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Soggetti	Artificial intelligence Computers and civilization Educational technology E-commerce Application software Artificial Intelligence Computers and Society Educational Technology e-Commerce/e-business Computer Appl. in Administrative Data Processing Computer Appl. in Arts and Humanities
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Nota di contenuto	Track I: Social and Humanistic Computing for the Knowledge Society: Emerging Technologies and Systems for the Society and the Humanity -- Inclusive Social Tagging: A Paradigm for Tagging-Services in the Knowledge Society -- A Unifying Framework for Building Social Computing Applications -- Eye Knowledge Network: A Social Network for the Eye Care Community -- Human-Centric Design of Percipient Knowledge Distribution Service -- Towards a Community of Practice Toolkit Based on Semantically Marked Up Artifacts -- An Annotation-Based Access Control Model and Tools for Collaborative Information

Spaces -- Attributions of Human-Avatar Relationship Closeness in a Virtual Community -- Modelling an Environmental Knowledge-Representation System -- Combining OpenEHR Archetype Definitions with SWRL Rules – A Translation Approach -- Psychology in the ICT Era: Electronic Psychology -- Towards an Ontology for Describing Emotions -- Strategic IT Alignment in Swedish Public Healthcare System -- Understanding Network Mobility in Pervasive Markets: Realistic Human Shopping Behavioral Model -- User Information Satisfaction with a Knowledge-Based Virtual Community: An Empirical Investigation -- ICT and Cultural Heritage Education: Which Added Value? -- A Multi-Agent Model for Mine Detection – MAMMD -- Proposal of a Tool of Support to the Evaluation of User in Educative Web Sites -- Time Orientation Device for Special Education -- Track II: Knowledge, Learning, Education, Learning Technologies and E-learning for the Knowledge Society -- Designing Collaborative Learning and Innovation Systems for Education Professionals -- Personalized Learning Using Ontologies and Semantic Web Technologies -- LIA: An Intelligent Advisor for e-Learning -- A Strategy for Achieving Learning Content Repurposing -- Supporting Effective Monitoring and Knowledge Building in Online Collaborative Learning Systems -- Educational Games Design Issues: Motivation and Multimodal Interaction -- A Business Plans Training Tool Based on the Semantic Web Principles -- Asynchronous Tele-education and Computer-Enhanced Learning Services in the Greek School Network -- Particle Swarms for Competency-Based Curriculum Sequencing -- Copyright Management for the LUISA Semantic Learning Content Management System -- Teaching of English to Hearing Impaired Individuals Whose Mother Language Is the Sign Language -- The Determinants of the Effectiveness of Online Discussion Board Systems in eLearning: A Case Study -- Can the Learning Process in a Distance University Be Improved? -- Approaches to Knowledge Management in Greek Firms -- Lecomps5: A Framework for the Automatic Building of Personalized Learning Sequences -- Evolving Mechanisms of Virtual Learning Communities: Lessons Learned from a Case in Higher Education -- A Recommender System Architecture for Instructional Engineering -- Programming Robots in Primary Schools Deserves a Renewed Attention -- The Development of a Self-assessment System for the Learners Answers with the Use of GPNN -- Development of Online Inquiry Environments to Support Project-Based Learning of Robotics -- Ontology-Based User Modelling Personalization: Analyzing the Requirements of a Semantic Learning Portal -- Track III: Information Technologies for the Knowledge Society: Knowledge Management Systems – E-business – Enterprise Information Systems for the Knowledge Society -- Social Recommendations within the Multimedia Sharing Systems -- Webstrategy Formulation: Benefiting from Web 2.0 Concepts to Deliver Business Values -- The Rhizomer Semantic Content Management System -- Business Metrics Discovery by Business Rules -- The Origin, Representation, and Use of Collaboration Patterns in a Medical Community of Practice -- Semantics-Aware Resolution of Multi-part Persistent Identifiers -- The Impact of Readability on the Usefulness of Online Product Reviews: A Case Study on an Online Bookstore -- An on Demand Business Context to Improve Software Development Process Based on Business Knowledge -- Organizational Knowledge Sources Integration through an Ontology-Based Approach: The Onto-DOM Architecture -- A Capability Assessment Framework for the Adoption of B2B Integration Systems -- Inclusion in the Information Society for the “Excluded” Women in Greek Thrace -- On Significance of Ontology Quality in Ontology-Driven Web Search -- Biggest Barriers to Effectiveness in CIO

Role in Large Portuguese Companies -- A Computational Experiment to Describe Opinion Formation Using a Master Equation and Monte Carlo Simulations -- A UML Model of the Client Tracking System at the Learning Enrichment Foundation in Toronto, Canada: A Study of Class, Object, and State Diagrams -- Searching with Document Space Adapted Ontologies -- Track IV: Culture and Cultural Heritage – Technology for Culture Management – Management of Tourism and Entertainment – Tourism Networks in the Knowledge Society -- Knowledge-Intensive Interactive Systems Design in Cultural Context -- Mobile and Accessible ICTs for Museography -- CallimachusDL: Using Semantics to Enhance Search and Retrieval in a Digital Library -- Spatial Information Retrieval from Images Using Ontologies and Semantic Maps -- Pattern Matching Techniques to Identify Syntactic Variations of Tags in Folksonomies -- Accessible Tourism for the Disabled: Long Tail Theory -- Track V: Government and Democracy for the the Knowledge Society -- A Social Networking Exploration of Political Blogging in Greece -- Implementing an e-Government Observatory for Rural SMEs -- A Semantic Based Collaborative System for the Interoperability of XBRL Accounting Information.

Sommario/riassunto

This book, in conjunction with the volume CCIS 19, constitutes the refereed proceedings of the First World Summit, WSKS 2008, held in Athens, Greece, in September 2008. The 64 revised full papers presented were carefully reviewed and selected from 286 submissions. The papers are organized in topical sections on social & humanistic computing for the knowledge society; knowledge, learning, education, learning technologies and e-learning for the knowledge society; information technologies for the knowledge society; culture & cultural heritage - technology for culture management - management of tourism and entertainment - tourism networks in the knowledge society; government and democracy for the knowledge society.
