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Nota di contenuto	<p>Invited Papers -- Personal Services: Debating the Wisdom of Personalisation -- On Social e-Learning -- Web-Based Learning – Yes We Can! -- Refereed Papers -- A Machine Learning Based Framework for Adaptive Mobile Learning -- PASS: Peer-ASSESSment Approach for Modern Learning Settings -- Global Connections for Lasting Impressions: Experiential Learning about TCP -- The Pedagogical Dimension of Metadata for Learning Resources: The POEM Model -- A Parameterized Web-Based Testing Model for Project Management -- The EUCLIDES Enhancing the Use of Cooperative Learning to Increase DEvelopment of Science Studies Project – An On-Line Learning Portal Utilizing Problem-Based Learning -- Microblogging for Language Learning: Using Twitter to Train Communicative and Cultural Competence -- A Framework of Multimedia E-Learning Design for Engineering Training -- A Web 2.0 Personal Learning Environment for Classical Chinese Poetry -- Kinespell: Kinesthetic Learning Activity and Assessment in a Digital Game-Based Learning Environment -- Influence of Perceived Information Overload on Learning in Computer-Mediated Communication -- A Federated Authorization Service for Bridging Learning Object Distribution Models -- Far Away Yet Close: The Learning Strategy of a Transport Company -- Bridging the Gap: Adaptive Games and Student-Centered VLEs -- Understanding and Facilitating Student Bloggers: Towards a Blogging Activity Model -- Enhancing the Social Capital of Learning Communities by Using an Ad Hoc Transient Communities Service -- Learning Resources Organization Using Ontological Framework -- Social Reference Model for Adaptive Web Learning -- Semantic Evaluation Services for Web-Based Exercises -- Applying a Web and Simulation-Based System for Adaptive Competence Assessment of Spinal Anaesthesia -- Developing the 3D Adventure Game-Based Assessment System with Wii Remote Interaction -- Efficient Authoring of SCORM Courseware Adapted to User Learning Style: The Case of ProPer SAT -- An Evaluation of the Impact of E-Learning Media Formats on Student Perception and Performance -- Evaluating Pedagogy-Driven Design of IVA LMS with Activity Pattern Analysis -- Automatic Content Creation for Games to Train Students Distinguishing Similar Chinese Characters -- Integrating Learning Styles and Personality Traits into an Affective Model to Support Learner's Learning -- A Three-Tier Profiling Framework for Adaptive e-Learning -- Sharing Good Practice through Mash-Up Personal Learning Environments -- What If Annotations Were Reusable: A Preliminary Discussion -- Toward an Integrated Competence-Based System Supporting Lifelong Learning and Employability: Concepts, Model, and Challenges -- Strengthening Web Based Learning through Software Quality Analysis -- User Evaluation of a Graphical Modeling Tool for IMS Learning Design -- Challenges for Blog Analysis and Possible Solutions -- Comparison of Learning Models to Build an Infrastructure for Performance Measurement of E-Learning Systems -- Online Platform Support for Sustained, Collaborative and Self-directed Engagement of Teachers in a Blended Professional Development Program -- Asynchronous Distance Education Forum - Brainstorming vs. Snowballing: A Case Study for Teaching in Programming Didactics -- Addressing Learning Style Criticism: The Unified Learning Style Model Revisited -- Evaluating the Impact of Adaptation to Learning Styles in a Web-Based Educational System -- Task Patterns as Means to Experience Sharing -- Effectively Managing and Processing Personal Learning Content -- Student Engagement with</p>

Peer Assessment: A Review of Pedagogical Design and Technologies --
Constructing the 2D Adventure Game-Based Assessment System --
Using the Social Web to Supplement Classical Learning -- If a Student
Takes Control: Facilitator's Tasks and Responsibilities -- Are Tags from
Mars and Descriptors from Venus? A Study on the Ecology of
Educational Resource Metadata -- Unit of Learning Model for
LMS/LCMS Integrating Psycho-pedagogical Elements -- An English
Vocabulary Learning System Based on Fuzzy Theory and Memory Cycle
-- A Web-Based System for Visualizing and Analyzing Interaction
Structure in Online Collaborative Learning -- Articles as Assignments --
Modalities and Experiences of Wikipedia Use in University Courses --
Enhancing the Ability of Creative Expression and Intercultural
Understanding through Visual Story -- A Meta-model Describing the
Development Process of Mobile Learning -- A Web-Based Search
Engine for Chinese Calligraphic Manuscript Images.

Sommario/riassunto

This book constitutes the refereed proceedings of the 8th International Conference on Web-Based Learning, ICWL 2009, held in Aachen, Germany, in August 2009. The 38 revised full papers and 14 short papers are presented together with three invited papers and were carefully reviewed and selected from 106 submissions. They deal with topics such as technology enhanced learning, web-based learning for oriental languages, mobile learning, social software and Web 2.0 for technology enhanced learning, learning resource deployment, organization and management, design, model and framework of E-learning systems, e-learning metadata and standards, educational gaming and multimedia storytelling for learning, as well as practice and experience sharing and pedagogical Issues.
