a Unit Operations Course -- Towards a Learning Analytics Dashboard for Collaborative Conversational Agent Activities in MOOCs -- Interactive Educational Practices & Distance Learning: A Small Connection with Mobile Learning and the Challenges of Deregulation in Connectivity -- Automatic Source Code Generation From OWL Pseudocode -- Gamifying Early Foreign Language learning: using Digital Storytelling and Augmented Reality to enhance vocabulary learning -- Ontology-Based System For Automatic SQL Exercise Generation -- Augmented Reality Application Based on Information Barcoding -- Work in Progress: The Impact Of The Project Onboardmed On Development Of Study Courses In Maritime Emergency Management -- An Approach for Supporting Space Orientation of the Blind Using Ontologically-Based Object Map -- Soupa And Integration Of Ontologies VerI For Conceptualizing Context In Ubiquitous Computing -- A Small Robotic Step for the Therapeutic Treatment of Mental Illnesses: the Breakthrough in Routines and Behaviour -- The Use of Gamification in Evaluating Children's Emotional Intelligence -- Using Gamification Based on Mobile Platform in Therapeutic Interventions for Children With Dyslexia -- Combined Approach to Diagnose ADHD: Gamifying Conners Rating Scale -- Using Gamification Based on Virtual Reality Mobile Platform for Treatment of Adults with Amblyopia -- Linear Programming Model Applied To The Optimization Of Nutritional Diets For Athletes -- White Blood Cells Detection and Classification Using Convolutional Neural Network -- Work-in-Progress: The Use of Big Data And Data Analytics in the Prevention, the Diagnosis and the Monitoring of Long-term Diseases -- An Interactive Augmented Reality Volume Rendering Mobile Application -- Design of an Accessible Web Portal for the Labor Insertion of people with blindness -- MassiveLearning: online masterclass course -- Touch Gesture Performance of Kindergarten Children on E-learning Applications: A Case Study in Sri Lanka -- Learning Diaries--A Valuable Companion of Mobile Learning for Higher Education in Software Engineering -- Kabelo's Everyday Digital Play An Analysis of a 'Small and Thick' Ethnographic Portrait -- Use Of The Fractal Analysis Of Non-stationary Time Series In Mobile Foreign Exchange Trading For M-learning -- Work-In-Progress: SMART-WATER, a novel elemetry and Remote Control System Infrastructure for the Management of Water Consumption in Thessaloniki -- Educational Robotics For Creating Tangible Simulations: A Mixed Reality Space For Learning The Day/night Cycle -- TimeTracker App: Facilitating Migrants' Engagement in their Second Language Learning -- "School – University – Industry" Cooperation "Cypres – National Instruments CLUB" -- PerFECT: A Performative Framework to Establish and Sustain Onlife Communities and its Use to Design a Mobile App to Extend a Digital Storytelling Platform with New Capabilities.-Exploring Impact of Olfactory Stimuli on User Performance on Mobile Platforms -- Building A Virtualized Cybersecurity Lab - Using Industry Support, Academic

Programs And Open Source Solution For Setting-Up A Virtualized Cybersecurity Lab -- Work-in-Progress: Developing a Master Programme for Specialists in Industry 4.0 -- "Teachers' Perceptions Towards The Use of Mobile Augmented Reality: The Case of Greek Educators" -- NavMusApp: Exploring the Instrumental Continuum -- Developing Communities of Practice to Maximize the Usability and Impact of Clean Sport Education in Europe: IMPACT Project -- A Fiber Wireless A-RoF/IFoF Uplink Transmission of up to 0.6Gb/s User Data Rate over a 32-element 60GHz Beam-steering Antenna for 5G Fronthaul Networks -- An eHealth-Care Driven Perspective on 5G Networks and Infrastructure -- 25 Gb/s Colorless Transmitter Based on Reflective Electroabsorption Modulator for Ultra-dense WDM-PON Application -- Challenges of Using Phased Array Antennas in Commercial Backhaul Equipment at 26 GHz -- Towards Intelligent Multi-Access Edge Computing Using Machine Learning -- Performance Analysis of NB-IoT Random Acces.

Sommario/riassunto

This book gathers papers on interactive and collaborative mobile learning environments, assessment, evaluation and research methods in mobile learning, mobile learning models, theory and pedagogy, open and distance mobile learning, life-long and informal learning using mobile devices, wearables and the Internet of Things, game-based learning, dynamic learning experiences, mobile systems and services for opening up education, mobile healthcare and training, case studies on mobile learning, and 5G network infrastructure. Today, interactive mobile technologies have become the core of many—if not all—fields of society. Not only do the younger generation of students expect a mobile working and learning environment, but also the new ideas, technologies and solutions introduced on a nearly daily basis also boost this trend. Discussing and assessing key trends in the mobile field were the primary aims of the 13th International Conference on Interactive Mobile Communication Technologies and Learning (IMCL2019), which was held in Thessaloniki, Greece, from 31 October to 01 November 2019. Since being founded in 2006, the conference has been devoted to new approaches in interactive mobile technologies, with a focus on learning. The IMCL conferences have since become a central forum of the exchange of new research results and relevant trends, as well as best practices. The book's intended readership includes policymakers, academics, educators, researchers in pedagogy and learning theory, schoolteachers, further education lecturers, practitioners in the learning industry, etc.
