

2011 IEEE 11th International Conference on Advanced Learning Technologies

(ICALT 2011)

**Athens, Georgia, USA
6-8 July 2011**



**IEEE Catalog Number: CFP11261-PRT
ISBN: 978-1-61284-209-7**

2011 11th IEEE International Conference on Advanced Learning Technologies ICALT 2011 Table of Contents

Preface	xx
ICALT 2011 Chairs/Committees	xxi
Reviewers	xxiv

Main Track

A 3D Motion Controlled Method for the Training of Mental Rotation	1
<i>Chin-Yea Wang, Shin-Chen Yeh, Jing-Liang Wang, Shin-Chen Yang, and Albert Rizzo</i>	
A 3D Virtual Classroom Simulation for Supporting School Teachers Training Based on Synectics - “Making the Strange Familiar”	4
<i>Pavlos Kallonis and Demetrios G. Sampson</i>	
A Case Study of an Academic Achievement-oriented Student in Game-based Learning	7
<i>Morris S.Y. Jong, Fong-lok Lee, Jimmy H.M. Lee, and Junjie Shang</i>	
A Cloud-based Cyberlearning Environment for Introductory Computing Programming Education	12
<i>Prabir Bhattacharya, Minzhe Guo, Lixin Tao, Bin Wu, Kai Qian, and E. Kent Palmer</i>	
A Collaborative Interactive Cyber-learning Platform for Anywhere Anytime Java Programming Learning	14
<i>Prabir Bhattacharya, Minzhe Guo, Lixin Tao, Yujian Fu, and Kai Qian</i>	
A Computer Game Based Approach for Increasing Fluency in the Speech of the Autistic Children	17
<i>Anika Anwar, Md. Mustafizur Rahman, S.M. Ferdous, Samiul Alam Anik, and Syed Ishtiaque Ahmed</i>	
A Conceptual Design of Multi-Agent Based Personalized Quiz Game	19
<i>Martin M. Weng, Ireti Fakinlede, Fuhua Lin, Timothy K. Shih, and Maiga Chang</i>	
A Contextualized Annotation Model for Mobile Learning	22
<i>Pierre-Yves Gicquel and Dominique Lenne</i>	
A Digital Board Game Based Learning System for Authentic Learning	25
<i>Kuan-Chang Chen, Chia-Jung Wu, and Gow-Dong Chen</i>	

A Framework for Observation and Analysis of Learners' Behavior in a Full-Scope Simulator of a Nuclear Power Plant - Approach Based on Modelled Traces	30
<i>Olivier Champalle, Karim Sehaba, Alain Mille, and Yannick Prié</i>	
A Framework of Educational Control in Game-based Learning Environment	32
<i>Ryo Takaoka, Masayuki Shimokawa, and Toshio Okamoto</i>	
A Keyword-based Video Summarization Learning Platform with Multimodal Surrogates	37
<i>Wen-Hsuan Chang, Jie-Chi Yang, and Yu-Chieh Wu</i>	
A Location-Based Mobile Game for Business Education	42
<i>Jean-Christophe Puja and David Parsons</i>	
A Mobile Learning Study in High School Mathematics: Challenges, Lessons Learned and Recommendations	45
<i>Vani Kalloo and Permanand Mohan</i>	
A Multiagent Model for Searching Learning Objects in Heterogeneous Set of Repositories	48
<i>Jonas Vian, Ronaldo Lima Rocha Campos, Cecilia Estela Giuffra Palomino, and Ricardo Azambuja Silveira</i>	
A New Application to Detect “Emotional Perception and Styles” of Primary School Children, and their Evolution with Age	53
<i>Carlo Giovannella and Simone Carcone</i>	
A New e-Learning Architecture for the Automatic Assessment of Network Services	56
<i>Antonio Robles-Gómez, Llanos Tobarra, Salvador Ros, Roberto Hernández, Agustín C. Caminero, and Rafael Pastor</i>	
A Robust Estimation Scheme of Reading Difficulty for Second Language Learners	58
<i>Yi-Ting Huang, Hsiao-Pei Chang, Yeali Sun, and Meng Chang Chen</i>	
A Robust Multi-Modal Emotion Recognition Framework for Intelligent Tutoring Systems	63
<i>Xiaoqing Liu, Lei Zhang, Jacob Yadegar, and Niranjan Kamat</i>	
A Semantic Web-enabled Tool for Self-Regulated Learning in the Workplace	66
<i>Melody Siadaty, Jelena Jovanović, Kai Pata, Teresa Holocher-Ertl, Dragan Gašević, and Nikola Milikić</i>	
A Shared Rationale Space for Supporting Knowledge Awareness in Collaborative Learning Activities: An Empirical Study	71
<i>Lu Xiao</i>	
A Simple Low-Cost Portable Energy Efficient Device to Supplement Operating System Curriculum	76
<i>Chia-Tien Dan Lo, Kai Qian, and Yan-qing Zhang</i>	
A Study of Video-based Concordancer on Scene Classification	78
<i>Tz-Yung Fang, Jie-Chi Yang, Yu-Chieh Wu, and Chi-Cheng Tsai</i>	

