Context Aware Le Learning Model For Just In Time Learning

"This book examines socio-cultural elements in educational computing focused on design and theory where learning and setting are intertwined"--Provided by publisher.

The LNCS volume 9192 constitutes the refereed proceedings of the Second International Conference on Learning and Collaboration Technologies, LCT 2015, held as part of the 17th International Conference on Human-Computer Interaction, HCII 2015, in Los Angeles, CA, USA in August 2015, jointly with 15 other thematically similar conferences. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions. These papers address addressing the following major topics: technology-enhanced learning, adaptive and personalised learning and assessment, virtual worlds and virtual agents for learning, collaboration and Learning Serious Games and ICT in education.

The two-volume set LNAI 6922 and LNAI 6923 constitutes the refereed proceedings of the Third International Conference on Computational Collective Intelligence, ICCCI 2011, held in Gdynia, Poland, in September 2011. The 112 papers in this two volume set presented together with 3 keynote speeches were carefully reviewed and selected from 300 submissions. The papers are organized in topical sections on knowledge management, machine learning and applications, autonomous and collective decision-making, collective computations and optimization, Web services and semantic Web, social networks and computational swarm intelligence and applications.

This book constitutes the proceedings of the International Conference on Information and Communication Technologies held in Kochi, Kerala, India in September 2010.

The ICT Age

Ubiquitous Intelligence and Computing

Technologies for E-Learning and Digital Entertainment

4th International Conference, UIC 2007, Hong Kong, China, July 11-13, 2007, Proceedings

Third International Conference, Edutainment 2008, Nanjing, China, June 25-27, 2008, Proceedings

Future Data and Security Engineering

Fundaments, Applications, and Trends

Adaptive E-learning was proposed to be suitable for students with unique profiles, particular interests, and from different domains of knowledge, so profiles may consider specific goals of the students, as well as different preferences, knowledge level, learning style, rendering psychological profile, and more. Another approach to be taken into account today is the self-directed learning. Unlike the adaptive E-learning, the Self-directed learning is related to independence or autonomy in learning; it is a logical link for readiness for E-learning, where students pace their classes according to their own needs.This book provides information on the On-Job Training and Interactive Teaching for E-learning and is divided into four sections. The first section covers motivations to be considered for E-learning while the second section presents challenges concerning E-learning in areas like Engineering, Medical education and Biological Studies. New approaches to E-learning are introduced in the third section, and the last section describes the implementation of E-learning Environments.

This book includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Engineering Education, Instructional Technology, Assessment, and E-learning. The book presents selected papers form the conference proceedings of the International Conference on Engineering Education, Instructional Technology, Assessment, and E-learning (EIAE 2006). All aspects of the conference were managed on-line.

"This book explores the issue of sustainable business development goals in emerging economies. It also examines a wide range of techniques and technology adaption methods for adopting and achieving a sustainable competitive advantage"--

Provides research developments on mobile technologies and services. Explains how users of such applications access intelligent and adaptable information services, maximizing convenience and minimizing intrusion.

Education and Technology for a Better World

9th IFIP TC 3 World Conference on Computers in Education, WCCE 2009, Bento Gonçalves, Brazil, July 27-31, 2009, Proceedings

Learning and Collaboration Technologies

Smart Education and e-Learning 2019

Collaborative Methods and Human Interaction

6th International Conference, ICCASA 2017, and 3rd International Conference, ICTCC 2017, Tam Ky, Vietnam, November 23-24, 2017, Proceedings

ICEl2016

This book includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Informatics, and Systems Sciences, and Engineering. It includes selected papers form the conference proceedings of the Ninth International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering (CISSE 2013). Coverage includes topics in: Industrial Electronics, Technology & Automation, Telecommunications and Networking, Systems, Computing Sciences and Software Engineering, Engineering Education, Instructional Technology, Assessment, and E-learning. • Provides the latest in a series of books growing out of the International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering; • Includes chapters in the most advanced areas of Computing, Informatics, Systems Sciences, and Engineering; • Accessible to a wide range of readership, including professors, researchers, practitioners and students.

