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Soggetti	Computer Applications Computer Communication Networks Computers and Education
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Note generali	Includes index.
Nota di contenuto	The information grading management system of college students based on deep learning -- Teaching quality evaluation method based on multilayer feedforward neural network -- Research on Planning Methods of Students' Professional Development Trajectory Based on Big Data Forecast -- Interactive Design and Application of 2-3.5-year-old Preschool Education IH5 Web Page based on Cloud -- Research on the Dimensions of Art Design Education in Taiwan Shih Chien University -- Study on Teaching of Engineering Design Course with 3D Modeling Software and 3D Printer in International Training Course -- The Integrated Design of 'Industry-university-researchapplication-cultivation' Based on the Course of "Mechanical Design Foundation" in Higher Vocational Colleges -- An Investigation of Intercultural Communicative Competence among Master' graduate Students of Non-English Major in Content-based English Instruction -- New Generation Information Technology in Education 34 Application of BIM in the Course of Subgrade Construction Technology -- On the Evolution of Knowledge Graph Abroad and Ist Application in Intelligent Education -- Effectiveness Evaluation of Network Security Knowledge Training Based on Machine Learning -- Based on the big data program language

learning website generation system -- Evaluation model of aquaculture robot technology research project based on machine learning -- Research on the application of artificial intelligence technology in the quality evaluation of experiential physical education -- Encryption and compression storage method of educational resources based on complex network and big data analysis -- High-quality extraction method of education resources -- Design of Computer-aided Course Teaching Control System Based on Supervised Learning Algorithm Research on the finite element analysis of the sealing property of the piston used in automobile Teaching -- Research on multi-agent robot behavior learning based on fuzzy neural network -- Game model of regional education and economic development based on association rule mining algorithm -- Automatic detection of image features in basketball shooting teaching based on Artificial Intelligence -- Design of Higher Education Aided Teaching System Based on Analysis of Economic Coupling Coordination Degree -- Research on the Optimization of the Allocation of Educational Resources in Modern History Based on Demand Features -- Design of learning feedback system of sports training based on big data analysis -- Design of electrical remote control teaching system based on Intelligent ubiquitous learning network model -- Research on the Integrated Mode of Ideological and Political Education in Colleges and Universities Based on Multivariate Data Analysis -- Simulation training remote control system of industrial robot based on deep learning -- Knowledge training system of urban pest control based on big data analysis -- Research on Educational Data Mining Based on Big Data -- Research on DINA Model in Online Education Design of Data-Driven Visualization Teaching System for Preschool Basketball Courses -- Design of distance multimedia physical education teaching platform based on artificial intelligence technology -- Research on 3D Printing and its Application in CAD Teaching -- Research on the Application of Blockchain Technology in Intangible Cultural Heritage Creative Design and Teaching -- Semantic Retrieval Method of UK Education Resource Metadata in Hierarchical Cloud P2P Network.

Sommario/riassunto

This 2-volume set constitutes the proceedings of the 6th International Conference on e-Learning, e-Education, and Online Training, eLEOT 2020, held in Changsha, China, in June 2020. The conference was held virtually due to the COVID-19 pandemic. The 68 full papers presented were carefully reviewed and selected from 141 submissions. They focus on most recent and innovative trends and new technologies in for educational modernization, such as artificial intelligence and big data. The theme of eLEOT 2020 was “Education with New Generation Information Technology”.
