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Titolo	Technologies for E-Learning and Digital Entertainment [[electronic resource] ] : Third International Conference, Edutainment 2008, Nanjing, China, June 25-27, 2008, Proceedings // edited by Zhigeng Pan, Xiaopeng Zhang, Abdennour El Rhalibi, Woontack Woo, Yi Li
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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 5093
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Soggetti	User interfaces (Computer systems) Computer engineering Application software Artificial intelligence Multimedia information systems User Interfaces and Human Computer Interaction Computer Engineering Computer Applications Artificial Intelligence Information Systems Applications (incl. Internet) Multimedia Information Systems
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	E-Learning Platforms and Tools -- WRITE: Writing Revision Instrument for Teaching English -- u-Teacher: Ubiquitous Learning Approach -- A Model for Knowledge Innovation in Online Learning Community -- The Design of Software Architecture for E-Learning Platforms -- An Educational Component-Based Digital TV Middleware for the Brazilian's System -- Designing and Developing Process-Oriented Network Courseware: IMS Learning Design Approach -- Design and Implementation of Game-Based Learning Environment for Scientific

Inquiry -- Research and Implementation of Web-Based E-Learning Course Auto-generating Platform -- E-Learning System for Education -- A Humanized Mandarin e-Learning System Based on Pervasive Computing -- An Interactive Simulator for Information Communication Models -- iThaiSTAR – A Low Cost Humanoid Robot for Entertainment and Teaching Thai Dances -- The Study on Visualization Systems for Computer-Supported Collaborative Learning -- Computer-Assisted Paper Wrapping with Visualization -- Hangeul Learning System -- An Ajax-Based Terminology System for E-Learning 2.0 -- Idea and Practice for Paperless Education -- SyTroN: Virtual Desk for Collaborative, Tele-operated and Tele-learning System with Real Devices -- Application of E-Learning Systems -- An Examination of Students' Perception of Blended E-Learning in Chinese Higher Education -- Research and Application of Learning Activity Management System in College and University E-Learning -- Motivate the Learners to Practice English through Playing with Chatbot CSIEC -- A Strategy for Selecting Super-Peer in P2P and Grid Based Hybrid System -- Personal Knowledge Management in E-Learning Era -- Teaching Machine Learning to Design Students -- A Survey on Use of “New Perspective English Learning System” among University Students—Case Study on Jiangxi Normal University -- Evolving Game NPCs Based on Concurrent Evolutionary Neural Networks -- E-Learning Resource Management -- Knowledge Discovery by Network Visualization -- Research on Emotional Vocabulary-Driven Personalized Music Retrieval -- Research on Update Service in Learning Resources Management System -- On Retrieval of Flash Animations Based on Visual Features -- The Design of Web-Based Intelligent Item Bank -- Methods on Educational Resource Development and Application -- Research on Management of Resource Virtualization Based on Network -- The F-R Model of Teaching in Chinese Universities -- An Approach to a Visual Semantic Query for Document Retrieval -- Modification of Web Content According to the User Requirements -- Virtual Environments with Content Sharing -- Interaction in Game and Education -- Hand Contour Tracking Using Condensation and Partitioned Sampling -- Integrating Gesture Recognition in Airplane Seats for In-Flight Entertainment -- Designing Engaging Interaction with Contextual Patterns for an Educational Game -- Design and Implement of Game Speech Interaction Based on Speech Synthesis Technique -- Two-Arm Haptic Force-Feedbacked Aid for the Shoulder and Elbow Telerehabilitation -- Vision Based Pose Recognition in Video Game -- Memotice Board: A Notice Board with Spatio-temporal Memory -- Mobile Cultural Heritage: The Case Study of Locri -- Integration of Game and Education -- Study of Game Scheme for Elementary Historical Education -- Integration of Game Elements with Role Play in Collaborative Learning — A Case Study of Quasi-GBL in Chinese Higher Education -- A Case of 3D Educational Game Design and Implementation -- Mathematical Education Game Based on Augmented Reality -- Game-Based Learning Scenes Design for Individual User in the Ubiquitous Learning Environment -- Learning Models for the Integration of Adaptive Educational Games in Virtual Learning Environments -- The Potential of Interactive Digital Storytelling for the Creation of Educational Computer Games -- Game Design and Development -- Designing Virtual Players for Game Simulations in a Pedagogical Environment: A Case Study -- The Relationship between Game Genres, Learning Techniques and Learning Styles in Educational Computer Games -- EFM: A Model for Educational Game Design -- Towards Generalised Accessibility of Computer Games -- Designing Narratology-Based Educational Games with Non-players -- Interactive Game Development with a Projector-Camera System --

Animated Impostors Manipulation for Real-Time Display in Games Design -- Virtual Characters, Animation and Navigation -- Virtual Avatar Enhanced Nonverbal Communication from Mobile Phones to PCs -- Analysis of Role Behavior in Collaborative Network Learning -- Survey on Real-Time Crowds Simulation -- TS-Animation: A Track-Based Sketching Animation System -- Dynamic Axial Curve -- Pair Based Deformation -- 3D Freehand Canvas -- Sparse Key Points Controlled Animation for Individual Face Model -- Networked Virtual Marionette Theater -- Tour into Virtual Environment in the Style of Pencil Drawing -- Research and Implementation of Hybrid Tracking Techniques in Augmented Museum Tour System -- Graphics Rendering and Digital Media -- Terrain Synthesis Based on Microscopic Terrain Feature -- A Double Domain Based Robust Digital Image Watermarking Scheme -- ABF Based Face Texturing -- Tile-Based Interactive Texture Design -- Efficient Method for Point-Based Rendering on GPUs -- Efficient Mushroom Cloud Simulation on GPU -- Geometric Modeling in Games and Virtual Reality -- Virtual Artistic Paper-Cut -- A Sufficient Condition for Uniform Convergence of Stationary p-Subdivision Scheme -- Model and Animate Plant Leaf Wilting -- The Technical Research and System Realization of 3D Garment Fitting System Based on Improved Collision-Check Algorithm -- Reconstruction of Tree Crown Shape from Scanned Data -- A Survey of Modeling and Rendering Trees -- Creating Boundary Curves of Point-Set Models in Interactive Environment -- Rational Biquartic Interpolating Surface Based on Function Values -- 3D Modelling for Metamorphosis for Animation.

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#### Sommario/riassunto

This book constitutes the refereed proceedings of the Third International Conference on E-learning and Games, Edutainment 2008, held in Nanjing, China, in June 2008. The 83 revised full papers presented together with the abstract of 5 keynote speeches were carefully reviewed and selected from a total of 219 submissions. The papers are organized in topical sections on e-learning platforms and tools, e-learning system for education, application of e-learning systems, e-learning resource management, interaction in game and education, integration of game and education, game design and development, virtual characters, animation and navigation, graphics rendering and digital media, as well as geometric modeling in games and virtual reality.

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