# Context Aware Le Learning Model For Just In Time Learning

Mobile LearningUbiquitous Computing: Design, Implementation and UsabilityLearning AnalyticsAdvanced Approaches to Intelligent Information and Database SystemsPersonalized Information Retrieval and AccessHow Learning WorksShaping the future we wantE-learning for architectureHow People Learn IIComputer Vision – ECCV 2012Emerging Technologies for Semantic Work Environments: Techniques, Methods, and ApplicationsWeb Information Systems Engineering -- WISE 2013Recommender Systems for LearningLearning Social Context Characteristics in Prereading LessonsAanwinsten van de Centrale Bibliotheek (Queteletfonds)Index to Theses with Abstracts Accepted for Higher Degrees by the Universities of Great Britain and Ireland and the Council for National Academic AwardsBritish Education IndexSocial Information Retrieval Systems: Emerging Technologies and Applications for Searching the Web EffectivelyProceedingsHandbook of Research on Social Software and Developing Community OntologiesInnovative Mobile Learning: Techniques and TechnologiesPersonalized Context-Aware Mobile Notification SystemThe New Development of Technology Enhanced LearningResponsive Open Learning EnvironmentsDissertation Abstracts InternationalEducational Social Software for Context-Aware Learning: Collaborative Methods and Human InteractionArchitecture Solutions for E-Learning SystemsAustralian Official Journal of PatentsContext-Aware Systems and Applications, and Nature of Computation and CommunicationCahiers de la FemmeThe British National BibliographySocial ComputingIntelligent Data Engineering and Automated Learning--IDEAL 20062000 IEEE International Conference on Multimedia and ExpoContext-Aware Systems and ApplicationsOnline and distance learningThe 2nd IET International Conference on Intelligent EnvironmentsThe Probabilistic Relevance FrameworkE-Government Diffusion, Policy, and Impact: Advanced Issues and PracticesAdvances in Swarm Intelligence

## Mobile Learning

## Ubiquitous Computing: Design, Implementation and Usability

Global information retrieval and ""anywhere, anytime"" information access has stimulated a need to design and model the personalized information search in a flexible and agile way that can use the specific personalization techniques, algorithms, and available technology infrastructure to satisfy high-level functional requirements for personalization. ""Personalized Information Retrieval and Access"" surveys the main concepts, methods, and practices of personalized information retrieval and access in today's data intensive, dynamic, and distributed environment, and provides students, researchers, and practitioners with authoritative coverage of recent technological advances that are shaping the future of globally distributed information retrieval and anywhere, anytime information access.

## Learning Analytics

The seven-volume set comprising LNCS volumes 7572-7578 constitutes the refereed proceedings of the 12th European Conference on Computer Vision, ECCV 2012, held in Florence, Italy, in October 2012. The 408 revised papers presented were carefully reviewed and selected from 1437 submissions. The papers are organized in topical sections on geometry, 2D and 3D shapes, 3D reconstruction, visual recognition and classification, visual features and image matching, visual monitoring: action and activities, models, optimisation, learning, visual tracking and image registration, photometry: lighting and colour, and image segmentation.

## Advanced Approaches to Intelligent Information and Database Systems

There are many reasons to be curious about the way people learn, and the past several decades have seen an explosion of research that has important implications for individual learning, schooling, workforce training, and policy. In 2000, How People Learn: Brain, Mind, Experience, and School: Expanded Edition was published and its influence has been wide and deep. The report summarized insights on the nature of learning in school-aged children; described principles for the design of effective learning environments; and provided examples of how that could be implemented in the classroom. Since then, researchers have continued to investigate the nature of learning and have generated new findings related to the neurological processes involved in learning, individual and cultural variability related to learning, and educational technologies. In addition to expanding scientific understanding of the mechanisms of learning and how the brain adapts throughout the lifespan, there have been important discoveries about influences on learning, particularly sociocultural factors and the structure of learning environments. How People Learn II: Learners, Contexts, and Cultures provides a much-needed update incorporating insights gained from this research over the past decade. The book expands on the foundation laid out in the 2000 report and takes an in-depth look at the constellation of influences that affect individual learning. How People Learn II will become an indispensable resource to understand learning throughout the lifespan for educators of students and adults.

## Personalized Information Retrieval and Access

Interactive systems in the mobile, ubiquitous, and virtual environments are at a stage of development where designers and developers are keen to find out more about design, use and usability of these systems. Ubiquitous Computing: Design, Implementation and Usability highlights the emergent usability theories, techniques, tools and best practices in these environments. This book shows that usable and useful systems are able to be achieved in ways that will improve usability to enhance user experiences. Research on the usability issues for young children, teenagers, adults, and the elderly is presented, with different techniques for the mobile, ubiquitous, and virtual environments.