A Study on an Automatic Early-Alert Mechanism for a Tag-based Learning Environment: Development of a Teaching Support Platform Based on a Tag-based Knowledge Acquisition Approach	83
<i>Jun Ming Chen, Ying Ying Chen, Yeali S. Sun, and Meng Chang Chen</i>	
A Trust-Personality Mechanism for Emotion Compensation	88
<i>Jiwei Qin, Qinghua Zheng, and Feng Tian</i>	
A Web Application Dedicated to Online Practical Activities: The Case of System and Network Experiments	93
<i>Amine Bouabid, Philippe Vidal, and Julien Broisin</i>	
AADMLSS Practice: A Culturally Relevant Algebra Tutor	98
<i>Lingyan Wang, Wanda Moses, Joshua Ekandem, and Juan E. Gilbert</i>	
Across Continents: Using Web Based Collaboration Tools for Learning	100
<i>Diana Andone and Mark Frydenberg</i>	
Adaptation of Shared Traces in e-learning Environment	103
<i>Karim Sehaba</i>	
Adapting Suitable Spaces in Learning Management Systems to Support Distance Learning in Adults with ADHD	105
<i>Laura Mancera, Silvia Baldiris, Ramón Fabregat, Ferran Viñas, and Beatriz Caparros</i>	
Affective Teachable Agent in VLE: A Goal Oriented Approach	110
<i>Ailiya, Zhiqi Shen, and Chunyan Miao</i>	
An Analytic Process Schema for Collaborative Multi-Touch Applications	115
<i>Andreas Lingnau and Andreas Harrer</i>	
An Extendible Software for Learning to Write Chinese Characters in Correct Stroke Sequences on Smartphones	118
<i>Vincent Tam and Chao Huang</i>	
An Indicator-based Approach to Support Teachers' Activities: Use Case within the Framework of Learning Object-Oriented Programming with HOP3X	120
<i>Aina Lekira, Christophe Després, and Pierre Jacoboni</i>	
Analysis and Interpretation of e-Reader User Logs: A Case Study of High School Students' User Behaviors	123
<i>Wen-Hung Liao and Chien-Pao Chueh</i>	
Anthropological Conversations: Augmented Reality Enhanced Artifacts to Foster Education in Cultural Anthropology	126
<i>Luca Simeone and Salvatore Iaconesi</i>	
Apply Problem-Based Learning in Mobile Learning Environment	129
<i>Shao-Chun Li and Ko-Kang Chun</i>	
Applying Observational Learning in the Cloud Education System of Art Education in an Elementary School	131
<i>Wen-Wei Liao and Rong-Guey Ho</i>	

