

1. Record Nr.	UNINA9910484056203321
Titolo	Emerging Technologies for Education : First International Symposium, SETE 2016, Held in Conjunction with ICWL 2016, Rome, Italy, October 26-29, 2016, Revised Selected Papers // edited by Ting-Ting Wu, Rosella Gennari, Yueh-Min Huang, Haoran Xie, Yiwei Cao
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2017
ISBN	3-319-52836-X
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (XVI, 759 p. 185 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 10108
Disciplina	371.33
Soggetti	Application software Information storage and retrieval Artificial intelligence User interfaces (Computer systems) Multimedia information systems Education—Data processing Information Systems Applications (incl. Internet) Information Storage and Retrieval Artificial Intelligence User Interfaces and Human Computer Interaction Multimedia Information Systems Computers and Education
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Emerging technologies for open access to education and learning.- Emerging technologies supported personalized and adaptive learning.- Emerging technologies support for intelligent tutoring -- Emerging technologies support for game-based and joyful learning -- Emerging technologies of pedagogical issues -- Emerging technologies for affective learning and emerging technologies for tangible learning.
Sommario/riassunto	This book constitutes the thoroughly refereed post-workshop

proceedings of the First International Symposium, SETE 2016, held in conjunction with ICWL 2016, Rome, Italy, in October 2016. The 81 revised papers, 59 full and 22 short ones, were carefully reviewed and selected from 139 submission. They cover latest findings in various areas, such as emerging technologies for open access to education and learning; emerging technologies supported personalized and adaptive learning; emerging technologies support for intelligent tutoring; emerging technologies support for game-based and joyful learning; emerging technologies of pedagogical issues; emerging technologies for affective learning and emerging technologies for tangible learning.