## How Learning Works

## Shaping the future we want

"This comprehensive, six-volume collection addresses all aspects of online and distance learning, including information communication technologies applied to education, virtual classrooms, pedagogical systems, Web-based learning, library information systems, virtual universities, and more. It enables libraries to provide a foundational reference to meet the information needs of researchers, educators, practitioners, administrators, and other stakeholders in online and distance learning"--Provided by publisher.

## E-learning for architecture

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

## How People Learn II

Technology enhanced learning (TEL) aims to design, develop and test sociotechnical innovations that will support and enhance learning practices of both individuals and organisations. It is therefore an application domain that generally covers technologies that support all forms of teaching and learning activities. Since information retrieval (in terms of searching for relevant learning resources to support teachers or learners) is a pivotal activity in TEL, the deployment of recommender systems has attracted increased interest. This brief attempts to provide an introduction to recommender systems for TEL settings, as well as to highlight their particularities compared to recommender systems for other application domains.

## Computer Vision – ECCV 2012

The wealth of information accessible on the Internet has grown exponentially since its advent. This mass of content must be systemically sifted to glean pertinent data, and the utilization of the collective intelligence of other users, or social information retrieval, is an innovative, emerging technique. Social Information Retrieval Systems: Emerging Technologies & Applications for Searching the Web Effectively provides relevant content in the areas of information retrieval systems, services, and research; covering topics such as social tagging, collaborative querying, social network analysis, subjective relevance judgments, and collaborative filtering. Answering the increasing demand for authoritative resources on Internet technologies, this Premier Reference Source will make an indispensable addition to any library collection.

## Emerging Technologies for Semantic Work Environments: Techniques, Methods, and Applications

"This book sheds light on how e-government technologies are shaping today's knowledge society from the ground roots of the citizen experience to the supreme level of policy and decision making"--Provided by publisher.

## Web Information Systems Engineering -- WISE 2013

## Recommender Systems for Learning

This book constitutes the refereed post-conference proceedings of the 5th International Conference on Context-Aware Systems and Applications, ICCASA 2016, held in Thu Dau Mot, Vietnam, in November 2016. The 22 revised full papers presented were carefully selected from 35 submissions and cover a wide spectrum in the area of Context-Aware-Systems (CAS). CAS is characterized by its self- facets such as self-organization, self-configuration, self-healing, self-optimization, self-protection on whose context awareness used to dynamically control computing and networking functions. The overall goal of CAS is to realize nature-inspired autonomic systems that can manage themselves without direct human interventions.

## Learning Social Context Characteristics in Prereading Lessons

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.

## Aanwinsten van de Centrale Bibliotheek (Queteletfonds)

## Index to Theses with Abstracts Accepted for Higher Degrees by the Universities of Great Britain and Ireland and the Council for National Academic Awards

Learning analytics is one of the most important research issues in the field of educational technology. By analyzing logs and records in educational databases and systems, it can provide useful information to teachers, learners, and decision makers – information which they can use to improve teaching strategies, learning performances, and educational policies. However, it is a great challenge for most researchers to efficiently analyze educational data in a meaningful way. This book presents various learning analytics approaches and applications, including the process of determining the coding scheme, analyzing the collected data, and

interpreting the findings. This book was originally published as a special issue of Interactive Learning Environments.

## British Education Index

The book addresses the main issues concerned with the new development of learning processes, innovative pedagogical changes, the effects of new technologies on education, future learning content, which aims to gather the newest concepts, research and best practices on the frontiers of technology enhanced learning from the aspects of learning, pedagogies and technologies in learning in order to draw a picture of technology enhanced learning in the near future. Some issues like "e-learning m-learning u-learning – innovative approaches," "the Framework and Method for Understanding the New Generation Students," "Context-aware Mobile Role Playing Game for Learning," " Pedagogical issues in content creation and use: IT literacy through Spoken Tutorials," "Supporting collaborative knowledge construction and discourse in the classroom," "Digital Systems for Hierarchical Open Access to Education," " Using Annotated Patient Records to Teach Clinical Reasoning to Undergraduate Students of Medicine," " Utilizing Cognitive Skills Ontology for Designing Personalized Learning Environments" and "Using Interactive Mobile Technologies to Develop Operating Room Technologies Competency" are discussed in separate chapters.