This book constitutes the refereed proceedings of the Second International Conference on Future Data and Security Engineering, FDSE 2015, held in Ho Chi Minh City, Vietnam, in November 2015. The 20 revised full papers and 3 short papers presented were

carefully reviewed and selected from 88 submissions. They have been organized in the following topical sections: big data analytics and massive dataset mining; security and privacy engineering; crowdsourcing and social network data analytics; sensor databases and applications in smart home and city; emerging data management systems and applications; context-based analysis and applications; and data models and advances in query processing.

The European Conference on Technology-Enhanced Learning (EC-TEL 2008) was the third event of a series that started in 2006. The two first editions were organized by Pro- Learn (http://www.prolearn-project.org/), a European Network of Excellence. In 2008, several members of Kaleidoscope, the other European Network of Excellence (http://www.noe-kaleidoscope.org/pub/), joined as co-chair, committee members, reviewers and authors. These two networks are no longer funded, but our aim was to turn EC-TEL into a sustainable series of high-quality events and thereby to contribute to the scientific landscape of technology-enhanced learning. A new network, named STELLAR, will be launched in 2009, with members from both existing networks as well as new members and will support the future editions of this conference. The scope of EC-TEL 2008 covered the different fields of learning technologies: e-cation, psychology, computer science. The contributions in this volume address the - sign of innovative environments, computational models and architectures, results of empirical studies on socio-cognitive processes, field studies regarding the use of te- nologies in context, collaborative processes, pedagogical scenarios, reusable learning objects and emerging objects, groups and communities, learning networks, interaction analysis, metadata, personalization, collaboration scripts, learning adaptation, collabo- tive environments, resources, tangible tools, as well as learning management systems.

This book contains the contributions presented at the 6th international KES conference on Smart Education and e-Learning (KES SEEL-2019), which took place at St. Julian's, Malta, June 17–19, 2019. It contains fifty-five high-quality peer-reviewed papers that are grouped into several interconnected parts: Part 1 – Smart Education, Part 2 – Smart e-Learning, Part 3 – Smart Pedagogy, Part 4 – Smart Education: Systems and Technology, Part 5 – Smart Education: Case Studies and Research, Part 6 – Students with Disabilities and Smart Education/University, and Part 7 – Mathematical Modelling of Smart Education and Economics of Smart University. Smart education and smart e-learning are emerging and rapidly growing areas with the potential to transform existing teaching strategies, learning environments, and educational activities and technology in the classroom. Smart education and smart e-learning focus on enabling instructors to develop new ways of achieving excellence in teaching in highly technological smart classrooms, and providing students with new opportunities to maximize their success and select the best options for their education, location and learning style, as well as the mode of content delivery. This book serves as a useful source of research data and valuable information on current research projects, best practices and case studies for faculty, scholars, Ph.D. students, administrators, and practitioners – all those who are interested in smart education and smart e-learning.

Enabling Context-Aware Web Services
Times of Convergence. Technologies Across Learning Contexts
5th International Conference, UIC 2008, Oslo, Norway, June 23-25, 2008 Proceedings
Ubiquitous and Mobile Learning in the Digital Age
ICEL2016-Proceedings of the 11th International Conference on e- Learning
Computational Collective IntelligenceTechnologies and Applications
Architecture Solutions for E-Learning Systems

The world is at the cusp of yet another new era of computing as the physical and digital infrastructures of the world converge as we continue to infuse intelligence into more and more connected things. Many agree that this new era in computing is being driven by Cloud Computing, Big Data and the Internet of Things (IOT). This will once again reshape and transform the future of people, businesses, society and nations. This volume is a collection of leading edge and recent research papers in the areas of Cloud Computing Technology, Computer Gaming and IOT, and was conceived at the 7th Annual Computer Gaming and Allied Technologies Conference (CGAT) organised and administered by the Global Science and Technology Forum (GSTF).

