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Disciplina	371.334
Soggetti	Education - Data processing Social sciences - Data processing Application software Artificial intelligence User interfaces (Computer systems) Human-computer interaction Image processing - Digital techniques Computer vision Computers and Education Computer Application in Social and Behavioral Sciences Computer and Information Systems Applications Artificial Intelligence User Interfaces and Human Computer Interaction Computer Imaging, Vision, Pattern Recognition and Graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Strategies for the Utilization of Virtual Reality Technologies in the First Year of Architectural Education -- MOOCs, Learning Analytics and OER: An Impactful Trio for the Future of Education! -- Human Factors 4.0 for Engineering and Design Education -- The Effect of Online Discussions on Student's Cognitive and Metacognitive Development -- Practising Reading Fluency with Virtual Voice Assistants: Theoretical Perspectives

and Experiences -- Participation in Asynchronous Online Forums for Prediction of Learning Performance -- The Code.org Platform in the Developing of Computational Thinking with Elementary School Students -- Improving Learner Experience, Motivation and Knowledge Gain When using Multimedia-based Technology Enhanced Learning -- Effects of Adaptive Educational Games on Adults' Computational Thinking -- Using Augmented Reality in an Inquiry-based Physics Laboratory Course -- Creative Learning in Problem Solving and Development of Computational Thinking -- Through the Lens of Different Stakeholders: Development and Application of a Change Management Guideline for Flipped Classroom Implementations -- Successful Virtual Collaborative Learning: A Shift in Perspective -- TAEP4.0: Pathways to Education 4.0 -- Lukewarm Starts for Computerized Adaptive Testing based on Clustering and IRT -- Technology Enhanced Assessment: Objective Structured Clinical Examination Supported by Simuportfolio -- Working on Interdisciplinary Projects to Strengthen Creative Computational Thinking and to Support Talent Development -- Automatic Formative Assessment Strategies for the Adaptive Teaching of Mathematics -- Improvements in bASES21 - 21st Century Skills Assessment Model to K12 -- Modeling Learners in MOOC: A Systematic Review -- The Effect of Prior Knowledge on Persistence, Participation and Success in a Mathematical MOOC -- Systematic Literature Review of Fairness in Learning Analytics and Application of Insights in a Case Study -- Gaze-based Prediction of Students' Understanding of Physics Line-graphs: An Eye-tracking-data based Machine-learning Approach -- Recognition of Students' Multiple Mental States in Conversation based on Multimodal Cues -- Automatic Evaluation of Students' Learning Experience based on Their Freely-written Comments.

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#### Sommario/riassunto

This book constitutes selected, revised and extended papers from the 12th International Conference on Computer Supported Education, CSEDU 2020, held as a virtual event in May 2020. The 25 revised full papers were carefully reviewed and selected from 190 submissions. The presented papers contribute to the understanding of relevant trends of current research on Computer Supported Education, including learning analytics, intelligent tutoring systems, virtual and augmented reality, MOOCs, and automated assessment systems. .

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