## Social Information Retrieval Systems: Emerging Technologies and Applications for Searching the Web Effectively

Today's work is characterized by a high degree of innovation and thus demands a thorough overview of relevant knowledge in the world and in organizations. Semantic Work Environments support the work of the user by collecting knowledge about needs and providing processed and improved knowledge to be integrated into work. Emerging Technologies for Semantic Work Environments: Techniques, Methods, and Applications describes an overview of the emerging field of Semantic Work Environments by combining various research studies and underlining the similarities between different processes, issues and approaches in order to provide the reader with techniques, methods, and applications of the study.

## Proceedings

Our research, even despite its apparent fragmentary appearance, firmly believes in the idea that information science tools and the On-Line System should be utilized in innumerable ways in the various independent stages of an architect's learning itinerary, but that they can never totally replace the maieutic aspect of master-pupil relations, even if the masters, due to the extraordinary capacities of computer science, can be themselves multiplied, since, even though distant in space, they can be visibly and audibly next to us in a shared environment, even interacting with our own designs. We ourselves are spectators with other students gathered from all over the world to share together the most precious and unique moments in our and their educational growth. Research into the most effective way of realising this 'Augmented Reality' as the Americans call it, is our most ambitious objective, along with a parallel investigation into all the other possible

stages of teaching in which information science technologies can be used as a normal and potent tool for the training of an architect. [Lucio Valerio Barbera] Contributions: Gustavo Ambrosini, Roberta Ansuini, Lucio Valerio Barbera, Liliana Bazzanella, Rosalba Belibani,Michele Bonino, Luca Caneparo, Pierre-Alain Croset,Mario De Grassi, Anna Irene Del Monaco, Luca Fabbri, Alberto Giretti, Gianluigi Mondaini, Stefano Panunzi, Mario Petrone.

## Handbook of Research on Social Software and Developing Community Ontologies

## Innovative Mobile Learning: Techniques and Technologies

## Personalized Context-Aware Mobile Notification System

## The New Development of Technology Enhanced 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.

## Responsive Open Learning Environments

Mobile Learning: The Next Generation documents the most innovative projects in context-aware mobile learning in order to develop a richer theoretical understanding of learning in modern mobile-connected societies. Context-aware mobile learning takes advantage of cell phone, mobile, and pervasive personal technologies to design learning experiences that exploit the richness of both indoor and outdoor environments. These technologies detect a learner's presence in a particular place, the learner's history in that place or in relation to other people and objects nearby, and adapt learning experiences accordingly, enabling and encouraging learners to use personal and social technologies to capture aspects of the environment as learning resources, and to share their reactions to them.

## Dissertation Abstracts International

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

## Architecture Solutions for E-Learning Systems

This book constitutes the proceedings of the 14th International Conference on Web Information Systems Engineering, WISE 2013, held in Nanjing, China, in October 2013. The 48 full papers, 29 short papers, and 10 demo and 5 challenge papers, presented in the two-volume proceedings LNCS 8180 and 8181, were carefully reviewed and selected from 198 submissions. They are organized in topical sections named: Web mining; Web recommendation; Web services; data engineering and database; semi-structured data and modeling; Web data integration and hidden Web; challenge; social Web; information extraction and multilingual management; networks, graphs and Web-based business processes; event processing, Web monitoring and management; and innovative techniques and creations.

## Australian Official Journal of Patents

"This book includes the challenges and practical experience of the design of M-Learning environments, covering current developments in M-learning experiences in both academia and industry"--Provided by publisher.

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

## Cahiers de la Femme

## The British National Bibliography

The Probabilistic Relevance Framework (PRF) is a formal framework for document retrieval, grounded in work done in the 1970-80s, which led to the development of one of the most successful text-retrieval algorithms, BM25. In recent years, research in the PRF has yielded new retrieval models capable of taking into account structure and link-graph information. Again, this has led to one of the most successful web-search and corporate-search algorithms, BM25F. The Probabilistic Relevance Framework: BM25 and Beyond presents the PRF from a conceptual point of view, describing the probabilistic modelling assumptions behind the framework and the different ranking algorithms that result from its application: the binary independence model, relevance feedback models, BM25, BM25F. Besides presenting a full derivation of the PRF ranking algorithms, it provides many insights about document retrieval in general, and points to many open challenges in this area. It also discusses the relation between the PRF and other statistical models for IR, and covers some related topics, such as the use of non-textual features, and parameter optimization for models with free parameters. The Probabilistic Relevance Framework: BM25 and Beyond is self-contained and accessible to anyone with basic knowledge of probability and inference

## Social Computing

## Intelligent Data Engineering and Automated Learning--IDEAL

## 2006

"This book explores how social software and developing community ontologies are challenging the way we operate in a performative space"--Provided by publisher.