Automated Assessment of Review Quality Using Latent Semantic Analysis	136
<i>Lakshmi Ramachandran and Edward F. Gehringer</i>	
Behavior Patterns: Bridging Conceptual Models and Agent-Based Simulations in Interactive Learning Environments	139
<i>Swaroop S. Vattam, Ashok K. Goel, and Spencer Rugaber</i>	
Bridging the Gap between PLE and LMS	142
<i>Francesco Di Cerbo, Gabriella Dodero, and Teresa Liew Bao Yng</i>	
Building a Cultural Community Classroom to Connect Instructors with Students	147
<i>Fariel Mohan</i>	
Building Commons to Improve Teaching and Learning for Quality Assurance through Peer Review Project	150
<i>Yukari Kato</i>	
Business Simulation Games as Digital Tools for Supporting School Entrepreneurship Education	155
<i>Hercules Panoutsopoulos, Maria-Anna Lykourantzou, and Demetrios G. Sampson</i>	
Challenges in Locating Content and Services for Adaptive eLearning Courses	157
<i>Cormac Hampson, Owen Conlan, and Vincent Wade</i>	
Concept Map-based Framework for Learner-Centered Knowledge Management in ePortfolios	160
<i>Yuliya Bozhko and Eva Heinrich</i>	
ConceptMapWiki - A Collaborative Framework for Agglomerating Pedagogical Knowledge	163
<i>Lauri Lahti</i>	
Connectivism as a Framework for Creative Productivity in Instructional Technology	166
<i>Gregory Clinton, Eunbae Lee, and Regene Logan</i>	
Constructivist and Constructionist Approaches to Constructing Algorithm Visualizations: A Proposal	171
<i>Ming-Han Lee and Guido Rößling</i>	
Correlation between Student Performance and Use of an mLearning Application for High School Mathematics	174
<i>Vani Kalloo and Permanand Mohan</i>	
Cost Metrics for Effective Learning Objects Reuse	179
<i>Demetrios G. Sampson and Panagiotis Zervas</i>	
Cross-Institutional Online Engineering Tutoring: Implementation of Tutoring at a Distance	184
<i>Sheila Warren and Stephanie Moore</i>	
Curriculum-Guided Crowd-Sourcing of Assessments for Primary Schools in a Developing Country	187
<i>Imran A. Zualkernan, Anjana Raza, and Asad Karim</i>	

Design Electronic Botany Worksheet Generation Based on Bloom’s Taxonomy for Mobile Learning	192
<i>Rita Kuo, Maiga Chang, Keith Ying, and Jia-Sheng Heh</i>	
Design of a Long-Distance-Controlled Robot System for Distance Education	195
<i>Akiyuki Minamide, Kazuya Takemata, and Megan Hastie</i>	
Design of Lifelong Learning Content Using Space Education: Development of the Mobile 3D (Three Dimensional) Image Projection System	197
<i>Kazuya Takemata, Akiyuki Minamide, Sumio Nakamura, and Nobuhiro Tanba</i>	
Designing a Virtual Tutee System to Enhance College Student Motivation	199
<i>Seung Won Park and ChanMin Kim</i>	
Development of a Game-based Learning System Using Toy Robots	202
<i>Li-Der Chou, Tzu-Chien Liu, David Chunhu Li, Yi-Shou Chen, Man Tat Jeong, Pei-Hsun Lee, and Yi-Chun Lin</i>	
Domain-Specific Modeling Approach to Support Instructional Design Rationale	205
<i>El Amine Ouraiba, Christophe Choquet, and Philippe Cottier</i>	
Dual Mapping for Support of Problem Solving and Knowledge Construction	207
<i>Bian Wu and Minhong Wang</i>	
Dynamic Adaptation in OPENET4LD	210
<i>Juan C. Vidal, Manuel Lama, Beatriz Fernández-Gallego, and Alberto Bugarín</i>	
Dynamic Adaptive Mechanism in Learning Management System Based on Learning Styles	215
<i>Samar Alkhuraiji, Barry Cheetham, and Omaima Bamasak</i>	
Dynamic User Modeling and Adaptation Based on Learning Styles for Supporting Semi-Automatic Generation of IMS Learning Design	218
<i>Silvia Baldiris, Sabine Graf, and Ramón Fabregat</i>	
Educational Massively Multiplayer Online Role Playing Game for Teaching Youth Finance	221
<i>David A. Jones and Maiga Chang</i>	
Educational Robotics and Inquiry Learning: A Pilot Study in a Web-Based Learning Environment	224
<i>Heilo Altin, Margus Pedaste, and Alvo Aabloo</i>	
Effectiveness of “Learning by Doing” Methodology in Training Programs - An Evaluation of a Teacher Training Program for Information Technology Education	227
<i>Surya Kiran Reddy Karri and Sandhya Kode</i>	
Effects of Applying STR for Group Learning Activities on Learning Performance in a Synchronous Cyber Classroom	232
<i>Tony C.T. Kuo, Rustam Shadiev, Wu-Yuin Hwang, and Nian-Shing Chen</i>	
e-Learning Using iPads - An e-learning Scenario Using Mobile Devices and Sensors for Measurements	237
<i>Manfred Lohr</i>	

