

1. Record Nr.	UNISA996390004203316
Autore	Davis Edward, auctioneer
Titolo	Auctio Davisiana. Picturarum vere originalium: or, A collection of valuable pictures, consisting of the collections, of Cardinal Antonio Barberini. Sir James Palmer, &c [[electronic resource] ] : (All which shall be warranted originals to the nobility and gentry, &c.) and for their accommodation are brought from the auction-house in St. Albans-street, and will be sold by auction, at the house on the right-hand at the foot of the stairs of the House of Lords on Monday Novemb. 23, 1691. from ten in the morning, to two in the afternoon. By Edward Davis, Edward Millington. Catalogues are given at Mr. Sam. Crouch in Cornhil. Richards Coffee-house in Fleetstreet. Mr. Notts in Pall-Mall. Waggoners Coffee-house in the Court of Requests, and at the place of sale, 1691
Pubbl/distr/stampa	[London, : s.n., 1691]
Descrizione fisica	4 p
Altri autori (Persone)	PalmerJames, Sir, <d. 1657.> MillingtonEdward <d. 1703.>
Soggetti	Art auctions - England - London Art - England - Catalogs
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	The words "Cardinal .. Palmer, &c." and "Edward Davis, .. Millington." are enclosed in brackets on title page. Place of publication from Wing. Reproduction of the original in the British Library.
Sommario/riassunto	eebo-0018

2. Record Nr.	UNINA9910865282703321
Autore	Sifaleras Angelo
Titolo	Generative Intelligence and Intelligent Tutoring Systems : 20th International Conference, ITS 2024, Thessaloniki, Greece, June 10–13, 2024, Proceedings, Part I // edited by Angelo Sifaleras, Fuhua Lin
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	9783031630286 9783031630279
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (450 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14798
Altri autori (Persone)	LinFuhua
Disciplina	371,334
Soggetti	Education - Data processing Computer engineering Computer networks Artificial intelligence Social sciences - Data processing Computers and Education Computer Engineering and Networks Artificial Intelligence Computer Application in Social and Behavioral Sciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	-- Generative Intelligence and Tutoring Systems. -- Using Large Language Models to Support Teaching and Learning of Word Problem Solving in Tutoring Systems. -- A Generative Approach for Proactive Assistance Forecasting in Intelligent Tutoring Environments. -- Combined maps as a tool of concentration and visualization of knowledge in the logic of operation of the Intelligent Tutoring Systems. -- Fast Weakness Identification for Adaptive Feedback. -- QuizMaster: An Adaptive Formative Assessment System. -- Preliminary Systematic Review of Open-Source Large Language Models in Education. -- Jill Watson: Scaling and Deploying an AI Conversational Agent in Online Classrooms. -- Improving LLM Classification of Logical Errors by Integrating Error Relationship into Prompts. -- Enhancement of

Knowledge Concept Maps Using Deductive Reasoning with Educational Data. -- Individualised Mathematical Task Recommendations through Intended Learning Outcomes and Reinforcement Learning. -- Developing Conversational Intelligent Tutoring for Speaking Skills in Second Language Learning. -- SAMI: An AI Actor for Fostering Social Interactions in Online Classrooms. -- Exploring the Methodological Contexts and Constraints of Research in Artificial Intelligence in Education. -- A Constructivist Framing of Wheel Spinning: Identifying Unproductive Behaviors with Sequence Analysis. -- Evaluating the ability of Large Language Models to generate motivational feedback. -- Towards Cognitive Coaching in Aircraft Piloting Tasks: Building an ACT-R Synthetic Pilot Integrating an Ontological Reference Model to Assist the Pilot and Manage Deviations. -- Impact of Conversational Agent Language and Text Structure on Student Language. -- Analyzing the role of Generative AI in fostering self-directed learning through Structured prompt engineering. -- Detecting Function Inputs and Outputs for Learning-Problem Generation in Intelligent Tutoring Systems. -- Automated Analysis of Algorithm Descriptions Quality, through Large Language Models. -- An AI-Learner Shared Control Model Design for Adaptive Practicing. -- Early Math Skill as a Predictor for Foundational Literacy. -- Explaining Problem Recommendations in an Intelligent Tutoring System. -- Distributed Feedback in a Tool that Supports Peer-directed Simulation-based Training. -- Keeping Humans in the Loop: LLM supported Oral Examinations. -- Generating Learning Sequences Using Contextual Bandit Algorithms. -- A Generative Artificial Intelligence empowered chatbot: System usability and student teachers' experience. -- Predicting Rough Error Causes in Novice Programmers using Cognitive Level. -- Social AI Agents Too Need to Explain Themselves. -- Students' Perceptions of Adopting Learning Analytics. -- AI4LA: an Intelligent Chatbot for Supporting Dyslexic Students, Based on Generative AI. -- EvaAI: A Multi-Agent Framework Leveraging Large Language Models for Enhanced Automated Grading. -- Optimising a Peer based Learning Environment. -- Difficulty Estimation and Simplification of French Text Using Large Language Models. -- LLM-based Course Comprehension Evaluator. -- Exploring Item Difficulty Prediction: Data Driven Approach for Item Difficulty Estimation.

---

## Sommario/riassunto

This book constitutes the refereed proceedings of the 20th International Conference on Generative Intelligence and Intelligent Tutoring Systems, ITS 2024, held in Thessaloniki, Greece, during June 10–13, 2024. The 35 full papers and 28 short papers included in this book were carefully reviewed and selected from 88 submissions. This book also contains 2 invited talks. They were organized in topical sections as follows: Generative Intelligence and Tutoring Systems; Generative Intelligence and Healthcare Informatics; Human Interaction, Games and Virtual Reality; Neural Networks and Data Mining; Generative Intelligence and Metaverse; Security, Privacy and Ethics in Generative Intelligence; and Generative Intelligence for Applied Natural Language Processing.

---