This edited volume with selected expanded papers from CELDA (Cognition and Exploratory Learning in the Digital Age) 2011 (http://www.celda--conf.org/) will focus on Ubiquitous and Mobile Informal and Formal Learning in the Digital Age, with sub-topics: Mobile and Ubiquitous Informal and Formal Learning Environments (Part I), Social Web Technologies for new knowledge representation, retrieval, creation and sharing in Informal and Formal Educational Settings (Part II), Virtual Worlds and Game--based Informal and Formal Learning (Part III), Location--based and Context-- Aware Environments for Formal and Informal Learning Integration (Part IV) There will be approximately twenty chapters selected for this edited volume from among peer--reviewed papers presented at the CELDA (Cognition and Exploratory Learning in the Digital Age) 2011 Conference in Rio de Janeiro, Brazil in November, 2011.

With recent advances in radio-frequency identification (RFID) technology, sensor networks, and enhanced Web services, the original World Wide Web is continuing its evolution into what is being called the Web of Things and Services. Such a Web will support an ultimately interactive environment where everyday physical objects such as buildings, sidewalks, and commodities become recognizable, addressable, and even controllable via a mostly ubiquitous Web. This integration of the physical and virtual worlds will fundamentally impact the way we live and in doing so afford tremendous new business opportunities with great human benefit, such as support services to keep the elderly independent, and intelligent traffic management that will cut wasted hours from every day. More efficient supply chains, improved environmental monitoring, better access

to health services ... the list is endless. Enabling Context-Aware Web Services: Methods, Architectures, and Technologies compiles the newest developments and advances driving this new age forward. With contributions from leading researchers across the world this pioneering work bridges the gap between context-awareness and Web services. A comprehensive presentation of what's already accomplished and what is possible, the chapters of this book are systematically organized into three major sections: Methods focuses on the principle of context awareness in Web services and various ways to model those services at the specification level. Architectures details the infrastructures, frameworks, and standards needed to build context-aware Web services. Technologies presents a cornucopia of techniques adapted from once isolated research areas including semantic Web, database, and artificial intelligence development, as well as formal methods being employed to improve the development of context-aware Web services. Researchers, engineers, entrepreneurs, and educators across any number of fields will find new ideas worth considering, jumping-off points for developing improved software and applications, and seeds for business ventures that efficiently deliver needed products, information, or services. The possibilities are as limitless as we dare to imagine. This book is concerned with the mobile, ubiquitous, and pervasive learning arena. It present a collection of works corresponding to four categories: reviews, studies, conceptual proposals, and approaches. As a result of the submission and revision processes eight manuscripts were accepted and organized into the aforementioned four parts as follows: ·Review: a couple of chapters offer a survey of related works. One concerns with the diversity of mobile, ubiquitous, and pervasive labor, where interested findings are unveiled based on correlations. Other focuses on adaptive and adaptable architectures that are suitable to implement ubiquitous learning sceneries, whose contribution represents a model of a domain specific architecture. ·Studies: two chapters explore issues related to the effect of question styles made through smartphones and tablets, and the disposition of teachers to exploit mobile devices at classroom. ·Conceptual: a pair of chapters offer a given proposal, the first to develop adaptive mobile learning systems by means of a framework based on contextual information; and the second with the purpose to share some guidelines of how to apply cloud computing in the development and operation of mobile. ·Approaches: two chapters apply a specific paradigm as part of a whole application and reveal the achieved impact. One of them uses augmented reality to encourage children to learn about trees as context-sensitive informal learning. The other, immerses children in playing a learning game to learn math by cooperating between members team and interacting through mobile devices. This volume will be a source of interest for researchers, practitioners, professors, and postgraduate students aimed at updating their knowledge and finding targets for future work in the mobile, ubiquitous, and pervasive learning field!
Second International Conference, FDSE 2015, Ho Chi Minh City, Vietnam, November 23-25, 2015, Proceedings
Second International Conference, LCT 2015, Held as Part of HCI International 2015, Los Angeles, CA, USA, August 2-7, 2015, Proceedings
Technological Innovations for Sustainability and Business Growth
Third International Conference, ICCCI 2011, Gdynia, Poland, September 21-23, 2011, Proceedings
15th Ibero-American Conference on AI, San José, Costa Rica, November 23-25, 2016, Proceedings
Second International Conference, ICHL 2009, Macau, China, August 25-27, 2009, Proceedings
First International Conference, MIKE 2013, Tamil Nadu, India, December 18-20, 2013, Proceedings

