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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Full Papers -- Supporting Adaptive Learning with a Student Model Repository and Shared Adaptive Variables -- Enhancing Personal Learning Environments by Context-Aware Tagging -- Assisting the

Authoring Process of IMS-LD Using Web Parsing Technique -- Dynamic Navigation for Personalized Learning Activities Based on Gradual Adaption Recommendation Model -- An Advanced Learning Environment Aided by Recognition of Multi-modal Social Signals -- An Ontology-Based Framework for Personalized Adaptive Learning -- Personalized Curriculum Recommender System Based on Hybrid Filtering -- Evaluation of Learning Outcomes -- Incorporating an Automatic Judge into Blended Learning Programming Activities -- Visualizing Activities for Self-reflection and Awareness -- Web-Based Enhanced Learning Style Index with Integration into an e-Learning System -- Gap Detection in Web-Based Adaptive Educational Systems -- Bridging the Knowledge Gap between Research and Education through Textbooks -- Predicting Learning Styles in a Conversational Intelligent Tutoring System -- Specifying a Programming Exercises Evaluation Service on the e-Framework -- A Supplement for Learning Herbal Medicine Using a Web-Based Tool and Social Network -- Using Social Software for Teamwork and Collaborative Project Management in Higher Education -- Construction of the Intelligent Tutoring System from the View of Distributed Cognition -- A Scaffolding Support System for English Essay Reading -- Learning Content Adaptation for m-Learning Systems: A Multimodality Approach -- Supporting Active Learning in CLIL through Collaborative Search -- Supporting Flexible Competency Frameworks -- Extending Learning Objects by Means of Social Networking -- Improving Hybrid Learning of Physical Education by Video Review -- An Emotion Regulation Model in an E-Learning Environment -- Delivering QTI Self-tests to Personal Learning Environments Using Wookie Widgets -- e-Training DS: An Authoring Tool for Integrating Portable Computer Science Games in e-Learning -- Not Yet Ready for Everyone: An Experience Report about a Personal Learning Environment for Language Learning -- eCH, A Course Help Tool for Teacher -- Collaborative Learning by Means of Multiplayer Serious Games -- CONSPECT: Monitoring Conceptual Development -- LABTA: An Agent-Based Intelligent Teaching Assistant for Experiment Courses -- An Open Model for Learning Path Construction -- Automatically Constructing a Compact Concept Map of Dance Motion with Motion Captured Data -- Using the Petri Nets for the Learner Assessment in Serious Games -- Web-Based Probabilistic Retrieval of Chinese Calligraphic Character Images: An Efficiency Study -- Short Papers -- An Effort to Boost Building an Attentive Service Environment for the Participants in Smart Classrooms -- A Study on the Effectiveness of Cooperative Learning in College English Writing -- Comparing Learning Results of Web Based and Traditional Learning Students -- A Personalized Assessment System Based on Item Response Theory -- Open Learning: A Framework for Sharable Learning Activities -- Studies on Sustainable Design Strategies of the Product-Service System for the Web-Based English Learning -- Design and Implementation of Collaboration Support in Virtual Experiment Environment -- Cross-Cultural Multimedia Language Learning: Case Study and Analysis.

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