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   Soggetti Educational technology
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   Artificial intelligence
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   Computer Applications
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   Lingua di pubblicazione Inglese

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   Nota di contenuto Why hypermedia systems are important -- Project CALC: Calculus as a laboratory course -- The structures of advanced multimedia learning environments: Reconfiguring space, time, story, and text -- Adjusting to the paradim shift in teaching and learning or what do I do now??? -- Engagement and construction: Educational strategies for the post-TV era -- Building knowledge based tutors -- Learning styles and computer-based learning environments -- Text and graphics in instructional design -- Assessing program visualization systems as instructional aids -- At last! A computer aid for the teaching of electronics which answers all the nagging questions about capacitors -- An object oriented approach to produce educational hypermedia software -- A cognitive model of programming knowledge for

procedural languages -- Programming by experimentation and example -- An experiment of cooperative learning with Hypercard -- An ITS for engineering domains concept, design and application -- Structuring the subject matter -- MIDI draw: Designing an impressionistic medium for young musicians, artists, and writers -- Standardized architecture for integrated open courseware -- Formal techniques in higher education: A proposal -- QUIZ, a distributed intelligent tutoring system -- Intelligent tutorial system in medicine through an interactive testing program: HyperMIR -- DCE: A knowledge-based tutoring and advisory system - Tutoring strategies and architecture -- Discourse style and situation viewpoint for a conversational language tutor -- Open structured CAI system for Kanji learning -- The sum of the parts is greater than the whole in online graduate education -- Development of GeoBlock: a micro-world for learning and teaching geometry -- SODA: A computer-aided design environment for the doing and learning of software design -- A graphical CAL author language -- A knowledge base approach to learning to program in Prolog -- Self-adjusting curriculum planning in Sherlock II -- Integrating an educational simulation into a Logic Design course -- An algorithm animation programming environment -- ABASE: A Hypermedia-based tutoring and authoring system -- A tool for developing intelligent tutoring systems -- Applying computer models of phonological competence to C.A.L.L. -- Vigilance in a long-term cognitive computing task: The effects of subject strategy and screen colour on performance -- Mastering the machine: A comparison of the mouse and touch screen for children's use of computers -- An authoring system for ITS which is based on a generic level of tutoring strategies -- The uses of multiple student inputs in modeling and lesson planning in CAI and ICAI programs -- Project Nestor: New approaches to cooperative multimedia authoring/learning -- Design and implementation of courseware for teaching programming languages -- Objector, yet another authoring system -- Design and evaluation of the SUMIT intelligent teaching assistant for arithmetic -- Spelling remediation for dyslexic children using the selfspell programs -- Using HyperCard to create a flexible learning package for statistics: Costs, benefits and effectiveness -- Educational software engineering: A methodology based on cooperative developments -- Environmental CAL for conversation pattern learning -- Adaptive navigational tools for educational hypermedia -- A tool for storing and exploring ideas -- Dynamic CAL-courseware generation within an ITS-shell architecture -- Callguide: using programmable hypertext as a shell for Call programs.

| Sommario/riassunto | ICCAL, the International Conference on Computers and Learning, is a forum for the exchange of ideas and presentation of developments in the theory andpractice of computer uses in education, with a focus on post-secondary education. ICCAL '92 was held at Acadia University in Wolfville, Nova Scotia, Canada, June 17-20, 1992. This volume presents the proceedings of ICCAL '92, and features 45 submitted and 6 invited papers. Topics addressed include hypermedia systems, multimedia learning environments, educational strategies, knowledge based tutors, program visualization systems, intelligent tutoring systems, mouse and touchscreen comparison, cooperative multimedia, authoring systems, language learning, spelling remediation, teaching geometry, a tutoring assistant for arithmetic, a learning package for statistics, conversational pattern learning, adaptive navigational tools, and many more. |