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	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 Wed-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 Process Visualization -- 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.