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Learning and Diversity in the Cities of the Future Ilona Buchem 2014-12-23 This publication includes the Proceedings of the PLE Conference 2013. The Conference on Personal Learning Environments is now an established annual international, scientific event and a reference point for the current state of the art in research and development in Personal Learning Environments (PLE). The PLE Conference creates a space for researchers and practitioners to share concepts, case studies and research related to the design, development and implementation of Personal Learning Environments in diverse educational contexts including formal and informal education. The 4th PLE Conference in 2013 took place at Beuth University of Applied Sciences in Berlin, Germany together with a parallel event at Monash University in Melbourne, Australia. The PLE

Conference 2013 received 75 submissions and welcomed almost 100 delegates from Europe, Asia, Australasia, North and South America and Africa.The papers included in the Proceedings provide rich and valuable theoretical and empirical insights into Personal Learning Environments. Personal Learning Environments (PLE) is an approach in Technology-Enhanced Learning (TEL) based on the principles of learner autonomy, ownership and empowerment. PLEs are integrated, individual environments for learning which include specific technologies, methods, tools, contents, communities and services constituting complex learning infrastructures, enhancing new educational practices and at the same time emerging from these new practices. This represents a shift away from the traditional model of technology-enhanced learning based on knowledge transfer towards a model based on knowledge construction and sharing.

Advances in Web-based Learning - ICWL 2012 Elvira Popescu 2012-08-23 This book constitutes the refereed proceedings of the 11th International Conference on Web-Based Learning, ICWL 2012, held in Sinaia, Romania, in September, 2012. The 28 revised full papers presented together with 10 short papers were carefully reviewed and selected from about 105 submissions. The papers are organized in topical sections on Computer Supported Collaborative Learning, Web 2.0 and Social Learning Environments; Personal Learning Environments; Learning Objects' Management and Ontologies; Game-Based Learning;

Personalized and Adaptive Learning; Feedback, Assessment and Learning Analytics; Design, Model and Implementation of E-Learning Platforms and Tools; Pedagogical Issues, Practice and Experience Sharing.

Advances in Web-based Learning - ICWL 2011 Howard Leung 2012-02-10 This book constitutes the refereed proceedings of the 10th International Conference on Web-Based Learning, ICWL 2011, held in Hong Kong, China, in December 2011. The 27 revised full papers presented together with 9 short papers were carefully reviewed and selected from about 100 submissions. The papers report on research results or novel applications in web-based learning and address issues such as technology enhanced learning, personalized and adaptive learning, computer support for intelligent tutoring, intelligent tools for visual learning, Web-based learning for oriental languages learning, game-based learning, personal learning environments, computer supported collaborative learning, Web 2.0 and social learning environments, intelligent learner and group modeling, human factors and affective computing for learning, e-learning platforms and tools, design, model and framework of e-learning systems, deployment, organization and management of learning objects, e-learning metadata and standards, semantic Web and ontologies for e-learning, mobile, situated and blended learning, pedagogical issues, as well as practice and experience sharing.

Internet Accessible Remote

Laboratories: Scalable E-Learning Tools for Engineering and Science Disciplines Azad, Abul K.M. 2011-11-30 "This book presents current developments in the multidisciplinary creation of Internet accessible remote laboratories, offering perspectives on teaching with online laboratories, pedagogical design, system architectures for remote laboratories, future trends, and policy issues in the use of remote laboratories"--Provided by publisher.
Recommender Systems for Technology Enhanced Learning Nikos Manouselis 2014-04-12 As an area, Technology Enhanced Learning (TEL) aims to design, develop and test socio-technical innovations that will support and enhance learning practices of individuals and organizations. Information retrieval is a pivotal activity in TEL and the deployment of recommender systems has attracted increased interest during the past years. Recommendation methods, techniques and systems open an interesting new approach to facilitate and support learning and teaching. The goal is to develop, deploy and evaluate systems that provide learners and teachers with meaningful guidance in order to help identify suitable learning resources from a potentially overwhelming variety of choices. Contributions address the following topics: i) user and item data that can be used to support learning recommendation systems and scenarios, ii) innovative methods and techniques for recommendation purposes in educational settings and iii)

examples of educational platforms and tools where recommendations are incorporated.