Enhanced Understand of Biological Systems Using Structure-Behavior-Function Models	239
<i>Michael Helms, Svaroop Vattam, Ashok K. Goel, and Jeannette Yen</i>	
Enhancing English Reading Comprehension by Integrating Direct Access to Digital Materials and Scaffolded Questionings in Paper Prints	244
<i>Daniel Chia-En Teng, Nian-Shing Chen, and Cheng-Han Lee</i>	
Enhancing Learning Paths with Concept Clustering and Rule-Based Optimization	249
<i>S.T. Fung, Vincent Tam, and Edmund Y. Lam</i>	
Evaluation of Personalization Strategies Based on Fuzzy Logic	254
<i>Fathi Essalmi, Leila Jemni Ben Ayed, Mohamed Jemni, Kinshuk, and Sabine Graf</i>	
Evolution of an Integrated Technology for Supporting Learning about Complex Systems	257
<i>David A. Joyner, Ashok K. Goel, Spencer Rugaber, Cindy Hmelo-Silver, and Rebecca Jordan</i>	
Examining the Effects of Technology-Based Learning on Children with Autism: A Case Study	260
<i>Rayshun Dorsey and Ayanna M. Howard</i>	
Expanding the Concept of Learner Control in Higher Education: Consequences for Intervention Design	262
<i>Sebastian H.D. Fiedler and Terje Väljataga</i>	
Experiences in Visualizing the Analysis of Blended-Learning Interactions to Support Teachers	265
<i>Maite Martín, Ainhoa Álvarez, Isabel Fernández-Castro, David Reina, and Maite Urretavizcaya</i>	
Exploring a Standards-based Approach to the Design and Delivery of Adaptable Learning Content: A Case Study	267
<i>Voula Gkatzidou and Elaine Pearson</i>	
Facilitating Informal Learning in a Mobile Application for a Group of Type 2 Diabetics	272
<i>Salys Sultan and Permanand Mohan</i>	
Flexible Learning Support in an Inflexible Society	274
<i>Lee Griffiths</i>	
From Behavioral Indicators to Contextualized Competence Assessment	277
<i>Michael Bedek, Sobah Abbas Petersen, and Tuija Heikura</i>	
From Collections of Exercises to Educational Games: A Process Model and a Case Study	282
<i>Daniel Rodríguez-Cerezo, Mercedes Gómez-Albarrán, and José-Luis Sierra</i>	
From Learning Objects Repositories to Learning Design Repositories: The COSMOS Learning Design Repository	285
<i>Demetrios G. Sampson, Panagiotis Zervas, and Sofoklis Sotiriou</i>	

Gathering Practice Sharing and Problem Solving on a Single Platform for Teacher Training: A Collaborative Platform Model for Teacher Professional Development	290
<i>Thierry Condamines</i>	
Hoodies and Barrels: Using a Hide-and-seek Ubiquitous Game to Teach Mathematics	295
<i>Ivon Arroyo, Imran A. Zualkernan, and Beverly P. Woolf</i>	
How Can Psychology Inform the Design of Learning Experiences?	300
<i>Milos Kravcik, Ralf Klamma, and Zinayda Petrushyna</i>	
How Students Use Contextual Cues in Finding Information in Paper and Electronic Textbooks	302
<i>Sheng-Jie Yang, Gwo-Dong Chen, and Liang-Yi Li</i>	
How to Learn Chinese through Online Tools? From the Perspective of Informal Learning to Culture Immersion	305
<i>Mei-Jen Audrey Shih and Jie-Chi Yang</i>	
Identification of Learning Goals in Forum-based Communities	307
<i>Julian Krengel, Zinayda Petrushyna, Milos Kravcik, and Ralf Klamma</i>	
Implementation of an Intelligent Framework for Utilization within an InfoStation-based mLearning Environment	310
<i>Zhanlin Ji, Damien Meere, Ivan Ganchev, and Máirtín O'Droma</i>	
Implementing a Classroom Oral Reading Platform for Primary EFL Students' Oral Reading Rate	312
<i>Kuo-Ping Liu, Cheng-Chung Liu, Kuo-Chun Hung, Chih-Hsin Huang, and Chia-Jung Chang</i>	
Improving Students' Satisfaction in a Massive Online Academic Writing Course	314
<i>Jorge Villalon and Carolina Heiremans</i>	
Incorporating the Prisoners' Dilemma in Peer-Assessment: An Experimental Study	317
<i>Hend S. Al-Khalifa, Henda Chorfi, Afnan A. Al-Subaih, Amal Al-Ibrahim, and Maha Al-Yahya</i>	
Influences of AR-Supported Simulation on Learning Effectiveness in Face-to-face Collaborative Learning for Physics	320
<i>Nai Li, Yuan Xun Gu, Leanne Chang, and Henry Been-Lirn Duh</i>	
Instructional Expertise for Phrase Singing and its Application for a Chorus Learning Support System	323
<i>Mizue Kayama, Kazunori Itoh, Kazushi Asanuma, Masami Hashimoto, and Makoto Otani</i>	
Integrating Trust and Competency Management to Improve Learning	326
<i>Nicola Capuano, Matteo Gaeta, Giuseppina Rita Mangione, Francesco Orciuoli, and Pierluigi Ritrovato</i>	
Interactions between Inquiry Processes in a Web-Based Learning Environment	331
<i>Mario Mäeots, Margus Pedaste, and Tago Sarapuu</i>	
Interactive Storytelling for Elementary School Nature Science Education	336
<i>Jui-Feng Weng, Hsiu-lien Kuo, and Shian-Shyong Tseng</i>	

