1. Record Nr. UNINA9910484672103321

Titolo	Innovative Approaches for Learning and Knowledge Sharing : First European Conference on Technology Enhanced Learning, EC-TEL 2006, Crete, Greece, October 1-4, 2006, Proceedings / / edited by Wolfgang Nejdl, Klaus Tochtermann
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2006
ISBN	3-540-46234-1
Edizione	[1st ed. 2006.]
Descrizione fisica	1 online resource (XVIII, 726 p.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 4227
Disciplina	374.26
Soggetti	Education—Data processing Multimedia information systems User interfaces (Computer systems) Artificial intelligence Application software Computers and Education Multimedia Information Systems User Interfaces and Human Computer Interaction Artificial Intelligence Information Systems Applications (incl. Internet)
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	Keynotes -- From Clicks to Touches: Enabling Face-to-Face Shared Interface -- Innovating eLearning and Mobile Learning Technologies for Europe’s Future Educational Challenges, Theory and Case Studies -- Full Papers -- Considering Human Memory Aspects for Adaptation and Its Realization in AHA! -- Creating and Delivering Adaptive Courses with AHA! -- Awareness and Collaboration in the iHelp Courses Content Management System -- Interoperability for Peer-to-Peer Networks: Opening P2P to the Rest of the World -- Promoting Teachers’ Collaborative Re-use of Educational Materials -- A Formal Model of Learning Object Metadata -- Automatic and Manual

Annotation Using Flexible Schemas for Adaptation on the Semantic Desktop -- eMapps.com: Games and Mobile Technology in Learning -- Bayesian Student Models Based on Item to Item Knowledge Structures -- Towards Community-Driven Development of Educational Materials: The Edukalibre Approach -- Is There a Way to e-Bologna? Cross-National Collaborative Activities in University Courses -- Ontological Support for a Theory-Eclectic Approach to Instructional and Learning Design -- Explicit Referencing in Learning Chats: Needs and Acceptance -- Integrating Learning Object Repositories Using a Mediator Architecture -- Guided and Interactive Factory Tours for Schools -- Adult Learners and ICT: An Intervention Study in the UK -- Community Aware Content Adaptation for Mobile Technology Enhanced Learning -- Pattern-Based Cross Media Social Network Analysis for Technology Enhanced Learning in Europe -- User Effect in Evaluating Personalized Information Retrieval Systems -- Data and Application Integration in Learning Content Management Systems: A Web Services Approach -- Using Virtual Learners' Behaviours to Help the Development of Educational Business Games -- A Mechanism to Support Context-Based Adaptation in M-Learning -- Production and Deployment of Educational Videogames as Assessable Learning Objects -- Two Technology-Enhanced Courses Aimed at Developing Interpersonal Attitudes and Soft Skills in Project Management -- Developing Collaborative Virtual Learning Community for the Korean Community Health Practitioners -- Simulation as Efficient Support to Learning Business Dynamics -- MD2 Method: The Didactic Materials Creation from a Model Based Perspective -- DynMap+: A Concept Mapping Approach to Visualize Group Student Models -- Knowledge Management in Schools – From Electronic Schoolbag to Social Software -- Satellite-Enabled Interactive Education: Scenarios and Systems Architectures -- Motivational Effects Within Scientific Experimentation Scenarios -- Getting to Know Your Student in Distance Learning Contexts -- Short Papers -- The L2C Project: Learning to Collaborate Through Advanced SmallWorld Simulations -- Integrating Instructional Material and Teaching Experience into a Teachers' Collaborative Learning Environment -- A Neural Approach for Modeling the Inference of Awareness in Computer-Supported Collaboration -- An Exploratory Study of the Relationship Between Learning Styles and Cognitive Traits -- Automatic Semantic Activity Monitoring of Distance Learners Guided by Pedagogical Scenarios -- Electronic Portfolios as a Means for Initializing Learner Models for Adaptive Tutorials -- New Media for Teaching Applied Cryptography and Network Security -- Initiating Technology-Enhanced Learning at a Public-Sector Institution in a Developing Country -- Requirements and an Architecture for a Multimedia Content Re-purposing Framework -- Developing a Reference Model to Describe the Personal Learning Environment -- Semantic Modelling of Learning Objects and Instruction -- Context-Aware Workplace Learning Support: Concept, Experiences, and Remaining Challenges -- A Context-Model for Supporting Work-Integrated Learning -- Posters -- Made-to-Measure Learning Materials -- The Problem of LD Execution and the Need for an IMS LD Level B Ontology -- Taking Teaching Context into Account for Semantic Annotation Patterns -- Designing a Constructionistic Framework for T-Learning -- Advanced Personalized Learning and Training Applications Through Mobile Technologies and Services -- COOPER: Towards a Collaborative Open Environment of Project-Centred Learning -- Design of Web-Based Financial Learning Environment -- Towards an Effective Instructional Engineering Analysis Method -- The LEAD Project: Computer Support for Face-to-Face Collaborative Learning -- On-

Campus Blended Learning: Using Discussion Forums for Peer Collaboration on Tutorial Assignments -- Semantic Positioning as a Means for Visual Knowledge Structuring -- Time2Competence: The PROLIX Project -- Design Principles and Practices for the Knowledge-Practices Laboratory (KP-Lab) Project -- Knowledge Fusion: A New Method to Share and Integrate Distributed Knowledge Sources -- Ontologies to Support Learning Design Context -- TENCompetence: Lifelong Learning and Competence Development -- A Storyboard of the APOSDLE Vision -- Blended Learning Technologies in Lifelong Education: Lessons Learned from a Case Study -- iCamp – The Educational Web for Higher Education -- The Study on Effective Programming Learning Using Wiki Community Systems -- Analysing Graphic-Based Electronic Discussions: Evaluation of Students' Activity on Digalo -- LeActiveMath -- Language Technology for eLearning -- An Approach for Online Assessment in the Multinational EU Project: POOL Project Organization OnLine -- Extending SCORM to Create Adaptive Courses -- The AtGentive Project: Attentive Agents for Collaborative Learners -- Meaningful Pedagogy Via Covering the Entire Life Cycle of Adaptive eLearning in Terms of a Pervasive Use of Educational Standards: The aLFanet Experience -- A Context-Aware Service Oriented Framework for Finding, Recommending and Inserting Learning Objects -- Trialogical E-Learning and Emergent Knowledge Artifacts -- ARiSE – Augmented Reality in School Environments -- Professional Learning in Europe and Beyond Structures for Sustainable TEL-Research.