1. Record Nr. UNISA996466282103316

Titolo	Advances in Artificial Intelligence - IBERAMIA 2018 [[electronic resource]] : 16th Ibero-American Conference on AI, Trujillo, Peru, November 13-16, 2018, Proceedings / / edited by Guillermo R. Simari, Eduardo Fermé, Flabio Gutiérrez Segura, José Antonio Rodríguez Melquiades
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2018
ISBN	3-030-03928-5
Edizione	[1st ed. 2018.]
Descrizione fisica	1 online resource (XVII, 520 p. 165 illus., 96 illus. in color.)
Collana	Lecture Notes in Artificial Intelligence ; ; 11238
Disciplina	006.3
Soggetti	Artificial intelligence Algorithms Application software Special purpose computers Artificial Intelligence Algorithm Analysis and Problem Complexity Information Systems Applications (incl. Internet) Special Purpose and Application-Based Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Knowledge Engineering -- Knowledge Representation and Reasoning under Uncertainty -- Multiagent Systems -- Game Theory and Economic Paradigms -- Game Playing and Interactive Entertainment -- Ambient Intelligence -- Machine Learning Applications -- Machine Learning Methods, Cognitive Modeling -- Cognitive Systems -- Planning and Scheduling -- Robotics -- Vision -- Natural Language Processing -- Human-Computer Interaction, AI in Education -- NLP and Knowledge Representation -- NLP and Machine Learning -- NLP and Text Mining -- Humans and AI -- Human-Aware AI -- General AI, Knowledge Engineering -- AI and the Web Applications -- Computational Sustainability and AI -- Heuristic Search and Optimization.

Sommario/riassunto	This book constitutes the refereed proceedings of the 16th Ibero-American Conference on Artificial Intelligence, IBERAMIA 2018, held in Trujillo, Peru,in November 2018. The 41 papers presented were carefully reviewed and selected from 92 submissions. The papers are organized in the following topical sections: Knowledge Engineering, Knowledge Representation and Reasoning under Uncertainty., Multiagent Systems., Game Theory and Economic Paradigms, Game Playing and Interactive Entertainment, Ambient Intelligence, Machine Learning Methods, Cognitive Modeling,General AI, Knowledge Engineering, Computational Sustainability and AI, Heuristic Search and Optimization and much more.