Competencies in Teaching, Learning and Educational Leadership in the Digital Age J. Michael Spector 2016-07-26 This book makes a contribution to a global conversation about the competencies, challenges, and changes being introduced as a result of digital technologies. This volume consists of four parts, with the first being elaborated from each of the featured panelists at CELDA (Cognition and Exploratory Learning in the Digital Age) 2014. Part One is an introduction to the global conversation about competencies and challenges for 21st-century teachers and learners. Part Two discusses the changes in learning and instructional paradigms. Part Three is a discussion of assessments and analytics for teachers and decision makers. Lastly, Part Four analyzes the changing tools and learning environments teachers and learners must face. Each of the four parts has six chapters. In addition, the book opens with a paper by the keynote speaker aimed at the broad considerations to take into account with regard to instructional design and learning in the digital age. The volume closes with a reflective piece on the progress towards systemic and sustainable improvements in educational systems in the early part of the 21st century.

Advances in Web-Based Learning – ICWL 2016 Dickson K.W. Chiu 2016-10-19 This book constitutes the refereed proceedings of the 15th International Conference on Web-Based Learning,

ICWL 2016, held in Rome, Italy, in October 2016. The 19 revised full papers presented together with 10 short papers and 4 poster papers were carefully reviewed and selected from 110 submissions. The papers are organized in topical sections on design for learning; education and teaching; massive open online courses; mobile learning; modeling for learning; serious games; social-collaborative learning; and support for learning.

Computer-Assisted Foreign Language Teaching and Learning: Technological Advances Zou, Bin 2013-01-31 Educational technologies continue to advance the ways in which we teach and learn. As these technologies continue to improve our communication with one another, computer-assisted foreign language learning has provided a more efficient way of communication between different languages. Computer-Assisted Foreign Language Teaching and Learning: Technological Advances highlights new research and an original framework that brings together foreign language teaching, experiments and testing practices that utilize the most recent and widely used e-learning resources. This comprehensive collection of research will offer linguistic scholars, language teachers, students, and policymakers a better understanding of the importance and influence of e-learning in second language acquisition.

Serious Games Analytics Christian Sebastian Loh 2015-06-13 This volume brings together research on how gameplay data in serious games may be

turned into valuable analytics or actionable intelligence for performance measurement, assessment, and improvement. Chapter authors use empirical research methodologies, including existing, experimental, and emerging conceptual frameworks, from various fields, such as: computer science software engineering educational data mining statistics information visualization. Serious games is an emerging field where the games are created using sound learning theories and instructional design principles to maximize learning and training success. But how would stakeholders know what play-learners have done in the game environment, and if the actions performance brings about learning? Could they be playing the game for fun, really learning with evidence of performance improvement, or simply gaming the system, i.e., finding loopholes to fake that they are making progress? This volume endeavors to answer these questions. Advances in Web-Based Learning -- ICWL 2015 Frederick W.B. Li 2015-10-12 This book constitutes the refereed proceedings of the 14th International Conference on Web-Based Learning, ICWL 2015, held in Guangzhou, China, in Noavember 2015. The 18 revised full papers presented together with 2 invited papers and 7 short papers were carefully reviewed and selected from about 79 submissions. The papers are organized in topical sections on collaborative and peer learning; e-lerning platform and tolls; design, model, and framework of e-learning systems; intelligent tutoring and tools;

pedagogical issues; personalized and adaptive learning; and Web 2.0 and social learning environments.

Towards Learning and Instruction in Web 3.0 Pedro Isaias 2011-12-16 Towards Learning and instruction in Web 3.0, which includes selected expanded papers from CELDA (Cognition and Exploratory Learning in the Digital Age) 2010 (http://www.celda-conf.org/) addresses the main issues concerned with evolving learning processes, innovative pedagogies, and technology-based educational applications in the digital age. The convergence of these two disciplines continues to increase and in turn, affects the academic and professional spheres in numerous ways. Towards Learning and Instruction in Web 3.0 addresses paradigms such as just-in-time learning, constructivism, student-centered learning and collaborative approaches which have emerged and are being supported by technological advancements such as simulations,virtual reality and multi-agents systems. This volume touches on both technological as well as psychological and pedagogical issues related to the developments of Web 3.0.