Interpreter for the Deployment of Intelligent Tutoring Systems in Mobile Devices	339
<i>Ramón Zatarain Cabada, María Lucía Barrón Estrada, L. Edgar Parra, and Carlos Alberto Reyes García</i>	
Introducing Accessibility Features in an Educational Game Authoring Tool: The <e-Adventure> Experience	341
<i>Javier Torrente, José Ángel Vallejo-Pinto, Pablo Moreno-Ger, and Baltasar Fernández-Manjón</i>	
Investigating the Role and Potentials of Using Web2.0 in Music Education from Student Perspective	344
<i>Chi-Ting Wei and Shelley S.C. Young</i>	
Investigations of Using Interactive Whiteboards with and without an Additional Screen	347
<i>Ting-Wen Chang, Kinshuk, Pao-Ta Yu, and Jenq-Muh Hsu</i>	
Knowledge Sharing in the Classroom: A Social Network Approach for Diagnostic Assessment and Learning Together	350
<i>Johannes Konert, Stefan Göbel, Kristina Richter, and Regina Bruder</i>	
Learning Functional Models of Biological Systems for Biologically Inspired Design	355
<i>Bryan Wiltgen, Swaroop Vattam, Michael Helms, Ashok K. Goel, and Jeannette Yen</i>	
Learning Object Repositories for Science Education: The Case of the OpenScienceResources Repository	358
<i>Demetrios G. Sampson, Panagiotis Zervas, and Sofoklis Sotiriou</i>	
LEXI: A Semantic Tool to Enrich Lexical Competence of Language Learners	360
<i>Maha Al-Yahya, Hend S. Al-Khalifa, Alia Bahanshal, and Iman Aloudah</i>	
Live Programming Learning Objects on Cloud	362
<i>Bin Wu, Kai Qian, Prabir Bhattacharya, Minzhe Guo, and Wanjun Hu</i>	
Load Forecasting Mechanism for e-Learning Infrastructures Using Exponential Smoothing	364
<i>Agustín C. Caminero, Salvador Ros, Roberto Hernández, Antonio Robles-Gómez, and Rafael Pastor</i>	
Mapping Business Simulation Games to a Component Architecture	366
<i>Alexander Neef, Dennis Maciuszek, and Alke Martens</i>	
Matching and Mismatching in Web-based Learning: A Human Centered Approach	369
<i>Pei-Ren Huang, Li-Ping Chang, Yu-Cheng Shih, Yung-Chi Hsu, and Sherry Y. Chen</i>	
Mixed Reality for Learning Standard Mechanical Elements	372
<i>Jorge Martín-Gutiérrez and Manuel Contero</i>	
Model-based Tagging: Promoting Access to Online Texts on Complex Systems for Interdisciplinary Learning	375
<i>Swaroop Vattam and Ashok K. Goel</i>	
Modeling Mobile Learning System Using ANFIS	378
<i>Ahmed Al-Hmouz, Jun Shen, Jun Yan, and Rami Al-Hmouz</i>	