This volume contains the proceedings of UIC 2008, the 5th International C- ference on Ubiquitous Intelligence and Computing: Building Smart Worlds in Real and Cyber Spaces. The conference was held in Oslo, Norway, during June 23–25, 2008. The event was the ?fth meeting of this conference series. USW 2005 (First International Workshop on Ubiquitous Smart World), held in March 2005 in Taiwan, was the ?rst event in the series. This event was followed by UISW 2005 (SecondInternationalSymposiumonUbiquitousIntelligenceandSmartWorlds) held in December 2005 in Japan, by UIC 2006 (Third International Conference on Ubiquitous Intelligence and Computing: Building Smart Worlds in Real and Cyber Spaces) held in September 2006 in Wuhan and Three Gorges, China, and by UIC 2007 held in July 2007 in Hong Kong. Ubiquitous computers, networks and information are paving the road to a smart world in which computational intelligence is distributed throughout the physical environment to provide trustworthy and relevant services to people.
The final part deals with the social semantic web. Aspects covered include a broad survey of this emerging area; a description of a number of projects and experiences exploring semantic web technologies in social learning contexts; and a new approach to collaborative filtering.
The book addresses the impact of ambient intelligence, particularly its user-centric context-awareness

requirement on data management strategies and solutions. Techniques of conceptualizing, capturing, protecting, modelling, and querying context information, as well as context-aware data management application are discussed, making the book is an essential reference for computer scientists, information scientists and industrial engineers.

Ubiquitous Intelligence and Computing4th International Conference, UIC 2007, Hong Kong, China, July 11-13, 2007, ProceedingsSpringer

20th International Conference, Cagliari, Italy, July 1–4, 2020, Proceedings, Part V

Computational Science and Its Applications – ICCSA 2020

New Trends in Networking, Computing, E-learning, Systems Sciences, and Engineering

Emerging Issues in Smart Learning

IFIP WG 5.7 International Conference, APMS 2012, Rhodes, Greece, September 24-26, 2012, Revised Selected Papers, Part I

E-Learning

Mobile, Ubiquitous, and Pervasive Learning

The book aims to provide an archival forum for researchers, academics, practitioners, and industry professionals interested and/or engaged in the reform of the ways of teaching and learning through advancing current learning environments towards smart learning environments. It facilitates opportunities for discussions and constructive dialogue among various stakeholders on the limitations of existing learning environments, need for reform, innovative uses of emerging pedagogical approaches and technologies, and sharing and promotion of best practices, leading to the evolution, design and implementation of smart learning environments. The focus of the contributions in this book is on the interplay of pedagogy, technology and their fusion towards the advancement of smart learning environments. Various components of this interplay include but are not limited to: ⊠ Pedagogy: learning paradigms, assessment paradigms, social factors, policy; ⊠ Technology: emerging technologies, innovative uses of mature technologies, adoption, usability, standards, and emerging/new technological paradigms (open educational resources, cloud computing, etc.); ⊠ Fusion of pedagogy and technology: transformation of curriculum, transformation of teaching behavior, transformation of administration, best practices of infusion, piloting of new ideas.

This book constitutes the refereed proceedings of the Second International Conference on E-learning and Games, Edutainment 2007, held in Hong Kong, China, in June 2007. It covers virtual and augmented reality in game and education, virtual characters in games and education, e-learning platforms and tools, geometry in games and virtual reality, vision, imaging and video technology, as well as collaborative and distributed environments.

This book introduces context-aware computing, providing definitions, categories, characteristics, and context awareness itself and discussing its applications with a particular focus on smart learning environments. It also examines the elements of a context-aware system, including acquisition, modelling, reasoning, and distribution of context. It also reviews applications of context-aware computing – both past and present – to offer readers the knowledge needed to critically analyse how context awareness can be put to use. It is particularly to those new to the subject area who are interested in learning how to develop context-aware computing-oriented applications, as well as postgraduates and researchers in computer engineering, communications engineering related areas of information technology (IT). Further it provides practical know-how for professionals working in IT support and technology, consultants and business decision-makers and those working in the medical, human, and social sciences.