Transforming Education in the Gulf Region Khalid Alshahrani 2016-07-01 Countries in the Arab Gulf are currently experiencing some of the fastest rates of growth and progress in the world. Transforming Education in the Gulf Region argues that education systems in these countries need to use innovative pedagogies and best practices in teaching and learning to educate all citizens so

that they obtain the knowledge and skills to be productive members of society. This book will contribute to the transformation of education in the Gulf countries by suggesting best practices, research outcomes and case studies from experts in the Gulf region. It has become increasingly evident in recent years that Gulf countries need to use emerging learning technologies to cater for the needs of learners and to provide maximum flexibility in learning. There is also a growing practical need to use electronic technologies, since learning materials are more widely available in electronic formats than in paper-based formats. This book focuses on the role of emerging technologies and innovative pedagogies in transforming education in six Gulf countries in the region (Saudi Arabia, United Arab Emirates, Kuwait, Qatar, Oman and Bahrain). With contributions from experts around the world, the book argues that the time is right for Arab Gulf countries to make the transition to electronic learning and that they need to implement the outcomes of research and adopt best practices to transform and revolutionize education to prepare learners in the Gulf region for the 21st Century. The book should be of interest to academics and students in the areas of higher education, learning technologies, education policy and education reform. It should also be of interest to educators and policymakers in the Gulf region.

Responsive Open Learning Environments Sylvana Kroop 2015-01-07 This book presents the outcomes of four years

of educational research in the EU-supported project called ROLE (Responsive Online Learning Environments). ROLE technology is centered around the concept of self-regulated learning that creates responsible learners, who are capable of critical thinking and able to plan their own learning processes. ROLE allows learners to independently search for appropriate learning resources and then reflect on their own learning process and progress. To accomplish this, ROLE ś main objective is to support the development of open personal learning environments (PLE's). ROLE provides a framework consisting of "enabler spaces" on the one hand and tools, content, and services on the other. Utilizing this framework, learners are invited to create their own controlled and preferred learning environments to trigger and motivate self-regulated learning. Authors of this book are researchers, developers and teachers who have worked in the ROLE project and belong to the ROLE partner consortium consisting of 16 internationally renowned research institutions, including those from 6 EU countries and China. Chapters include numerous practical tutorials to guide the reader in creating innovative and useful learning widgets and present the best practices for the development of PLE's.

Advances in Web-Based Learning – ICWL 2013 Workshops Dickson K. W. Chiu 2015-01-21 This book constitutes the refereed proceedings of the Workshops held at the ICWL 2013 International Conference on Web Based Learning in

Kenting, Taiwan, in October 2013. The 29 papers presented were carefully reviewed and selected for inclusion in this volume. They were held at the following workshops: First International Workshop on Ubiquitous Social Learning, USL 2013; 2013 International Workshop on Smart Living and Learning, IWSLL 2013; Third International Symposium on Knowledge Management and e-Learning, KMEL 2013; 2013 International Workshop on Cloud Computing for Web-Based Learning, IWCL 2013; 2013 International Workshop on Web Intelligence and Learning; WIL 2013; and the 2013 International Workshop on e-book and Education Cloud, IWEEC 2013.

ECGBL2014-8th European Conference on Games Based Learning Carsten Busch 2014-11-11

Advances in Network-Based Information Systems Leonard Barolli 2018-08-27 This book presents the latest research findings and innovative theoretical and practical research methods and development techniques related to the emerging areas of information networking and their applications. Today's networks and information systems are evolving rapidly, and there are several new trends and applications, such as wireless sensor networks, ad hoc networks, peer-to-peer systems, vehicular networks, opportunistic networks, grid and cloud computing, pervasive and ubiquitous computing, multimedia systems, security, multi-agent systems, high-speed networks, and web-based systems. These networks have to deal with the increasing number of users, provide support for

different services, guarantee the QoS, and optimize the network resources, and as such there are numerous research issues and challenges that need to be considered and addressed.

