1. Record Nr. UNISALENTO991004391125407536

Autore	Bandini, Carlo
Titolo	La galanteria nel gran mondo di Roma nel Settecento / Carlo Bandini
Pubbl/distr/stampa	Roma : F.lli Treves, stampa 1930
Descrizione fisica	429 p., [7] carte di tav. : ill. ; 26 cm
Collana	Settecento romano
Disciplina	945.632
Soggetti	Roma Storia Sec. 18.
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNINA9910887878003321

Titolo	Technology Enhanced Learning for Inclusive and Equitable Quality Education : 19th European Conference on Technology Enhanced Learning, EC-TEL 2024, Krems, Austria, September 16–20, 2024, Proceedings, Part I / / edited by Rafael Ferreira Mello, Nikol Rummel, Ioana Jivet, Gerti Pishtari, José A. Ruipérez Valiente
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	3-031-72315-5
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (539 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15159
Disciplina	371.33
Soggetti	Education - Data processing Artificial intelligence Application software User interfaces (Computer systems) Human-computer interaction Social sciences - Data processing Computers and Education Artificial Intelligence Computer and Information Systems Applications User Interfaces and Human Computer Interaction Computer Application in Social and Behavioral Sciences

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	-- The Impact of Connecting Worked Examples and Completion Problems for Introductory Programming Practice. -- Exploring Design Options for Promoting Equal Participation in Hybrid Collaboration Settings in Higher Education. -- Investigating learning dashboards adaptation. -- A systematic review of studies on decision-making systems for teaching and learning in K-12. -- A Study of LLM Generated Line-by-line Explanations in the Context of Conversational Program Comprehension Tutoring Systems. -- A Picture Is Worth a Thousand Words: Exploring Diagram and Video-Based OOP Exercises to Counter LLM Over-Reliance. -- Synchrony between Facial Expressions and Heart Rate Variability during Game-Based Learning: Insights from Cross-Wavelet Transformation. -- An experimental study of facial expressions in collaborative teams that quit a game-based learning task: Within-team competition vs. no within-team competition. -- Addressing Mind Wandering in Video-Based Learning: A Comparative Study on the Impact of Interpolated Testing and Self-Explanation. -- Exploring learners' self-reflection and intended actions after consulting learning analytics dashboards in an authentic learning setting. -- Students' Experiences and Challenges During the COVID-19 Pandemic: A Multi-Method Exploration. -- Evaluating Productivity of Learning Habits Using Math Learning Logs: Do K12 Learners Manage Their Time Effectively. -- Exploring Situation-Specific Skills to Boost Teachers' Use of Analytics. -- Development and evaluation of learning scenarios for technostress in schools. -- Integration of a teacher dashboard in a hybrid support approach for constructing qualitative representations. -- FairyTaleQA Translated: Enabling Educational Question and Answer Generation in Less-Resourced Languages. -- A Framework for Generators of Varied and Adapted Training Game Activities. -- Teacher-Mediated and Student-Led Interaction with a Physics Simulation: Effects on the Learning Experience. -- The challenge of modeling the complexity of use for the measurement of digital maturity in education. -- AI or Human? Evaluating Student Feedback Perceptions in Higher Education. -- Math Teachers' In-class Information Needs and Usage for Effective Design of Classroom Orchestration Tools. -- Examining the Trade-offs between Simplified and Realistic Coding Environments in an Introductory Python Programming Class. -- Investigating Racial and Ethnic Differences in Learning with a Digital Game and Tutor for Decimal Numbers. -- Mind the Gap: Confronting the Vast Divide Between CS Teaching and Machine Learning Pedagogy. -- From Sparse to Smart: Leveraging AI for Effective Online Judge Problem Classification in Programming Education. -- QA-Knowledge Attention for Exam Performance Prediction. -- CLIL and EFL Teacher Perspectives on AI-EdTech: An Exploration of Opportunities and Concerns. -- The impact of topic-specific vs. generic self-reflection on students' metacognitive abilities, conceptual understanding, and problem-solving strategies. -- Interplay of Factors Influencing Pre-Service Teachers' Intention to Integrate Learning Analytics into Practice. -- Curio: Enhancing STEM Online Video Learning Experience through Integrated, Just-in-Time Help-Seeking. -- ActiveAI: The Effectiveness of an Interactive Tutoring System in Developing K-12 AI Literacy. -- Evaluating the Impact of a

Mathematics Mastery Learning Platform on Student Achievement: A Large-Scale Longitudinal Analysis. -- A Systematic Review of State-of-the-art Practices in Multi-user Virtual Reality Learning. -- Leveraging Multimodal Classroom Data for Teacher Reflection: Teachers' Preferences, Practices, and Privacy Considerations.

Sommario/riassunto

The two-volume set LNCS 15159 and 15160 constitutes the proceedings of 19th European Conference on Technology Enhanced Learning, EC-TEL 2024, which took place in Krems, Austria, in September 2024. The 37 full papers, 25 poster papers, and 10 demo papers presented in the proceedings were carefully reviewed and selected from 140 submissions for research papers, and 26 poster and 19 demo submissions. They focus on effective technology adoption in educational settings, ethical concerns, and the possible digital divide these technologies could create. The theme for the 2024 conference aimed to explore the role of Technology-Enhanced Learning (TEL) in this critical context and in achieving the United Nations' Sustainable Development Goal for education: "Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all.".