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| Soggetti | Education - Data processing Social sciences - Data processing Application software User interfaces (Computer systems) Human-computer interaction Data mining Computer vision Computers and Education Computer Application in Social and Behavioral Sciences Computer and Information Systems Applications User Interfaces and Human Computer Interaction Data Mining and Knowledge Discovery Computer Vision Ensenyament assistit per ordinador Educació Processament de dades Congressos Llibres electrònics |
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Artificial Intelligence in Education -- Who is Best Suited for the Job?
Task Allocation Process between Teachers and Smart Machines based
on Comparative Strengths -- Prediction of Students' Performance based
on Their Learning Experiences and Assessments: Statistical and Neural
Network Approaches -- The Time Travel Exploratory Games Approach:
An Artificial Intelligence Perspective -- Guidelines for the Application of
Data Mining to the Problem of School Dropout -- Existing Machine
Learning Techniques for Knowledge Tracing: A Review using the
PRISMA Guidelines -- Information Technologies Supporting Learning --
Learning Analytics Metamodel: Assessing the Benefits of the Publishing
Chain's Approach -- Developing an Interest in Mathematics with
Occupational Exemplars -- Moroccan Higher Education at Confinement
and Post Confinement Period: Review on the Experience -- Efficient and
Accurate Closed-domain and Open domain Long-form Question
Answering -- Creation of a Teacher Support System for Technology-
enhanced Accelerated Learning of Math in Schools -- Investigating
STEM Courses Performance in Brazilians Higher Education -- Towards
the Use of Augmented Reality for Physics Education -- Design of an
International Scrum-based Collaborative Experience for Computer
Engineering Students -- Comparative Analysis on Features Supporting
Students' Self-regulation in Three Different Online Learning Platforms
-- Learning/Teaching Methodologies and Assessment -- MakeTests: A
Flexible Generator and Corrector for Hardcopy Exams -- Evaluating
Academic Reading Support Tools: Developing the aRSX-Questionnaire
-- Enhancing the Quality and Student Attitude on Capstone Projects
through Activity-based Learning and Reduced Social Loafing --
Problem-based Multiple Response Exams for Students with and without
Learning Difficulties -- An Assessment of Statistical Classification for
Gamification and Socially Oriented Methodologies in Undergraduate
Education -- Social Context and Learning Environments -- Guided
Inquiry Learning with Technology: Community Feedback and Software
for Social Constructivism -- A Model for the Analysis of the Interactions
in a Digital Learning Environment during Mathematical Activities --
Ubiquitous Learning -- Pedagogical Scenario Design and
Operationalization: A Moodle- Oriented Authoring Tool for Connectivist
Activities -- The effectiveness of mobile apps on EFL vocabulary
learning -- Current Topics -- Enhancing the Design of a Supply Chain
Network Framework for Open Education -- How Can We Recognize
Formative Assessment in Virtual Environments? -- Lessons Learned:
Design of Online Video Co-creation Workshop for ESD -- A Teacher-
training experience on Formative assessment during LDL.

Sommario/riassunto

This book constitutes selected, revised and extended papers from the
13th International Conference on Computer Supported Education,
CSEDU 2021, held as a virtual event in April 2021. The 27 revised full
papers were carefully reviewed and selected from 143 submissions.
They were organized in topical sections as follows: artificial intelligence
in education; information technologies supporting learning;
learning/teaching methodologies and assessment; social context and
learning environments; ubiquitous learning; current topics.
