

1. Record Nr.	UNINA9910254682103321
Titolo	Behavioural Genetics for Education // edited by Y. Kovas, S. Malykh, D. Gaysina
Pubbl/distr/stampa	London : , : Palgrave Macmillan UK : , : Imprint : Palgrave Macmillan, , 2016
ISBN	9781137437327 1137437324
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (331 p.)
Classificazione	EDU009000EDU034000PSY004000SCI029000
Disciplina	500
Soggetti	Cognitive psychology Educational psychology Developmental psychology Biochemistry Education and state School psychology Cognitive Psychology Educational Psychology Developmental Psychology Education Policy School Psychology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Machine generated contents note: -- Foreword; Robert PlominIntroduction from the Editors 1. How Genetics Can Help Education; Yulia Kovas, Tatiana Tikhomirova, Fatos Selita, Maria G. Tosto and Sergey B. Malykh 2. Gene-environment Interplay and Individual Differences in Psychological Traits; Philipp Barsky and Darya Gaysina 3. Gene-environment Correlations in the Context of Parenting and Peer Relationships; Jeffrey Henry, Michel Boivin and Mara Brendgen 4. Behavioural Genetic Studies of Reading and Mathematics Skills; Stephen A. Petrill 5. Studying Rare Genetic Syndromes as a Method of Investigating Aetiology of Normal Variation in Educationally Relevant

Traits; Maja Rodic, Darya Gaysina, Sophia Docherty, Sergey B. Malykh, Kaili Rimfeld, Robert Plomin and Yulia Kovas 6. Self in the Mirror of Behavioural Genetics: Reflections from Twin Studies on Self-esteem and Self-concept; Yu L. L. Luo and Huajian Ca 7. The Nature and Nurture of Wellbeing; Claire M.A. Haworth 8. Molecular Genetic Investigations of Personality: From Candidate Genes to Genome Wide Associations; Anastasia Kazantseva, Sergey B. Malykh, and Elza Khusnutdinova 9. Behavioural Genetic Studies of Child and Adolescent Psychopathology; Elena Gindina and Darya Gaysina 10. Genetic Research on Sleep, Sleep Disturbances and Associated Difficulties; Alice M. Gregory, Michael J. Parsons, Nicola L. Barclay, Philip Gehrman and Rachael E. O'Leary 11. The Role of Genetic and Environmental Risk Factors in the Aetiology of Suicidal Behaviour; Aigul Zainullina, Adelina Valiullina and Elza Khusnutdinova 12. Genetically Informative Investigations of Neurophysiological Traits; Sergey B. Malykh 13. Conclusion: Behavioural Genomics and Education; Yulia Kovas and Sergey B. Malykh.

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#### Sommario/riassunto

Educational environments interact with children's unique genetic profiles, leading to wide individual differences in learning ability, motivation, and achievement in different academic subjects – even when children study with the same teacher, attend the same school and follow the same curriculum. This book considers how education can benefit from the recent progress in genetically informative research. The book provides new insights into the origins of individual differences in education traits such as cognitive abilities and disabilities; motivation and personality; behavioural and emotional problems; social functioning; well-being, and academic achievement. Written and edited by international interdisciplinary experts, this book will be of interest to teachers, parents, educational and developmental psychologists, policy makers and researchers in different fields working on educationally-relevant issues.

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2. Record Nr.	UNINA9910485015703321
Titolo	Adaptive and Adaptable Learning : 11th European Conference on Technology Enhanced Learning, EC-TEL 2016, Lyon, France, September 13-16, 2016, Proceedings / / edited by Katrien Verbert, Mike Sharples, Tomaž Klobuár
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
ISBN	3-319-45153-7
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XX, 686 p. 177 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 9891
Disciplina	374.26
Soggetti	Education - Data processing Application software User interfaces (Computer systems) Human-computer interaction Information storage and retrieval systems Education Social sciences - Data processing Computers and Education Computer and Information Systems Applications User Interfaces and Human Computer Interaction Information Storage and Retrieval Computer Application in Social and Behavioral Sciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Full Papers -- A semantic-driven model for ranking digital learning objects based on diversity in the user comments -- Social Facilitation due to online inter-classrooms Tournaments -- How to Attract Students' Visual Attention -- Creating Effective Learning Analytics Dashboards: Lessons Learnt -- Retrieval Practice and Study Planning in MOOCs: Exploring Classroom-Based Self-Regulated Learning Strategies at Scale -- "Keep your eyes on 'em all!": A mobile eye-tracking analysis of teachers' sensitivity to students -- Flipped Classroom Model: Effects