Proceedings of the 7th European Conference on Management Leadership and Governance Charles Despres 2011-06-10

Ubiquitous Information Technologies and Applications Youn-Hee Han 2012-11-28 Recent advances in electronic and computer technologies have paved the way for the proliferation of ubiquitous computing and innovative applications that incorporate these technologies. This proceedings book describes these new and innovative technologies, and covers topics like Ubiquitous Communication and Networks, Security Systems, Smart Devices and Applications, Cloud and Grid Systems, Service-oriented and Web Service Computing, Embedded Hardware and Image Processing and Multimedia.

Technology-Enhanced Professional Learning Allison Littlejohn 2013-10-30 Technology-Enhanced Professional Learning addresses the need for continuous workplace learning that derives from the emergence of new, specialized, and constantly changing work practices. While continuous learning is fundamental to enabling individuals to function in and productively shape contemporary workplaces, digital technology is increasingly central to productive workplace practice. By examining the intersection of human learning processes, emergent work practices, and patterns of use of

digital technology to support learning and work, this edited collection brings the disparate fields of professional learning and technology-enhanced learning together to advance theory and practice in both realms.

Advances in Personalized Web-Based Education Konstantina Chrysafiadi 2014-11-28 This book aims to provide important information about adaptivity in computer-based and/or web-based educational systems. In order to make the student modeling process clear, a literature review concerning student modeling techniques and approaches during the past decade is presented in a special chapter. A novel student modeling approach including fuzzy logic techniques is presented. Fuzzy logic is used to automatically model the learning or forgetting process of a student. The presented novel student model is responsible for tracking cognitive state transitions of learners with respect to their progress or non-progress. It maximizes the effectiveness of learning and contributes, significantly, to the adaptation of the learning process to the learning pace of each individual learner. Therefore the book provides important information to researchers, educators and software developers of computer-based educational software ranging from e-learning and mobile learning systems to educational games including stand alone educational applications and intelligent tutoring systems.

Advancing the Power of Learning Analytics and Big Data in Education

Azevedo, Ana 2021-03-19 The term learning analytics is used in the context of the use of analytics in e-learning environments. Learning analytics is used to improve quality. It uses data about students and their activities to provide better understanding and to improve student learning. The use of learning management systems, where the activity of the students can be easily accessed, potentiated the use of learning analytics to understand their route during the learning process, help students be aware of their progress, and detect situations where students can give up the course before its completion, which is a growing problem in e-learning environments. Advancing the Power of Learning Analytics and Big Data in Education provides insights concerning the use of learning analytics, the role and impact of analytics on education, and how learning analytics are designed, employed, and assessed. The chapters will discuss factors affecting learning analytics such as human factors, geographical factors, technological factors, and ethical and legal factors. This book is ideal for teachers, administrators, teacher educators, practitioners, stakeholders, researchers, academicians, and students interested in the use of big data and learning analytics for improved student success and educational environments. *Current Developments in Web Based Learning* Zhiguo Gong 2016-08-01 This book constitutes the thoroughly revised selected papers of the workshops of the 14th International

Conference of Web Based Learning, ICWL 2015, held in Guangzhou, China, in November 2015. This volume comprises papers of three workshops: 1. The 5th International Symposium on Knowledge Management and E-Learning, KMEL 2015 2. The first International Workshop on User Modeling for Web Based Learning, IWUM 2015 3. The International Workshop on Learning Analytics

Advances in Web-Based Learning – ICWL 2019 Michael A. Herzog 2019-11-15 This book constitutes the proceedings of the 18th International Conference on Advances in Web-Based Learning, ICWL 2019, held in Magdeburg, Germany, in September 2019. The 15 full, 15 short, and 7 poster papers presented in this volume were carefully reviewed and selected from 68 submissions. The contributions were organized in topical sections named: Semantic Web for E-Learning, Learning Analytics, Computer Supported Collaborative Learning, Assessment and Pedagogical Issues, E-learning Platforms and Tools, Mobile Learning, and Poster Papers.

