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Soggetti	Computer engineering Computer networks Database management Application software Information storage and retrieval systems Artificial intelligence Computer Engineering and Networks Database Management Computer and Information Systems Applications Information Storage and Retrieval Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Adaptation of e-Learning Technologies and Policies -- On Properly Using Technologies to Make E-Learning Effective -- Richness Versus Parsimony Antecedents of Technology Adoption Model for E-Learning Websites -- Exploring a Computer-Assisted Managing System with Competence Indicators in Taiwan -- e-Learning Issues under an Affective Perspective -- Recommendation in Education Portal by

Relation Based Importance Ranking -- Learning Resource Management -- Research on Learning Resources Organization Model -- Web Contents Extracting for Web-Based Learning -- ERDRM: A Digital Rights Management System Model for Educational Resources -- Course Material Research Based on Perti Net -- e-Learning Experiences -- The Practice and Experience Sharing of Three-Year Peer Coaching Program in Taiwan -- eKnowledge Repositories in eLearning 2.0: UNITE - a European-Wide Network of Schools -- The Research on the Case Learning Activity Sustained by a Web-Based Case Assisted Study Environment—Take the Introduction of Industry System Course for Example -- An Artificial Intelligence Course Used to Investigate Students' Learning Style -- Assessment and Its Supporting Systems -- Modeling Units of Assessment for Sharing Assessment Process Information: Towards an Assessment Process Specification -- A Method to Find Learner's Key Characteristic in Web-Based Learning -- Computer-Aided Generation of Item Banks Based on Ontology and Bloom's Taxonomy -- Motivating Students through On-Line Competition: An Analysis of Satisfaction and Learning Styles -- Tools and Experiences for Learning C Programming Language -- Collaborative Learning Tool Applying to C Programming Language -- Design and Implementation of an Internet-Based Platform for C Language Learning -- Virtual Education System for the C Programming Language.-Development of Contents Improving the Effectiveness of Self Learning, for the C Program Language -- Introductory C Programming Language Learning with Game-Based Digital Learning -- Game-Based Learning -- Interactive Video Game Platform for Game-Based Learning -- Developing the Historical Culture Course by Using the Ubiquitous Game-Based Learning Environment -- From Story-Telling to Educational Gaming: The Bamiyan Valley Case -- Three Layered Thinking Model for Designing Web-Based Educational Games -- Learning Kruskal's Algorithm, Prim's Algorithm and Dijkstra's Algorithm by Board Game -- Frameworks and Platforms for e-Learning -- A Virtual Laboratory Platform Based on Integration of Java and Matlab -- Multi-agent Framework Support for Adaptive e-Learning -- Construction of Project-Based Virtual Learning Community -- Methodology for Supporting Novel Model of E-Learning Platform in Grid Architecture -- Multimedia Technologies for Learning -- Constructing a Multi-Monitor Displays System for Learning -- Digital Content Development of Folklore Artifacts and Activities for Folklore Education -- Automated Chinese Handwriting Error Detection Using Attributed Relational Graph Matching -- A New Chinese Speech Synthesis Method Apply in Chinese Poetry Learning -- On-Line Discussion Forum and Community -- Comparing the Impact of Two Different Designs for Online Discussion -- A Sociogram Analysis on Group Interaction in an Online Discussion Forum -- Another Dimension of Web-Based Learning: Psychological Bestirring -- Construct Teacher Community in E-Learning System -- The Design and Implement of Knowledge Building Classroom Based on Web2.0 -- Collaborative Learning -- An Online Theme-Based Collaborative Learning System -- Design on Collaborative Virtual Learning Community and Learning ProcessVisualization -- The Design of Web-Based Personal Collaborative Learning System (WBPCLS) for Computer Science Courses -- Semantics and Ontology -- An E-Learning System Engineering Ontology Model on the Semantic Web for Integration and Communication -- A Semantic Grid Application for E-Learning Data Sharing -- Ontology-Based Description of Learning Object -- Interfaces for Learning Activity Designs -- Studies on Human Computer Interface Design of Chinese Mobile Phone Users -- A Flow-Oriented Visual

Language for Learning Designs -- A Mulimodeling Framework for Complex Learning Activity Designs -- Question Answering from Lecture Videos Based on Automatically-Generated Learning Objects -- Mobile and Network Technologies for Learning -- An Overview on Mobile E-Learning Research of Domestic and Foreign -- A Semiautomatic Content Adaptation Authoring Tool for Mobile Learning -- An Optimized Scheme for Mobile Learning on IP-Based Network Using SIP.

Sommario/riassunto

This book constitutes the refereed proceedings of the 7th International Conference on Web-Based Learning, ICWL 2008, held in Jinhua, China, in August 2008. The 52 revised full papers presented together with 1 invited paper were carefully reviewed and selected from 170 submissions. The papers are organized in topical sections on adaptation of e-learning technologies and policies, learning resource management, e-learning experiences, assessment and its supporting systems, tools and experiences for learning C programming language, game-based learning, frameworks and platforms for e-learning, multimedia technologies for learning, on-line discussion forum and community, collaborative learning, semantics and ontology, interfaces for learning activity designs, as well as mobile and network technologies for learning.
