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Titolo	Scaling up Learning for Sustained Impact [[electronic resource]] : 8th European Conference on Technology Enhanced Learning, EC-TEL 2013, Paphos, Cyprus, September 17-21, 2013, Proceedings // edited by Davinia Hernández-Leo, Tobias Ley, Ralf Klamma, Andreas Harrer
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Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (XXII, 650 p. 174 illus.)
Collana	Programming and Software Engineering ; ; 8095
Disciplina	005.7
Soggetti	Application software Artificial intelligence Information storage and retrieval Computer communication systems User interfaces (Computer systems) Data mining Information Systems Applications (incl. Internet) Artificial Intelligence Information Storage and Retrieval Computer Communication Networks User Interfaces and Human Computer Interaction Data Mining and Knowledge Discovery
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Open educational resources (OER) -- Massive open online courses (MOOC) -- Schools of the future -- Orchestration of learning activities -- Learning networks -- Teacher networks, -- Bring your own device (BYOD) -- Social media -- Learning analytics -- Personalization -- Mobile learning -- Computer-supported collaborative learning -- Game-based and simulation-based learning.- Learning design.
Sommario/riassunto	This book constitutes the refereed proceedings of the 8th European Conference on Technology Enhanced Learning, EC-TEL 2013, held in

Paphos, Cyprus, in September 2013. The 31 full papers, 18 short papers, 14 demonstrations and 29 posters presented were carefully reviewed and selected from 194 submissions. The papers are organized in topical sections. The topics addressed include open educational resources (OER), massive open online courses (MOOC), schools of the future, orchestration of learning activities, learning networks, teacher networks, bring your own device (BYOD), social media, learning analytics, personalization, mobile learning, computer-supported collaborative learning, game-based and simulation-based learning, and learning design.