Advances in Web-Based Learning - ICWL 2010 Xiangfeng Luo 2010-11-27 This book constitutes the refereed proceedings of the 9th International Conference on Web-Based Learning, ICWL 2010, held in Shanghai, China, in December 2010. The 36 revised full papers and 8 short papers presented were carefully reviewed and selected from 192 submissions. They deal with topics such as e-learning platforms and tools, technology enhanced learning, web-based learning for oriental languages, mobile/situated e-learning, learning resource

deployment, organization and management, design, model and framework of e-learning systems, e-learning metadata and standards, collaborative learning and game-based learning, as well as practice and experience sharing and pedagogical Issues.

Digital Innovations in Healthcare Education and Training Stathis Th Konstantinidis 2020-09-08 Digital Innovations in Healthcare Education and Training discusses and debates the contemporary knowledge on the evolution of digital education, learning and the web and its integration and role within modern healthcare education and training. The book encompasses topics such as healthcare and medical education theories and methodologies, social learning as a formal and informal digital innovation, and the role of semantics in digital education. In addition, it examines how simulation, serious games, and virtual patients change learnings in healthcare, and how learning analytics and big data in healthcare education leads to personalized learning. Online pedagogy principles and applications, participatory educational design and educational technology as health intervention are bridged together to complement this collaborative effort. This book is a valuable resource for a broad audience, both technical and non-technical, including healthcare and medical tutors, health professionals, clinicians, web scientists, engineers, computer scientists and any other relevant professional interested in using and creating digital innovations for

healthcare education and training. Provides contemporary knowledge on the evolution of learning technologies and the web and its integration and role within modern healthcare education and training Discusses the latest digital innovation in healthcare education and training, thus enabling all type of readers to apply best practices Encompasses a cross-theme, scholarly explanation based on successful cases which provides a deep knowledge experience into digital innovation in healthcare education and training **Advances in Web-Based Learning – ICWL 2018** Gerhard Hancke 2018-08-16 This book constitutes the proceedings of the 17th International Conference on Web-Based Learning, ICWL 2018, held in Chiang Mai, Thailand, in August 2018.The 11 revised full papers presented together with 4 short papers were carefully reviewed and selected from 37 submissions. The papers are organized in topical sections on learning assessment and behavior; case studies; augmented reality and collaborative learning; game-based learning; and learning content management and experience sharing.

Serious Games Stefan Göbel 2015-05-27 This book constitutes the proceedings of the First Joint International Conference on Serious Games, JCSG 2015, held in Huddersfield, UK, in June 2015. This conference bundles the activities of the International Conference on Serious Games Development and Applications, SGDA, and the Conference on Serious Games, GameDays. The total of 12 full papers and 5 short papers was carefully

reviewed and selected from 31 submissions. The book also contains one full invited talk. The papers were organized in topical sections named: games for health; games for learning; games for other purposes; game design and development; and poster and demo papers.

Gamification-Based E-Learning Strategies for Computer Programming Education Alexandre Peixoto de Queirós, Ricardo 2016-08-23 Computer technologies are forever evolving and it is vital that computer science educators find new methods of teaching programming in order to maintain the rapid changes occurring in the field. One of the ways to increase student engagement and retention is by integrating games into the curriculum. Gamification-Based E-Learning Strategies for Computer Programming Education evaluates the different approaches and issues faced in integrating games into computer education settings. Featuring emergent trends on the application of gaming to pedagogical strategies and technological tactics, as well as new methodologies and approaches being utilized in computer programming courses, this book is an essential reference source for practitioners, researchers, computer science teachers, and students pursuing computer science.

Developing Effective Educational Experiences through Learning Analytics Anderson, Mark 2016-04-07 The quality of students' learning experiences is a critical concern for all higher education institutions. With the assistance of modern technological advances, educational

establishments have the capability to better understand the strengths and weaknesses of their learning programs. Developing Effective Educational Experiences through Learning Analytics is a pivotal reference source that focuses on the adoption of data mining and analysis techniques in academic institutions, examining how this collected information is utilized to improve the outcome of student learning. Highlighting the relevance of data analytics to current educational practices, this book is ideally designed for researchers, practitioners, and professionals actively involved in higher education settings.

