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Nota di contenuto	Invited Talks -- User Modeling Meets Usability Goals -- Hey, That's Personal! -- Inhabited Models: Supporting Coherent Behavior in Online Systems -- Papers -- Integrating Open User Modeling and Learning Content Management for the Semantic Web -- Modeling Suppositions in Users' Arguments -- Generative Programming Driven by User Models

-- Data-Driven Refinement of a Probabilistic Model of User Affect -- Recognizing Emotion from Postures: Cross-Cultural Differences in User Modeling -- Recognizing, Modeling, and Responding to Users' Affective States -- Using Learner Focus of Attention to Detect Learner Motivation Factors -- Player Modeling Impact on Player's Entertainment in Computer Games -- Using Learning Curves to Mine Student Models -- Exploiting Probabilistic Latent Information for the Construction of Community Web Directories -- ExpertiseNet: Relational and Evolutionary Expert Modeling -- Task-Oriented Web User Modeling for Recommendation -- Ontologically-Enriched Unified User Modeling for Cross-System Personalization -- Using Student and Group Models to Support Teachers in Web-Based Distance Education -- Using Similarity to Infer Meta-cognitive Behaviors During Analogical Problem Solving -- COPPER: Modeling User Linguistic Production Competence in an Adaptive Collaborative Environment -- User Cognitive Style and Interface Design for Personal, Adaptive Learning. What to Model? -- Tailored Responses for Decision Support -- Decision Theoretic Dialogue Planning for Initiative Problems -- A Semi-automated Wizard of Oz Interface for Modeling Tutorial Strategies -- Generating Artificial Corpora for Plan Recognition -- Reasoning About Interaction in a Multi-user System -- A Comparison of HMMs and Dynamic Bayesian Networks for Recognizing Office Activities -- Modeling Agents That ExhibitVariable Performance in a Collaborative Setting -- Detecting When Students Game the System, Across Tutor Subjects and Classroom Cohorts -- A Bayesian Approach to Modelling Users' Information Display Preferences -- Modeling of the Residual Capability for People with Severe Motor Disabilities: Analysis of Hand Posture -- Non-intrusive User Modeling for a Multimedia Museum Visitors Guide System -- Modelling the Behaviour of Elderly People as a Means of Monitoring Well Being -- Bayesphone: Precomputation of Context-Sensitive Policies for Inquiry and Action in Mobile Devices -- Just Do What I Tell You: The Limited Impact of Instructions on Multimodal Integration Patterns -- Motion-Based Adaptation of Information Services for Mobile Users -- Interaction-Based Adaptation for Small Screen Devices -- Adapting Home Behavior to Its Inhabitants -- Design and Evaluation of a Music Retrieval Scheme That Adapts to the User's Impressions -- The Pursuit of Satisfaction: Affective State in Group Recommender Systems -- An Economic Model of User Rating in an Online Recommender System -- Incorporating Confidence in a Naive Bayesian Classifier -- Modeling User's Opinion Relevance to Recommending Research Papers -- User- and Community-Adaptive Rewards Mechanism for Sustainable Online Community -- Off-line Evaluation of Recommendation Functions -- Evaluating the Intrusion Cost of Recommending in Recommender Systems -- Introducing Prerequisite Relations in a Multi-layered Bayesian Student Model -- Exploring Eye Tracking to Increase Bandwidth in User Modeling -- Modeling Students' Metacognitive Errors in Two Intelligent Tutoring Systems -- Modeling Individual and Collaborative Problem Solving in Medical Problem-Based Learning -- User Modeling in a Distributed E-Learning Architecture -- Computer AdaptiveTesting: Comparison of a Probabilistic Network Approach with Item Response Theory -- A Framework for Browsing, Manipulating and Maintaining Interoperable Learner Profiles -- Towards Efficient Item Calibration in Adaptive Testing -- Synergy of Performance-Based Model and Cognitive Trait Model in DP-ITS -- Up and Down the Number-Line: Modelling Collaboration in Contrasting School and Home Environments -- Temporal Blurring: A Privacy Model for OMS Users -- A Framework of Context-Sensitive Visualization for User-Centered Interactive Systems

-- Gumo – The General User Model Ontology -- Balancing Awareness and Interruption: Investigation of Notification Deferral Policies -- A Decomposition Model for the Layered Evaluation of Interactive Adaptive Systems -- User Control over User Adaptation: A Case Study -- Towards User Modeling Meta-ontology -- Evaluation of a System for Personalized Summarization of Web Contents -- Social Navigation Support Through Annotation-Based Group Modeling -- Discovering Stages in Web Navigation -- The Impact of Link Suggestions on User Navigation and User Perception -- Doctoral Consortium Papers -- Modeling Emotions from Non-verbal Behaviour in an Affective Tutoring System -- Ubiquitous User Modeling in Recommender Systems -- User Modelling to Support User Customization -- ETAPP: A Collaboration Framework That Copes with Uncertainty Regarding Team Members -- Towards Explicit Physical Object Referencing -- Adaptive User Interfaces for In-vehicle Devices -- Agent-Based Ubiquitous User Modeling -- Using Qualitative Modelling Approach to Model Motivational Characteristics of Learners -- Improving Explicit Profile Acquisition by Means of Adaptive Natural Language Dialog -- Modelling User Ability in Computer Games -- Constraint-Sensitive Privacy Management for PersonalizedWeb-Based Systems -- Modularized User Modeling in Conversational Recommender Systems.

Sommario/riassunto

The 33 revised full papers and 30 poster summaries presented together with papers of 12 selected doctoral consortium articles and the abstracts of 3 invited lectures were carefully reviewed and selected from 160 submissions. The book offers topical sections on adaptive hypermedia, affective computing, data mining for personalization and cross-recommendation, ITS and adaptive advice, modeling and recognizing human activity, multimodality and ubiquitous computing, recommender systems, student modeling, user modeling and interactive systems, and Web site navigation support.