Modelling the Aggregation of Multimedia Data to Connect the Inputs and Outcomes of a Variety of Tools	381
<i>Emilio Julio Lorenzo and María Felisa Verdejo</i>	
MuistiKoti - Towards Better Awareness of the Technological Solutions Designed for People with Alzheimer’s Disease	384
<i>Ilkka Niskanen, Jyri Toivonen, and Julia Kantorovitch</i>	
No Evidence of Correlation among Felder-Silverman’s Learning Styles, Visual Memory and Visualization Styles	386
<i>Carlo Giovannella</i>	
Ontologies and Knowledge Aggregation in the Active Semantic Learning System	388
<i>Ioan Szilagy, Radu Balog-Crisan, Ana Roxin, and Ioan Roxin</i>	
OntoQue: A Question Generation Engine for Educational Assessment Based on Domain Ontologies	393
<i>Maha Al-Yahya</i>	
Operationalization of Learning Scenarios on Open and Distance Learning Platforms: The Case of the Moodle Platform	396
<i>Aymen Abedmouleh, Lahcen Oubahssi, Pierre Laforcade, and Christophe Choquet</i>	
Optimizing the Performance of Educational Web Services	399
<i>Mark Floryan and Beverly Park Woolf</i>	
Paleoclimate Clues: Problem-Based Learning Digital Media for Climate Science	401
<i>Anna Mansour, Chris Sumsky, and Brian Magerko</i>	
Pedagogy in Computer-Based Sport Training	403
<i>Yulita Hanum P. Iskandar, Lester Gilbert, and Gary B. Wills</i>	
PeerSpace - An Online Collaborative Learning Environment for Computer Science Students	409
<i>Cen Li, Zhijiang Dong, Roland Untch, Michael Chasteen, and Nathan Reale</i>	
Personalized Forecasting Student Performance	412
<i>Nguyen Thai-Nghe, Tomáš Horváth, and Lars Schmidt-Thieme</i>	
Petri Nets and Ontologies: Tools for the “Learning Player” Assessment in Serious Games	415
<i>Pradeepa Thomas, Amel Yessad, and Jean-Marc Labat</i>	
Pictures, Audio and Movies - Positioned around Me (PAM-PAM)	420
<i>Darren Mundy and Linda Hockley</i>	
Preliminary Review of Assessment Technologies Visualizing Knowledge Structure: Exploring an Alternative Approach	423
<i>Min Kyu Kim</i>	
Programming Turing Machines as a Game for Technology Sense-Making	428
<i>Andrea Valente and Emanuela Marchetti</i>	

Propelling Standards-based Sharing and Reuse in Instructional Modeling Communities: The Open Graphical Learning Modeler (OpenGLM)	431
<i>Michael Derntl, Susanne Neumann, and Petra Oberhuemer</i>	
Rashi Game: Towards an Effective Educational 3D Gaming Experience	436
<i>Mark Floryan and Beverly Woolf</i>	
Recommending Teachers for Collaborative Authoring Tools	438
<i>Bakhtiyor Bahritidinov, Eduardo Sánchez, and Manuel Lama</i>	
Representation of a Course Structure Focused on Activities Using Information Visualization Techniques	443
<i>David García-Solórzano, Germán Cobo, Eugènia Santamaría, Jose Antonio Morán, and Javier Melenchón</i>	
Research in Classroom Interaction: Insight from Cognitive Process	446
<i>Xuefeng Wei, Li Li, and Guangzuo Cui</i>	
Reusing Educational Contents in M-learning	448
<i>Ana María Feroso García and Alberto Pedreo Esteban</i>	
Reveling the Evolution of Semantic Content through Visual Analysis	450
<i>D.A. Gómez-Aguilar, M.Á. Conde-González, R. Therón, and F.J. García-Peñalvo</i>	
Seeking Reusability of Computer Games Designs for Informal Learning	455
<i>Telmo Zarraonandia, Paloma Díaz, Ignacio Aedo, and Mario Rafael Ruíz</i>	
Semantic Linking of a Learning Object Repository to DBpedia	460
<i>Manuel Lama, Juan C. Vidal, Estefanía Otero García, Alberto Bugarín, and Senén Barro</i>	
Sequencing Learning Objects: Space-time, Semiotic and Pedagogical Constraints	465
<i>Herli J. de Menezes, Sean W.M. Siqueira, and Leila C.V. de Andrade</i>	
Sociality of Mobile Collaborative AR: Augmenting a Dual-Problem Space for Social Interaction in Collaborative Social Learning	467
<i>Nai Li, Yuan Xun Gu, Leanne Chang, and Henry Been-Lirn Duh</i>	
Standards for Learning, Education and Training A Proposal for an Improved Process	470
<i>Tore Hoel and Paul A. Hollins</i>	
Students that Benefit from Educational 3D Games	473
<i>Mark Floryan and Beverly Park Woolf</i>	
Success Chances Estimation of University Curricula Based on Educational History, Self-Estimated Intellectual Traits and Vocational Ambitions	476
<i>Yoshitaka Sakurai, Setsuo Tsuruta, and Rainer Knauf</i>	
Supporting Mathematics Teachers' Online Discussion with the Use of Animated Classroom Stories as Reference Point	479
<i>Vu-Minh Chieu and Patricio G. Herbst</i>	
System- and Information-Related Success Drivers of Virtual Learning Environments	482
<i>Daniel Mueller, Melanie Heintz, and Stefan Strohmeier</i>	