Advances in Web-Based Learning -- ICWL 2013 Jhing-Fa Wang 2013-09-08 This book constitutes the refereed proceedings of the 12th International Conference on Web-Based Learning, ICWL 2013, held in Kenting, Taiwan, in October 2013. The 34 revised full papers presented were carefully reviewed and selected from about 117 submissions. The papers are organized in topical sections on interactive learning environments, design, model and framework of e-learning systems, personalized and adaptive learning, Web 2.0 and social learning environments, intelligent tools for visual learning, semantic Web and ontologies for e-learning, and Web-based learning for languages learning.

New Horizons in Web Based Learning -- ICWL 2010 Workshops Xiangfeng Luo 2011-05-02 This book constitutes the thoroughly refereed post-workshop proceedings of the 9th International

Conference on Web-Based Learning, ICWL 2010, held in Shanghai, China, in December 2010. The 36 revised full papers and 8 short papers presented were carefully reviewed and selected from 192 submissions. They deal with topics such as e-learning platforms and tools, technology enhanced learning, Web-based learning for oriental languages, mobile/situated e-learning, learning resource deployment, organization and management, design, model and framework of e-learning systems, e-learning metadata and standards, collaborative learning and game-based learning, as well as practice and experience sharing, and pedagogical issues.

Advances in Web-Based Learning – ICWL 2021 Wanlei Zhou 2021-11-02 This book constitutes the proceedings of the 20th International Conference on Advances in Web-Based Learning, ICWL 2021, which was held in Macau, China, in November 2021. The papers included in this volume deal with multiple topics, from algorithms to systems and applications and are organized in 3 tracks: Online learning methodologies, trust, and analysis; Online learning environment with tools; Online learning privacy issues and special tools.
Intelligent Techniques in Recommendation Systems: Contextual Advancements and New Methods Dehuri, Satchidananda 2012-11-30 Although recommendation systems have become a vital research area in the fields of cognitive science, approximation theory, information retrieval and management sciences, they still require improvements to make

recommendation methods more effective and intelligent. Intelligent Techniques in Recommendation Systems: Contextual Advancements and New Methods is a comprehensive collection of research on the latest advancements of intelligence techniques and their application to recommendation systems and how this could improve this field of study. **Advances in Web-Based Learning – ICWL 2017** Haoran Xie 2017-09-13 This book constitutes the proceedings of the 16th International Conference on Web-Based Learning, ICWL 2017, held in Cape Town, South Africa, in September 2017. The 13 revised full papers presented together with 9 short papers and 3 poster papers were carefully reviewed and selected from 56 submissions. The papers are organized in topical sections on Inquiry-Based Learning and Gamification; Learning Analytics; Social Media and Web 2.0-based Learning Environments; Assessment and Accessibility in Higher Education; Open Educational Resources and Recommender Systems; and Practice and Experience Sharing. Collaborative Learning 2.0: Open Educational Resources Okada, Alexandra 2012-03-31 "This book offers a collection of the latest research, trends, future developments, and case studies pertaining to collaborative learning"--Provided by publisher. **Handbook of Research on Learning and Instruction** Richard E. Mayer 2016-10-04 During the past 30 years, researchers have made exciting progress in the science of learning (i.e., how people learn) and the

science of instruction (i.e., how to help people learn). This second edition of the Handbook of Research on Learning and Instruction is intended to provide an overview of these research advances. With chapters written by leading researchers from around the world, this volume examines learning and instruction in a variety of learning environments including in classrooms and out of classrooms, and with a variety of learners including K-16 students and adult learners. Contributors to this volume demonstrate how and why educational practice should be guided by research evidence concerning what works in instruction. The Handbook is written at a level that is appropriate for graduate students, researchers, and practitioners interested in an evidence-based approach to learning and instruction. The book is divided into two sections: learning and instruction. The learning section consists of chapters on how people learn in reading, writing, mathematics, science, history, second language, and physical education, as well as how people acquire the knowledge and processes required for critical thinking, studying, self-regulation, and motivation. The instruction section consists of chapters on effective instructional methods—feedback, examples, questioning, tutoring, visualizations, simulations, inquiry, discussion, collaboration, peer modeling, and adaptive instruction. Each chapter in this second edition of the Handbook has been thoroughly revised to integrate recent advances