This proceedings book showcases the latest research work presented at the Second Edition of the Mediterranean Symposium on Smart City Application (SCAMS 2017), which was held in Tangier, Morocco on October 15–27, 2017. It presents original research results, new ideas and practical development experiences that concentrate on both theory and practice. It includes papers from all areas of Smart City Applications, e.g. Smart Mobility, Big Data, Smart Grids, Smart Homes and Buildings, clouds, crowds, mashups, social networks, and security issues. The conference stimulated cutting-edge research discussions among pioneering researchers, scientists, industrial engineers, and students from all around the world. The topics covered in this book also focus on innovative issues at the international level by bringing together experts from different countries. The scope of SCAMS 2017 included methods and practices that combine various emerging internetworking and data technologies to capture, integrate, analyze, mine, annotate, and visualize data in a meaningful and collaborative manner. A series of international workshops were organized as invited sessions during the SCAMS 2017:The 2nd International Workshop on Smart Learning & Innovative EducationsThe 1st International Workshop on Smart HealthcareThe 1st International Workshop on Mathematics for Smart CityThe 1st International Workshop Industry 4.0 and Smart Manufacturing

Educational Social Software for Context-Aware Learning: Collaborative Methods and Human Interaction

Context-Aware Computing

Hybrid Learning and Education

Information and Communication Technologies

Methods, Architectures, and Technologies

Engineering, On-Job Training and Interactive Teaching

Third European Conference on Technology Enhanced Learning, EC-TEL 2008, Maastricht, The Netherlands, September 16-19, 2008, Proceedings

The seven volumes LNCS 12249-12255 constitute the refereed proceedings of the 20th International Conference on Computational Science and Its Applications, ICCSA 2020, held in Cagliari, Italy, in July 2020. Due to COVID-19 pandemic the conference was organized in an online event. Computational Science is the main pillar of most of the present research, industrial and commercial applications, and plays a unique role in exploiting ICT innovative technologies. The 466 full papers and 32 short papers presented were carefully reviewed and selected from 1450 submissions. Apart from the general track, ICCSA 2020 also include 52 workshops, in various areas of computational sciences, ranging from computational science technologies, to specific areas of computational sciences, such as software engineering, security, machine learning and artificial intelligence, blockchain technologies, and of applications in many fields.

This book constitutes the refereed proceedings of the 15 Ibero-American Conference on Artificial Intelligence, IBERAMIA 2016, held in San José, Costa Rica, in November 2016. The 34 papers presented were carefully reviewed and selected from 75 submissions. The papers are organized in the following topical sections: knowledge engineering, knowledge representation and probabilistic reasoning; agent technology and multi-agent systems; planning and

scheduling; natural language processing; machine learning; big data, knowledge discovery and data mining; computer vision and pattern recognition; computational intelligence soft computing; AI in education, affective computing, and human-computer interaction.

Modern devices, from phones and cars to houses and the appliances within them, are being designed with formidable computational power and expanded functionality. To be truly effective, these smart devices must effectively process data from their environment and experiences and make decisions based on that information. Recent Advances in Ambient Intelligence and Context-Aware Computing investigates the functionality of ubiquitous computational systems and how they may adapt to their environment to improve the quality of interaction for the end-user. This reference book will be of value to under- and post-graduate students, professionals, and researchers in networking, computer science, communications, and other information technology disciplines.

This book constitutes the refereed post-conference proceedings of the International Conferences ICCASA and ICTCC 2017, held in November 2017 in Tam Ky City, Vietnam. The 23 revised full papers presented were carefully selected from 31 submissions. The papers of ICCASA cover a wide spectrum in the area of context-aware-systems. CAS is characterized by its self- facets such as self-organization, self-configuration, self-healing, self-optimization, self-protection used to dynamically control computing and networking functions. The papers of ICTCC cover formal methods for self-adaptive systems and discuss natural approaches and techniques for computation and communication.