A System for Adaptation of Educational Contents to Learners and their Mobile Device	484
<i>Antonio García, Eva García, Luis De-Marcos, José-Ramón Hilera, José-Antonio Gutiérrez, José-María Gutiérrez, Salvador Otón, Roberto Barchino, and José-Javier Martínez</i>	
Tailoring Serious Games with Adaptive Pedagogical Scenarios: A Serious Game for Persons with Cognitive Disabilities	486
<i>Aarij Mahmood Hussaan, Karim Sehaba, and Alain Mille</i>	
Teaching Web Security Using Portable Virtual Labs	491
<i>Li-Chiou Chen and Lixin Tao</i>	
Technology-enhanced Learning for Students with Learning Disabilities	496
<i>Onintra Poobrasert, Piyada Sabayjai, and Namnueng Mitsamarn</i>	
The Definition of a Tunneling Strategy between Adaptive Learning and Reputation-based Group Activities	498
<i>M. De Marsico, A. Sterbini, and M. Temperini</i>	
The Design and Implementation of an Enculturated Web-Based Intelligent Tutoring System for Computer Science Education	501
<i>Phaedra Mohammed and Permanand Mohan</i>	
The Impact of Animated Pedagogical Agents on Girls' and Boys' Emotions, Attitudes, Behaviors and Learning	506
<i>Ivon Arroyo, Beverly P. Woolf, David G. Cooper, Winslow Burlison, and Kasia Muldner</i>	
The Influence of a Motion-sensing and Game-based Mobile Learning System on Learning Achievement and Learning Retention	511
<i>Kuo-Liang Ou, WernHuar Tarng, Yu-Chung Yao, and Gwo-Dong Chen</i>	
The Interaction Analysis of Web Collaborative Exploration Learning in Two Scenarios: Shared-Computer and One-to-One Computer	516
<i>Chia-Jung Chang, Cheng-Chung Liu, and Kuo-Ping Liu</i>	
The Practice of Rationale Sharing in Virtual Group Learning Activities: An Empirical Study	521
<i>Lu Xiao</i>	
The Relationships of Social Economic Status and Learners' Motivation and Performance in Learning from a Game-Design Project	524
<i>Li-Chun Wang and Ming-Puu Chen</i>	
The Role of Affordances and Motives in Explaining How and Why Students Use Computer-based Scaffolds	529
<i>Brian R. Belland, Joel Drake, and Zhiying Liu</i>	
The Structure and Substance of Student Asynchronous Communication in Hybrid STEM Courses	532
<i>Zhongxiao Li, Kairui Chen, and Xin Xu</i>	
Tools for Context-Aware Learning Design and Mobile Delivery	534
<i>Panagiotis Zervas, Sergio Eduardo Gómez Ardila, Ramón Fabregat, and Demetrios G. Sampson</i>	

