

1. Record Nr.	UNISA996389476903316
Titolo	By the King [[electronic resource]] : the effect of certaine letters patents granted to Adam Newton, Iohn Southcot, and Iohn Wood esquiers, for the vse of a new inuention of steeping all kind of grain, that is to be sowen, for the benefit of husbandry
Pubbl/distr/stampa	Imprinted at London, : By Robert Barker, Printer to the Kings most Excellent Maiestie, [1613]
Descrizione fisica	1 sheet ([1] p.)
Altri autori (Persone)	James, King of England, <1566-1625.>
Soggetti	Agriculture - England Patents - England Broadside17th century.London (England) Great Britain History James I, 1603-1625
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Giuen at Westminster the fift day of Iune 1613. in the xj. yeere of Our Reigne of Great Britaine, France and Ireland." Reproduction of original in: Society of Antiquaries.
Sommario/riassunto	eebo-0147

2. Record Nr.	UNIORUON00530234
Autore	MALEVI, Kazimir Severinovi
Titolo	Primavera / Kasimir Malevic
Lingua di pubblicazione	Italiano
Formato	Grafica
Livello bibliografico	Monografia
3. Record Nr.	UNINA9910483318503321
Titolo	Advances in Web Based Learning - ICWL 2008 : 7th International Conference, Jinhua, China, August 20-22, 2008, Proceedings // edited by Frederick Li, Jianmin Zhao, Rynson Lau, Qing Li, Denis McLeod
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2008
ISBN	3-540-85033-3
Edizione	[1st ed. 2008.]
Descrizione fisica	1 online resource (XIII, 554 p.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 5145
Classificazione	DAT 030f DAT 618f DAT 670f SS 4800
Disciplina	371.3344678
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
Note generali	Bibliographic Level Mode of Issuance: Monograph
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 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.
