1. Record Nr. UNISA996465646303316

Titolo	Adaptive and Adaptable Learning [[electronic resource]] : 11th European Conference on Technology Enhanced Learning, EC-TEL 2016, Lyon, France, September 13-16, 2016, Proceedings / / edited by Katrien Verbert, Mike Sharples, Tomaž Klobuar
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
ISBN	3-319-45153-7
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XX, 686 p. 177 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 9891
Disciplina	374.26
Soggetti	Education—Data processing Application software User interfaces (Computer systems) Information storage and retrieval Education Computers and Education Information Systems Applications (incl. Internet) User Interfaces and Human Computer Interaction Information Storage and Retrieval Education, general Computer Appl. in Social and Behavioral Sciences
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Full Papers -- A semantic-driven model for ranking digital learning objects based on diversity in the user comments -- Social Facilitation due to online inter-classrooms Tournaments -- How to Attract Students' Visual Attention -- Creating Effective Learning Analytics Dashboards: Lessons Learnt -- Retrieval Practice and Study Planning in MOOCs: Exploring Classroom-Based Self-Regulated Learning Strategies at Scale -- "Keep your eyes on 'em all!": A mobile eye-tracking analysis of teachers' sensitivity to students -- Flipped Classroom Model: Effects on Performance, Attitudes and Perceptions in High School Algebra --

Argumentation Identification for Academic Support in Undergraduate Writings -- Mobile Grading Paper-based Programming Exams: Automatic Semantic Partial Credit Assignment Approach -- Which Algorithms Suit Which Learning Environments? A Comparative Study of Recommender Systems in TEL -- Discouraging Gaming the System through Interventions of an Animated Pedagogical Agent -- Multi-Device Territoriality to Support Collaborative Activities -Implementation and Findings from the e-learning Domain -- Refinement of a Q-matrix with an ensemble technique based on multi-label classification algorithms -- When teaching practices meet tablets' affordances. Insights on the materiality of learning -- A Peer Evaluation tool of Learning Designs -- Learning in the context of ManuSkills: Attracting Youth to Manufacturing through TEL -- Does taking a MOOC as a complement for remedial courses have an effect on my learning outcomes? A pilot study on calculus -- Are you ready to collaborate? An adaptive measurement of students arguing skills before expecting them to learn together -- Examining the effects of social media in co-located classrooms: A case study based on SpeakUp -- Enhancing public speaking skills- an evaluation of the Presentation Trainer in the wild -- How to quantify student's regularity? Nurturing communities of inquiry: A formative study of the DojoIBL platform -- Inferring student attention with ASQ -- Chronicle of a scenario graph: from expected to observed learning path -- Adaptive Testing using a General Diagnostic Model -- How Teachers Use Data to Help Students Learn: Contextual Inquiry for the Design Of a Dashboard -- Short Papers -- Assessing learner-constructed conceptual models and simulations of dynamic systems -- Learning Analytics pilot with COACH2 - Searching for effective mirroring -- Predicting Academic Performance Based on Students' Blog and Microblog Posts -- Take up my Tags: Exploring Benefits of Meaning Making in a Collaborative Learning Task at the Workplace -- Consistency verification of learner profiles in adaptive serious games -- MoodlePeers: Factors relevant in learning group formation for improved learning outcomes, satisfaction and commitment in E-learning scenarios using GroupAL -- Towards a capitalization of processes analyzing interaction traces -- Improving usage of learning designs by teachers: a set of concepts for well-defined problems resolution -- Immersion and Persistence: Improving Learners' Engagement in Authentic Learning Situations -- STI-DICO: a Web-Based ITS for Fostering Dictionary Skills and Knowledge -- PyramidApp: Scalable Method Enabling Collaboration in the Classroom -- From Idea to Reality: Extensive and Executable Modeling Language for Mobile Learning Games -- Combining adaptive learning with learning analytics: precedents and directions -- An Adaptive E-learning Strategy to Overcome the Inherent Difficulties of the Learning Content -- Evaluating the effectiveness of an affective tutoring agent in specialized education -- MOOC design workshop: educational innovation with empathy and intent -- OERauthors: Requirements for collaborative OER authoring tools in global settings -- Virtual Reality for Training Doctors to Break Bad News -- User Motivation & Technology Acceptance in Online Learning Environments -- Reflective learning at the workplace - The MIRROR design toolbox -- Toward a Play Management System for Play-Based Learning -- The Blockchain and Kudos: a Distributed System for Educational Record, Reputation and Reward -- Game-Based Training for Complex Multi-Institutional Exercises of Joint Forces -- Demo Papers -- DALITE: Asynchronous Peer Instruction for MOOCs -- Digital and Multisensory Storytelling: Narration with Smell, Taste and Touch -- A Platform for Social Microlearning -- A Framework to Enhance Adaptivity in Moodle --

Refugees Welcome: Supporting informal language learning and integration with a gamified mobile application -- DEDOS-Player: Educational activities for touch devices -- The Booth: bringing out the Super Hero in you -- DojoIBL: nurturing communities of inquiry -- Poster Papers -- Towards an Automated Assessment Support for Student Contributions on Multiple Platforms -- Experiments on Virtual Manipulation in Chemistry Education -- A Survey Study to Gather Requirements for Designing a Mobile Service to Enhance Learning from Cultural Heritage -- Inspiring the Instructional Design Process through Online Experience Sharing -- An approach to the TEL teaching of non-technical skills from the perspective of an ill-defined problem -- Towards a context-based approach assisting learning scenarios reuse -- Revealing Behaviour Pattern Differences in Collaborative Problem Solving -- DevOpsUse for Rapid Training of Agile Practices within Undergraduate and Startup Communities -- Towards an authoring tool to acquire knowledge to design ITSs teaching problem solving methods -- Kodr: A Customizable Learning Platform For Computer Science Education -- A Reflective Quiz in a Professional Qualification Program for Stroke Nurses: A Field Trial -- Helping Teachers to Help Students by using an Open Learner Model -- Personalized Rooms Based Recommendation as a Mean for Increasing Students' Activity -- Detecting and Supporting the Evolving Knowledge Interests of Lifelong Professionals -- Boosting Vocational Education and Training in Small Enterprises -- Supporting Teaching Teams in Personalizing MOOCs Course Paths.-Increasing pupils' motivation on elementary school with help of social networks and mobile technologies -- Understanding Collective Behavior of Learning Design Communities -- A Value Model for MOOCs -- Framework for Learner Assessment in Learning Games -- A Bayesian Network For The Cognitive Diagnosis Of Deductive Reasoning -- Finding the Needle in a Haystack: Who are the most Central Authors within a Domain? -- Bio-inspired Computational Algorithms in Educational and Serious Games -- Learning experiences using tablets with children and people with autism spectrum disorder -- Introducing the U.S. Cyberlearning Community -- Future Research Directions for Innovating Pedagogy -- Platform-oriented semantic description of a learning scenarios -- Model of articulation between elements of a pedagogical assistance -- Simulation-based CALL Teacher Training -- Adaptable learning and learning analytics: a case study in a programming course -- Recommending Physics Exercises in Moodle based on Hierarchical Competence Profiles -- Learning Analytics for a Puzzle Game to Discover the Puzzle-Solving Tactics of Players -- Recommending dimension weights and scale values in multi-rubric evaluations.

Sommario/riassunto

This book constitutes the proceedings of the 11th European Conference on Technology Enhanced Learning, EC-TEL 2016, held in Lyon, France, in September 2016. The 26 full papers, 23 short papers, 8 demo papers, and 33 poster papers presented in this volume were carefully reviewed and selected from 148 submissions.