on Performance, Attitudes and Perceptions in High School Algebra -- Argumentation Identification for Academic Support in Undergraduate Writings -- Mobile Grading Paper-based Programming Exams: Automatic Semantic Partial Credit Assignment Approach -- Which Algorithms Suit Which Learning Environments? A Comparative Study of Recommender Systems in TEL -- Discouraging Gaming the System through Interventions of an Animated Pedagogical Agent -- Multi-Device Territoriality to Support Collaborative Activities -Implementation and Findings from the e-learning Domain -- Refinement of a Q-matrix with an ensemble technique based on multi-label classification algorithms -- When teaching practices meet tablets' affordances. Insights on the materiality of learning -- A Peer Evaluation tool of Learning Designs -- Learning in the context of ManuSkills: Attracting Youth to Manufacturing through TEL -- Does taking a MOOC as a complement for remedial courses have an effect on my learning outcomes? A pilot study on calculus -- Are you ready to collaborate? An adaptive measurement of students arguing skills before expecting them to learn together -- Examining the effects of social media in co-located classrooms: A case study based on SpeakUp -- Enhancing public speaking skills- an evaluation of the Presentation Trainer in the wild -- How to quantify student's regularity? Nurturing communities of inquiry: A formative study of the DojoBL platform -- Inferring student attention with ASQ -- Chronicle of a scenario graph: from expected to observed learning path -- Adaptive Testing using a General Diagnostic Model -- How Teachers Use Data to Help Students Learn: Contextual Inquiry for the Design Of a Dashboard -- Short Papers -- Assessing learner-constructed conceptual models and simulations of dynamic systems -- Learning Analytics pilot with COACH2 - Searching for effective mirroring -- Predicting Academic Performance Based on Students' Blog and Microblog Posts -- Take up my Tags: Exploring Benefits of Meaning Making in a Collaborative Learning Task at the Workplace -- Consistency verification of learner profiles in adaptive serious games -- MoodlePeers: Factors relevant in learning group formation for improved learning outcomes, satisfaction and commitment in E-learning scenarios using GroupAL -- Towards a capitalization of processes analyzing interaction traces -- Improving usage of learning designs by teachers: a set of concepts for well-defined problems resolution -- Immersion and Persistence: Improving Learners' Engagement in Authentic Learning Situations -- STI-DICO: a Web-Based ITS for Fostering Dictionary Skills and Knowledge -- PyramidApp: Scalable Method Enabling Collaboration in the Classroom -- From Idea to Reality: Extensive and Executable Modeling Language for Mobile Learning Games -- Combining adaptive learning with learning analytics: precedents and directions -- An Adaptive E-learning Strategy to Overcome the Inherent Difficulties of the Learning Content -- Evaluating the effectiveness of an affective tutoring agent in specialized education -- MOOC design workshop: educational innovation with empathy and intent -- OERauthors: Requirements for collaborative OER authoring tools in global settings -- Virtual Reality for Training Doctors to Break Bad News -- User Motivation & Technology Acceptance in Online Learning Environments -- Reflective learning at the workplace - The MIRROR design toolbox -- Toward a Play Management System for Play-Based Learning -- The Blockchain and Kudos: a Distributed System for Educational Record, Reputation and Reward -- Game-Based Training for Complex Multi-Institutional Exercises of Joint Forces -- Demo Papers -- DALITE: Asynchronous Peer Instruction for MOOCs -- Digital and Multisensory Storytelling: Narration with Smell, Taste and Touch -- A Platform for Social

Microlearning -- A Framework to Enhance Adaptivity in Moodle --  
 Refugees Welcome: Supporting informal language learning and  
 integration with a gamified mobile application -- DEDOS-Player:  
 Educational activities for touch devices -- The Booth: bringing out the  
 Super Hero in you -- DojoIBL: nurturing communities of inquiry --  
 Poster Papers -- Towards an Automated Assessment Support for  
 Student Contributions on Multiple Platforms -- Experiments on Virtual  
 Manipulation in Chemistry Education -- A Survey Study to Gather  
 Requirements for Designing a Mobile Service to Enhance Learning from  
 Cultural Heritage -- Inspiring the Instructional Design Process through  
 Online Experience Sharing -- An approach to the TEL teaching of non-  
 technical skills from the perspective of an ill-defined problem --  
 Towards a context-based approach assisting learning scenarios reuse  
 -- Revealing Behaviour Pattern Differences in Collaborative Problem  
 Solving -- DevOpsUse for Rapid Training of Agile Practices within  
 Undergraduate and Startup Communities -- Towards an authoring tool  
 to acquire knowledge to design ITSs teaching problem solving methods  
 -- Kodr: A Customizable Learning Platform For Computer Science  
 Education -- A Reflective Quiz in a Professional Qualification Program  
 for Stroke Nurses: A Field Trial -- Helping Teachers to Help Students by  
 using an Open Learner Model -- Personalized Rooms Based  
 Recommendation as a Mean for Increasing Students' Activity --  
 Detecting and Supporting the Evolving Knowledge Interests of Lifelong  
 Professionals -- Boosting Vocational Education and Training in Small  
 Enterprises -- Supporting Teaching Teams in Personalizing MOOCs  
 Course Paths.-Increasing pupils' motivation on elementary school with  
 help of social networks and mobile technologies -- Understanding  
 Collective Behavior of Learning Design Communities -- A Value Model  
 for MOOCs -- Framework for Learner Assessment in Learning Games  
 -- A Bayesian Network For The Cognitive Diagnosis Of Deductive  
 Reasoning -- Finding the Needle in a Haystack: Who are the most  
 Central Authors within a Domain? -- Bio-inspired Computational  
 Algorithms in Educational and Serious Games -- Learning experiences  
 using tablets with children and people with autism spectrum disorder  
 -- Introducing the U.S. Cyberlearning Community -- Future Research  
 Directions for Innovating Pedagogy -- Platform-oriented semantic  
 description of a learning scenarios -- Model of articulation between  
 elements of a pedagogical assistance -- Simulation-based CALL  
 Teacher Training -- Adaptable learning and learning analytics: a case  
 study in a programming course -- Recommending Physics Exercises in  
 Moodle based on Hierarchical Competence Profiles -- Learning  
 Analytics for a Puzzle Game to Discover the Puzzle-Solving Tactics of  
 Players -- Recommending dimension weights and scale values in multi-  
 rubric evaluations.

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#### Sommario/riassunto

This book constitutes the proceedings of the 11th European  
 Conference on Technology Enhanced Learning, EC-TEL 2016, held in  
 Lyon, France, in September 2016. The 26 full papers, 23 short papers,  
 8 demo papers, and 33 poster papers presented in this volume were  
 carefully reviewed and selected from 148 submissions.

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