Second International Conference, Edutainment 2007, Hong Kong, China, June 11-13, 2007, Proceedings

The Digital Turn in Higher Education

Third International Conference, eLEOT 2016, Dublin, Ireland, August 31 – September 2, 2016, Revised Selected Papers

Advanced Approaches to Intelligent Information and Database Systems

Context-Aware Systems and Applications, and Nature of Computation and Communication

Innovations in Smart Learning

Proceedings of the 2nd Mediterranean Symposium on Smart City Applications

The two volumes IFIP AICT 397 and 398 constitute the thoroughly refereed post-conference proceedings of the International IFIP WG 5.7 Conference on Advances in Production Management Systems, APMS 2012, held in Rhodes, Greece, in September 2012. The 182 revised full papers were carefully reviewed and selected for inclusion in the two volumes. They are organized in 6 parts: sustainability; design, manufacturing and production management; human factors, learning and innovation; ICT and emerging technologies in production management; product and asset lifecycle management; and services, supply chains and operations.

This book constitutes the proceedings of the 3rd International Conference on E-Learning, E-Education, and Online Training, eLEOT 2016, held in Dublin, Ireland, August 31 – September 2, 2016. The 25 revised full papers presented were carefully reviewed and selected from 35 submissions. They focus on topics as augmented reality learning, blended learning, learning analytics, mobile learning, virtual learning environments.

This book consists of 35 chapters presenting different theoretical and practical aspects of Intelligent Information and Database Systems. Nowadays both Intelligent and Database Systems are applied in most of the areas of human activities which necessitates further research in these areas. In this book various interesting issues related to the intelligent information models and methods as well as their advanced applications, database systems applications, data models and their analysis and digital multimedia methods and applications are presented and discussed both from the practical and theoretical points of view. The book is organized in four parts devoted to intelligent systems models and methods, intelligent systems advanced applications, database systems methods and applications and multimedia systems methods and applications. The book will be interesting for practitioners and researchers, especially graduate and PhD students of information technology and computer science, as well more experienced academics and specialists interested in developing and verification of intelligent information, database and multimedia systems models, methods and applications. The readers of this volume are enabled to find many inspiring ideas and motivating practical examples that will help them in the current and future work.

The Second International Conference on Hybrid Learning was organized by the School of Continuing and Professional Studies of The Chinese University of Hong Kong and University of Macau in August 2009. ICHL 2009 was an inventive experience for the Hong Kong and Macau tertiary higher education. The conference aims to provide a good platform for knowledge exchange on hybrid learning by focusing on student centered education. The technique is to supplement traditional classroom learning with eLearning. The slogan is "Education leads eLearning," not vice versa. The me- odology is that at least 30% of learning activities are done by eLearning. The outcome is for students to learn at any time at any place. eLearning can increase students' lea- ing productivity and reduce teachers' administration workload alike. It is a new culture for students, teachers and school administrators to adopt in the twenty-first century. The conference obtained sponsorship from Pei Hua Education Foundation Limited, City University of Hong Kong, ACM Hong Kong Section, and Hong Kong Computer Society. Hybrid learning originated from North America in 2000, and is an ongoing trend. It is not merely a simple combination of direct teaching and eLearning. It encompasses different learning strategies and important elements for teaching and learning. It - phasizes outcome-based teaching and learning, and provides an environment for knowledge learning. Students are given more opportunities to be active learners and practice practical skills such as communication, collaboration, critical thinking, cr- tivity, self-management, self-study, problem solving, analysis and numeracy.

Smart Education and e-Learning 2016

International Conference, ICT 2010, Kochi, Kerala, India, September 7-9, 2010, Proceedings

Context-Aware Communication and Computing: Applications for Smart Environment

Innovations in Smart Cities and Applications
Semantic Web Technologies for E-learning
Mining Intelligence and Knowledge Exploration
Recent Advances in Ambient Intelligence and Context-Aware Computing

A fascinating bird's eye view on a hugely relevant topic. This book constitutes the refereed proceedings of the 4th International Conference on Ubiquitous Intelligence and Computing held in Hong Kong, China in 2007, co-located with ATC 2007, the 4th International Conference on Autonomic and Trusted Computing. The 119 revised full papers presented together with 1 keynote paper and 1 invited paper were carefully reviewed and selected from 463 submissions. The papers are organized in topical sections.