2. Record Nr. UNINA9910484217403321

Titolo	Advances in Web Based Learning - ICWL 2007 : 6th International Conference, Edinburgh, UK, August 15-17, 2007, Revised Papers / / edited by Howard Leung, Frederick Li, Rynson Lau, Qing Li
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2008
ISBN	3-540-78139-0
Edizione	[1st ed. 2008.]
Descrizione fisica	1 online resource (XIV, 654 p.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 4823
Classificazione	81.68
Disciplina	371.3344678
Soggetti	Application software Information storage and retrieval systems Artificial intelligence User interfaces (Computer systems) Human-computer interaction Multimedia systems Education - Data processing Computer and Information Systems Applications Information Storage and Retrieval Artificial Intelligence User Interfaces and Human Computer Interaction Multimedia Information Systems Computers and Education
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	Keynote -- Learning How to Dance Using a Web 3D Platform -- Personalized E-Learning -- Starting Directions for Personalized E-Learning -- PLANT: A Distributed Architecture for Personalized E-Learning -- PeRES: A Personalized Recommendation Education System Based on Multi-agents & SCORM -- Personalising Learning through Prerequisite Structures Derived from Concept Maps -- A Pedagogy-Driven Personalization Framework to Support Automatic Construction of Adaptive Learning Experiences -- Learning Resource Organization and Management -- Authoring Learning Objects for Web-Based Intelligent Tutoring Systems -- The ELEKTRA Ontology Model: A Learner-Centered Approach to Resource Description -- Towards Fuzzy Domain Ontology Based Concept Map Generation for E-Learning -- Knowledge Element Extraction for Knowledge-Based Learning Resources Organization -- A Context-Based Framework and Method for Learning Object Description and Search -- Knowledge Point Based Curriculum Developing and Learning Object Reusing -- An Informatic Model for Open Contents Management -- On Line Course Organization -- Framework and Standards for E-Learning -- Learning as a Service: A Web-Based Learning Framework for Communities of Professionals on the Web 2.0 -- Addressing Context-Awareness and Standards Interoperability in E-Learning: A Service-Oriented Framework Based on IRS III -- Extending CORDRA for Systematic Reuse -- Adaptivity in a SCORM Compliant Adaptive Educational Hypermedia System -- Synergistic Learning for Knowledge Age: Theoretical Model, Enabling Technology and Analytical Framework -- A New Layering Architecture of E-Learning System -- Transformational Techniques for Model-Driven Authoring of Learning Designs -- Test Authoring, Question Generation and Assessment -- Automatic Question Generation for Learning Evaluationin Medicine -- A Cloze Test Authoring System and Its Automation -- A Web-Based E-Testing System Supporting Test Quality Improvement -- A Novel Architecture for E-Learning Knowledge Assessment Systems -- Language Learning -- An Assessment Tool for Judging the Overall Appearance of Chinese Handwriting Based on Opinions from Occupational Therapists -- WILLIE – A Web Interface for a Language Learning and Instruction Environment -- E-Learning and Deaf Children: A Logic-Based Web Tool -- A Virtual Chinese Hairy Brush Model for E-Learning -- Science Education -- Exploratory Learning for Computer Networking -- Application of an Online Judge & Contester System in Academic Tuition -- Assessing the Learners' Motivation in the E-Learning Environments for Programming Education -- Using Constraint-Based Modelling to Describe the Solution Space of Ill-defined Problems in Logic Programming -- A Web Application for Mathematics Education -- An Improved Platform for Medical E-Learning -- Visualization Technologies for Content Delivery and Learning Behavior -- A 3D Geometry Search Engine in Support of Learning -- A Piece-Wise Learning Approach to 3D Facial Animation -- Open Smart Classroom: Extensible and Scalable Smart Space Using Web Service Technology -- An Instructor's Guide to Design Web-Based Algorithm Animations -- Logging and Visualization of Learner Behaviour in Web-Based E-Testing -- Tracking and Visualisation of Student Use of Online Learning Materials in a Large Undergraduate Course -- Practice and Experience Sharing -- Web-Based Outcome-Based Teaching and Learning – An Experience Report -- Evaluating Asynchronous Message

Boards to Support Cross-Cultural Communities of High-School Students -- From Learning Objects to Educational Itineraries: Helping Teachers to Exploit Repositories -- AdultDistance Learning Using a Web-Based Learning Management System: Methodology and Results -- Language-Driven Development of Web-Based Learning Applications -- System Control Through the Internet and a Remote Access Laboratory Implementation -- Security, Privacy and Mobile E-Learning -- Secure and Efficient Information Sharing in Multi-university E-Learning Environments -- Protecting Disseminative Information in E-Learning -- Mobile Learning Support with Statistical Inference-Based Cache Management -- Blended Learning -- Design and Implementation of an Automated System for Assessment of Computer Programming Assignments -- Web-Based Logging of Classroom Teaching Activities for Blended Learning -- Blended Teaching and Learning of Computer Programming -- Discovery of Educational Objective on E-Learning Resource: A Competency Approach -- Structured Blended Learning Implementation for an Open Learning Environment -- The Marriage of Rousseau and Blended Learning: An Investigation of 3 Higher Educational Institutions' Praxis.

Sommario/riassunto

This year, we received a record high of about 180 submissions to ICWL 2007. From these, a total of 55 full papers plus one keynote paper were accepted for this LNCS proceedings volume, representing an acceptance rate of about 30%. The authors of these accepted papers were of a remarkable international diversity. We would like to thank all the reviewers for spending their precious time reviewing the papers and for providing valuable comments that aided significantly in the paper selection process. Authors of the best papers presented at this conference will be invited to submit extended versions of their papers for possible publication in 1) a special issue of IEEE Trans. on Knowledge and Data Engineering, for those papers relevant to knowledge and data engineering; and 2) a special issue of the International Journal of Distance Education Technologies (JDET), for papers of other areas. This was the first time that the ICWL conference was organized in Europe and 27 papers were from European researchers. We would like to thank our Organization Chair Dr. Taku Komura for spending an enormous amount of energy in coordinating the local arrangements. In fact, we would like to thank the entire conference organization committee for their hard work in putting together the conference. In particular, we would like to express our appreciation to our Registration Chair Dr.