## 2000 IEEE International Conference on Multimedia and Expo

With an increasing accessibility to social networking tools, the development of Web 2.0, and the emergence of virtual worlds, social computing crosses cultural boundaries to join people in the digital landscape. Social Computing: Concepts, Methodologies, Tools, and Applications uncovers the growing and expanding phenomenon of human behavior, social constructs, and communication in online environments. This multiple volume publication presents the latest research on social change, evolving networks, media, and interaction with technology to offer audiences a comprehensive view of the impact of social computing on the way cultures think, act, and exchange information.

## Context-Aware Systems and Applications

Praise for How Learning Works "How Learning Works is the perfect title for this excellent book. Drawing upon new research in psychology, education, and cognitive science, the authors have demystified a complex topic into clear explanations of seven powerful learning principles. Full of great ideas and practical suggestions, all based on solid research evidence, this book is essential reading for instructors at all levels who wish to improve their students' learning." —Barbara Gross Davis, assistant vice chancellor for educational development, University of California, Berkeley, and author, Tools for Teaching "This book is a must-read for every instructor, new or experienced. Although I have been teaching for almost thirty years, as I read this book I found myself resonating with many of its ideas, and I discovered new ways of thinking about teaching." —Eugenia T. Paulus, professor of chemistry, North Hennepin Community College, and 2008 U.S. Community Colleges Professor of the Year from The Carnegie Foundation for the Advancement of Teaching and the Council for Advancement and Support of Education "Thank you Carnegie Mellon for making accessible what has previously been inaccessible to those of us who are not learning scientists. Your focus on the essence of learning combined with concrete examples of the daily challenges of teaching and clear tactical strategies for faculty to consider is a welcome work. I will recommend this book to all my colleagues." —Catherine M. Casserly, senior partner, The Carnegie Foundation for the Advancement of Teaching "As you read about each of the seven basic learning principles in this book, you will find advice that is grounded in learning theory, based on research evidence, relevant to college teaching, and easy to understand. The authors have extensive knowledge and experience in applying the science of learning to college teaching, and they graciously share it with you in this organized and readable book." —From the Foreword by Richard E. Mayer, professor of psychology, University of California, Santa Barbara; coauthor, e-Learning and the Science of Instruction; and author, Multimedia Learning

## Online and distance learning

## The 2nd IET International Conference on Intelligent Environments

The two-volume set of LNCS 11655 and 11656 constitutes the proceedings of the 10th International Conference on Advances in Swarm Intelligence, ICSI 2019, held in Chiang Mai, Thailand, in June 2019. The total of 82 papers presented in these volumes was carefully reviewed and selected from 179 submissions. The papers were organized in topical sections as follows: Part I: Novel methods and algorithms for optimization; particle swarm optimization; ant colony optimization; fireworks algorithms and brain storm optimization; swarm intelligence algorithms and improvements; genetic algorithm and differential evolution; swarm robotics. Part II: Multi-agent system; multi-objective optimization; neural networks; machine learning; identification and recognition; social computing and knowledge graph; service quality and energy management.

## The Probabilistic Relevance Framework

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´s 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.

## E-Government Diffusion, Policy, and Impact: Advanced Issues and Practices

This book presents an overview of the components, approaches and techniques which are used to build a mobile phoneapplication that uses short messaging service (SMS) text messages to improve interaction, information distribution and communication of stakeholders in a university setting. The proposed application is built upon a multiple compatible mobile phone menu-based subscription management application that is also customizable. Since SMS has the potential to fill significantconnectivity and service gaps, this application can provide support for them to become more ubiquitous. Event-based approach towards context-aware personalized notification service is adopted, i.e. user will receive relevant immediate SMS to his/her mobile phone based on his/her subscription for preferred

notifications. A trigger enables event management system to send out (semi-) automated personalized notification. Notification services that understand the context within which their users operate, i.e. identity,activity and time are derived based on a set of predetermined rules. This will benefit the stakeholders in terms of getting up-to-date notifications.

## Advances in Swarm Intelligence

ROMANCE  ACTION & ADVENTURE  MYSTERY & THRILLER  BIOGRAPHIES & HISTORY  CHILDREN'S  YOUNG ADULT  FANTASY  HISTORICAL FICTION  HORROR  LITERARY FICTION  NON-FICTION  SCIENCE FICTION