1. Record Nr.   UNINA9910436254703321

   Titolo   Technische Mitteilungen / Schweizerische Telegraphen- und Telephonverwaltung = Bulletin technique / Administration des télégraphes et des téléphones suisses = Bollettino tecnico / Amministrazione dei telegrafi e dei telefoni svizzeri

   Pubbl/distr/stampa   Schweizerische Telegraphen- und Telephonverwaltung

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Periodico

2. Record Nr.   UNINA9910809782703321

   Autore   Dacey Linda

   Titolo   The how-to guide for integrating the Common Core in mathematics for grades K-5 / / author, Linda Dacey ; contributing author, Karen Gartland ; foreword by Gregory A. Denman

   Pubbl/distr/stampa   Huntington Beach, California : , : Lesley University : , : Shell Education, , [2014]
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   Descrizione fisica   1 online resource (306 pages)

   Disciplina   372.7

   Soggetti   Mathematics - Study and teaching (Elementary)

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

3. Record Nr.	UNINA9910864184503321
Autore	Uden Lorna
Titolo	Learning Technology for Education Challenges : 12th International Workshop, LTEC 2024, Kaohsiung, Taiwan, July 29 – August 1, 2024, Proceedings / / edited by Lorna Uden, Dario Liberona
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	9783031616785 3031616782
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (381 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 2082
Altri autori (Persone)	LiberonaDario
Disciplina	371,334
Soggetti	Education - Data processing Social sciences - Data processing Database management Artificial intelligence Computers and Education Computer Application in Social and Behavioral Sciences Database Management Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	-- SERIOUS GAMES AND VIRTUAL LEARNING ENVIRONMENTS. -- The Effects of Gamification on Learning Outcomes in a Web programming course. -- The Educational Usage of Virtual Reality Goggles. -- Creating the Course "Philosophy of Life" for Online Teaching. -- Bibliometric Analysis of Scientific Studies on the Use of Educational Digital Games in Mathematics Education. -- LEARNING PRACTICES AND METHODOLOGIES. -- Knowledge management model to support the virtual education. -- Sport action evaluation based on human pose estimation. -- Foreign Language Learners' Speaking, Listening Abilities. -- Investigating the Impact of Agile Scrum Processes on Student Engineers' 21st Century (4Cs) Skills. -- Exploring the Dynamics of Cultural Influence on Distance Learning Technology Acceptance: Evidence from the MENA Region. -- LEARNING

TECHNOLOGIES. -- Shadow Puppet Chatbot: Preserving Cultural Tourism. -- Leveraging Existing Online Platforms to Build Self-Improving. -- A Middleware for Educational Ecosystems – Rights and Access-control Management by Design. -- Revolutionizing Technical Education in Ethiopia: A Case Study on TVTI's Open Source eLearning Initiative (Pending). -- LEARNING PROCESSES AND CULTURE. -- Mining of Self-Regulated Learning Process Model in Online. -- Compassion Fatigue among Pre-Service Teachers during Online. -- Students' Perception on The Perceived of Knowledge of The Cyber threats analysis. -- Remodeling Learning Culture in the Work place : Analysis of eight learning circles. -- E-LEARNING AND PERFORMANCE. -- Test of Competencies (TECO) in the bachelor's degree course in Occupational Therapy at the "Sapienza" University of Rome: cross sectional study internal consistency and discriminant validity. -- The Effect of Online Instructors' Immediacy and Presence. -- Teacher Fatigue, Social-Emotional Learning, Online Teaching. -- Neuroscience Education Approach Through Online Learning. -- Empowering Future Leaders: A Dynamic Task-Based E-Learning.

Sommario/riassunto	This book constitutes the refereed proceedings of the 12th International Conference on Learning Technology for Education Challenges, LTEC 2024, held in Kaohsiung, Taiwan, during July 29–August 1, 2024. The 26 full papers included in this book were carefully reviewed and selected from 51 submissions. They were organized in topical sections as follows: serious games and virtual learning environments; learning practices and methodologies; learning technologies; learning processes and culture; e-learning and performance, and artificial intelligence and learning.