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Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1624
Disciplina	371.334
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
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	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.

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### 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.

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