

1. Record Nr.	UNISA996465780503316
Titolo	User Modeling 2005 [[electronic resource]] : 10th International Conference, UM 2005, Edinburgh, Scotland, UK, July 24-29, 2005, Proceedings // edited by Liliana Ardissono, Paul Brna, Antonija Mitrovic
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2005
ISBN	3-540-31878-X 3-540-27885-0
Edizione	[1st ed. 2005.]
Descrizione fisica	1 online resource (XVI, 533 p.)
Collana	Lecture Notes in Artificial Intelligence ; ; 3538
Disciplina	004.01/9
Soggetti	User interfaces (Computer systems) Application software Artificial intelligence Computer simulation Computers and civilization User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Artificial Intelligence Simulation and Modeling Computer Appl. in Social and Behavioral Sciences Computers and Society
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Invited Talks -- User Modeling Meets Usability Goals -- Hey, That's Personal! -- Inhabited Models: Supporting Coherent Behavior in Online Systems -- Papers -- Integrating Open User Modeling and Learning Content Management for the Semantic Web -- Modeling Suppositions in Users' Arguments -- Generative Programming Driven by User Models -- Data-Driven Refinement of a Probabilistic Model of User Affect -- Recognizing Emotion from Postures: Cross-Cultural Differences in User Modeling -- Recognizing, Modeling, and Responding to Users' Affective States -- Using Learner Focus of Attention to Detect Learner Motivation

Factors -- Player Modeling Impact on Player's Entertainment in Computer Games -- Using Learning Curves to Mine Student Models -- Exploiting Probabilistic Latent Information for the Construction of Community Web Directories -- ExpertiseNet: Relational and Evolutionary Expert Modeling -- Task-Oriented Web User Modeling for Recommendation -- Ontologically-Enriched Unified User Modeling for Cross-System Personalization -- Using Student and Group Models to Support Teachers in Web-Based Distance Education -- Using Similarity to Infer Meta-cognitive Behaviors During Analogical Problem Solving -- COPPER: Modeling User Linguistic Production Competence in an Adaptive Collaborative Environment -- User Cognitive Style and Interface Design for Personal, Adaptive Learning. What to Model? -- Tailored Responses for Decision Support -- Decision Theoretic Dialogue Planning for Initiative Problems -- A Semi-automated Wizard of Oz Interface for Modeling Tutorial Strategies -- Generating Artificial Corpora for Plan Recognition -- Reasoning About Interaction in a Multi-user System -- A Comparison of HMMs and Dynamic Bayesian Networks for Recognizing Office Activities -- Modeling Agents That Exhibit Variable Performance in a Collaborative Setting -- Detecting When Students Game the System, Across Tutor Subjects and Classroom Cohorts -- A Bayesian Approach to Modelling Users' Information Display Preferences -- Modeling of the Residual Capability for People with Severe Motor Disabilities: Analysis of Hand Posture -- Non-intrusive User Modeling for a Multimedia Museum Visitors Guide System -- Modelling the Behaviour of Elderly People as a Means of Monitoring Well Being -- Bayesphone: Precomputation of Context-Sensitive Policies for Inquiry and Action in Mobile Devices -- Just Do What I Tell You: The Limited Impact of Instructions on Multimodal Integration Patterns -- Motion-Based Adaptation of Information Services for Mobile Users -- Interaction-Based Adaptation for Small Screen Devices -- Adapting Home Behavior to Its Inhabitants -- Design and Evaluation of a Music Retrieval Scheme That Adapts to the User's Impressions -- The Pursuit of Satisfaction: Affective State in Group Recommender Systems -- An Economic Model of User Rating in an Online Recommender System -- Incorporating Confidence in a Naive Bayesian Classifier -- Modeling User's Opinion Relevance to Recommending Research Papers -- User- and Community-Adaptive Rewards Mechanism for Sustainable Online Community -- Off-line Evaluation of Recommendation Functions -- Evaluating the Intrusion Cost of Recommending in Recommender Systems -- Introducing Prerequisite Relations in a Multi-layered Bayesian Student Model -- Exploring Eye Tracking to Increase Bandwidth in User Modeling -- Modeling Students' Metacognitive Errors in Two Intelligent Tutoring Systems -- Modeling Individual and Collaborative Problem Solving in Medical Problem-Based Learning -- User Modeling in a Distributed E-Learning Architecture -- Computer Adaptive Testing: Comparison of a Probabilistic Network Approach with Item Response Theory -- A Framework for Browsing, Manipulating and Maintaining Interoperable Learner Profiles -- Towards Efficient Item Calibration in Adaptive Testing -- Synergy of Performance-Based Model and Cognitive Trait Model in DP-ITS -- Up and Down the Number-Line: Modelling Collaboration in Contrasting School and Home Environments -- Temporal Blurring: A Privacy Model for OMS Users -- A Framework of Context-Sensitive Visualization for User-Centered Interactive Systems -- Gumo -- The General User Model Ontology -- Balancing Awareness and Interruption: Investigation of Notification Deferral Policies -- A Decomposition Model for the Layered Evaluation of Interactive Adaptive Systems -- User Control over User Adaptation: A Case Study --

Towards User Modeling Meta-ontology -- Evaluation of a System for Personalized Summarization of Web Contents -- Social Navigation Support Through Annotation-Based Group Modeling -- Discovering Stages in Web Navigation -- The Impact of Link Suggestions on User Navigation and User Perception -- Doctoral Consortium Papers -- Modeling Emotions from Non-verbal Behaviour in an Affective Tutoring System -- Ubiquitous User Modeling in Recommender Systems -- User Modelling to Support User Customization -- ETAPP: A Collaboration Framework That Copes with Uncertainty Regarding Team Members -- Towards Explicit Physical Object Referencing -- Adaptive User Interfaces for In-vehicle Devices -- Agent-Based Ubiquitous User Modeling -- Using Qualitative Modelling Approach to Model Motivational Characteristics of Learners -- Improving Explicit Profile Acquisition by Means of Adaptive Natural Language Dialog -- Modelling User Ability in Computer Games -- Constraint-Sensitive Privacy Management for Personalized Web-Based Systems -- Modularized User Modeling in Conversational Recommender Systems.

Sommario/riassunto

The 33 revised full papers and 30 poster summaries presented together with papers of 12 selected doctoral consortium articles and the abstracts of 3 invited lectures were carefully reviewed and selected from 160 submissions. The book offers topical sections on adaptive hypermedia, affective computing, data mining for personalization and cross-recommendation, ITS and adaptive advice, modeling and recognizing human activity, multimodality and ubiquitous computing, recommender systems, student modeling, user modeling and interactive systems, and Web site navigation support.