The book deals with the digital turn in higher education: One aim of this book is to address the challenge by providing a multi-disciplinary, international perspective on higher education during the digital turn. It presents epistemological, ethical and theoretical approaches, and best practice examples, from universities in different countries using different learning strategies. The book can be understood as an international and interdisciplinary collection providing heuristic strategies for handling the digitalization of higher education in theory and in practice.

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.

This book constitutes the proceedings of the First International Conference on Mining Intelligence and Knowledge Exploration, MIKE 2013, held in Tamil Nadu, India on December 2013. The 82 papers presented were carefully reviewed and selected from 334 submissions. The papers cover the topics such as feature selection, classification, clustering, image processing, network security, speech processing, machine learning, information retrieval, recommender systems, natural language processing, language, cognition and computation and other certain problems in dynamical systems.

Advances in Production Management Systems. Competitive Manufacturing for Innovative Products and Services

Adaptive Technologies and Applications

Advances in Artificial Intelligence - IBERAMIA 2016

Context-Aware Mobile and Ubiquitous Computing for Enhanced Usability: Adaptive Technologies and Applications

Innovations in E-learning, Instruction Technology, Assessment and Engineering Education

E-Learning, E-Education, and Online Training

This book contains the contributions presented at the 3rd international KES conference on Smart Education and Smart e-Learning, which took place in Puerto de la Cruz, Tenerife, Spain, June 15-17, 2016. It contains a total of 56 peer-reviewed book chapters that are grouped into several parts: Part 1 - Smart University: Conceptual Modeling, Part 2 ⬜ Smart Education: Research and Case Studies, Part 3 ⬜ Smart e-Learning, Part 4 ⬜ Smart Education: Software and Hardware Systems, and Part 5 ⬜ Smart Technology as a Resource to Improve Education and Professional Training. We believe that the book will serve as a useful source of research data ⬜ and valuable information for faculty, scholars, Ph.D. students, administrators, and practitioners - those who are interested in innovative areas of smart education and smart e-learning.

"This book provides fundamental research on the architecture of learning technology systems, discussing such issues as the common structures in LTS and solutions for specific forms such as knowledge-based, distributed, or adaptive applications of e-learning. Researchers, and scholars in the fields of learning content software development, computing and educational technologies, and e-learning will find it an invaluable resource"--Provided by publisher.

Education and Technology for a Better World was the main theme for WCCE 2009. The conference highlights and explores different perspectives of this theme, covering all levels of formal education as well as informal learning and societal aspects of education. The conference was open to everyone involved in education and training. Additionally players from technological, societal, business and political fields outside education were invited to make relevant contributions within the theme: Education and Technology for a Better World. For several years the WCCE (World Conference on Computers in Education) has brought benefits to the fields of computer science and computers and education as well as to their communities. The contributions at WCCE include research projects and good practice presented in different formats from full papers to posters, demonstrations, panels, workshops and symposiums. The focus is not only on presentations of accepted contributions but also on discussions and input from all participants. The main goal of these conferences is to provide a forum for the discussion of ideas in all areas of computer science and human learning. They create a unique environment in which researchers and practitioners in the fields of computer science and human learning can interact, exchanging theories, experiments, techniques, applications and evaluations of initiatives supporting new developments that are potentially relevant for the development of these fields. They intend to serve as reference guidelines for the research community.

This book provides an archival forum for researchers, academics, practitioners and industry professionals interested and/or engaged in the reform of the ways of teaching and learning through advancing current learning environments towards smart learning environments. The contributions of this book are submitted to the International Conference on Smart Learning Environments (ICSLE 2014). The focus of this proceeding is on the interplay of pedagogy, technology and their fusion towards the advancement of smart learning environments. Various components of this interplay include but are not limited to: Pedagogy- learning paradigms, assessment paradigms, social factors, policy; Technology- emerging technologies, innovative uses of mature technologies, adoption, usability, standards and emerging/new technological paradigms (open educational resources, cloud computing, etc.)

International Perspectives on Learning and Teaching in a Changing World