in the field of educational psychology. Two chapters have been added to reflect advances in both helping students develop learning strategies and using technology to individualize instruction. As with the first edition, this updated volume showcases the best research being done on learning and instruction by traversing a broad array of academic domains, learning constructs, and instructional methods.
International Perspectives on Knowledge Integration Thomas Lehmann 2020-05-18 International Perspectives on Knowledge Integration explores theoretical conceptions and methods and reports on original research and good practices for fostering knowledge integration in pre-service teacher and higher education.

Methodologies and Intelligent Systems for Technology Enhanced Learning, 9th International Conference Rosella Gennari 2019-06-24 This book, which gathers the outcomes of the 9th International Conference on Methodologies and Intelligent Systems for Technology Enhanced Learning and its related workshops, expands on the topics of the evidence-based TEL workshop series in order to provide an open forum for discussing intelligent systems for TEL, their roots in novel learning theories, empirical methodologies for their design and evaluation, stand-alone solutions, and web-based ones. The Conference was hosted by the University of Salamanca and was held in Ávila (Spain) from the 26th to the 28th of June 2019. Its goal was to bring together researchers and

developers from industry, education, and the academic world to report on the latest scientific research, technical advances, and methodologies. We wish to thank the sponsors: IEEE Systems Man and Cybernetics Society, Spain Section Chapter and the IEEE Spain Section (Technical Co-Sponsor), IBM, Indra, Viewnext, Global Exchange, AEPIA, APPIA and AIR institute.

Re-engineering the Uptake of ICT in Schools Frans Van Assche 2015-08-11 This book reports on a novel and comprehensive approach to the uptake of ICT in Schools. It focuses on key questions, pedagogically sound ways of introducing ICT, new technical artifacts supporting the approach, the evaluation in a large-scale validator, and future work. While many innovations in Technology Enhanced Learning (TEL) have emerged over the last two decades, the uptake of these innovations has not always been very successful, particularly in schools. The transition from proof of concept to integration into learning activities has been recognized as a bottleneck for quite some time. This major problem, which is affecting many TEL stakeholders, is the focus of this book which focuses on developing a more effective and efficient approach based on more than 2500 pilots in European classrooms. Teachers, head teachers, and policy makers may benefit from reading how novel learning scenarios can be elaborated, adapted to a local context, and implemented in the classroom; how new technologies can support this process for teachers and their national/regional communities;

how teachers and other stakeholders can be educated in such a re-engineering process; how the approach can be scaled up through MOOCs, ambassador schemes, and train-the-trainer programs; how future classroom labs can inspire teachers, head teachers, and policy makers; how teachers and, above all, learners can become more engaged in learning through the adoption of the iTEC approach. Readers with a more technical focus may also be interested in the discussion of recommender systems, the flexible provision of resources and services, the deployment of the cloud in schools, and systems for composing technological support for lesson plans.

Computer Science in Sport Arnold Baca 2014-10-03 Computers are a fundamentally important tool in sport science research, sports performance analysis and, increasingly, in coaching and education programmes in sport. This book defines the field of 'sport informatics', explaining how computer science can be used to solve sport-related problems, in both research and applied aspects. Beginning with a clear explanation of the functional principles of hardware and software, the book examines the key functional areas in which computer science is employed in sport, including: knowledge discovery and database development data acquisition, including devices for measuring performance data motion tracking and analysis systems modelling and simulation match analysis systems e-learning and multimedia in sports education

Bridging the gap between theory and practice, this book is important reading for any student, researcher or practitioner working in sport science, sport performance analysis, research methods in sport, applied computer science or informatics.