Towards a Better Understanding of Learning Objects Content	536
<i>Ramzi Farhat, Bruno Defude, and Mohamed Jemni</i>	
Towards Non-invasive Adaptive Meta-Cognitive Support for Online Training	541
<i>Adam Moore, Owen Conlan, Declan Dagger, and Vincent Wade</i>	
TsoiChem: A Mobile Application to Facilitate Student Learning in Organic Chemistry	543
<i>Mai Yin Tsoi and Sonal Dekhane</i>	
Understanding Learners' Interaction Patterns through Analyzing Context of Questions in Discussion Transcripts	548
<i>Yonghe Zhang, Yanyan Li, Peijie Cao, and Ronghuai Huang</i>	
Usage-based Clustering of Learning Objects for Recommendation	553
<i>Marc-André Orthmann, Martin Friedrich, Uwe Kirschenmann, Katja Niemann, Maren Scheffel, Hans-Christian Schmitz, and Martin Wolpers</i>	
Using Collaborative Concept Maps for Coordination and Knowledge-sharing in Learning Communities for Science	558
<i>Emilio Julio Lorenzo, Miguel Rodriguez-Artacho, and Beatriz Barros Blanco</i>	
Using Educational Resources to Improve the Efficiency of Web Searches for Additional Learning Material	563
<i>João C. Prates and Sean S.M. Siqueira</i>	
Using Indicators During Synchronous Tutoring of Practical Work	568
<i>Aina Lekira, Christophe Després, Pierre Jacoboni, Christophe Choquet, Sébastien Iksal, Dominique Py, and Diem Pham Thi Ngoc</i>	
Using Logical Sensors Network to the Accurate Monitoring of the Learning Process in Distance Education Courses	573
<i>Gislaine Cristina Micheloti Rosales, Regina Borges de Araújo, Joice Lee Otsuka, and Rodrigo Vilela da Rocha</i>	
Using Robot Based Learning to Enhance CS Curriculum Delivery	576
<i>S.A. Bogle and W.D. Potter</i>	
Using the Think Aloud Method to Observe Students' Help-seeking Behavior in Math Tutoring Software	579
<i>Ming-hui Tai, Beverly P. Woolf, and Ivon Arroyo</i>	
Using Web 2.0 Technologies in Academic Education for Students in Engineering	582
<i>Radu Vasiliu and Diana Andone</i>	
Video Bookmarking for Learner Support in Blended Learning: Selection of Appropriate Keywords for Efficient Review of Lecture Video	585
<i>Yusuke Kometani, Takehiro Furuta, and Takako Akakura</i>	
Visualizing e-Learner Emotion, Topic, and Group Structure in Chinese Interactive Texts	587
<i>Feng Tian, Huisan Zhang, Longzhuang Li, Qinghua Zheng, and Yang Yang</i>	
Widgets to Support the Concept of an Adaptable Personal Learning Environment	590
<i>Elaine Pearson, Voula Gkatzidou, and Steve Green</i>	

Working WITH vs. Working ON Audiovisual Educational Content	593
<i>Mari Luz Guenaga, Andoni Eguiluz, and Iker Jamardo</i>	

Learning Technologies for the Developing World (LT4D) – Issues, Constraints and Solutions Workshop

Purposeful Learning is Transformative: How Experience with Media Production Tools at a Digital Agricultural Extension in India Suggests an Approach for Deepening the Impact of Educational ICT4D Project	596
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----

Boris Kizelshteyn and John Bosco Lourdasamy

A Recommender System that Allows Reasoning and Interoperability over Educational Content Metadata	598
---------------------------------------------------------------------------------------------------------	-----

Tiago Thompsen Primo and Rosa Maria Vicari

Cross-Cultural Learning Design: Past the Head and the Hands to the HEART of the Matter	600
----------------------------------------------------------------------------------------------	-----

Adam Blake, Claire Donald, Ashwini Datt, and Bai Xiaoyan

Information and Communication Technology (ICT) Development in Indian Schools: A Case Study	602
--------------------------------------------------------------------------------------------------	-----

Swarandeeep Singh, Esha Goel, Aman Goyal, Anupriya Chauhan, and Manu Sheel Gupta

Self-Regulated Learning in Responsive Open Learning Environments Workshop

Supporting Self-Regulated Learning within a Personal Learning Environment: The OpenLearn Case Study	607
-----------------------------------------------------------------------------------------------------------	-----

Alexander Mikroyannidis

Learning Analytics for Communities of Lifelong Learners: A Forum Case	609
-----------------------------------------------------------------------------	-----

Zinayda Petrushyna, Milos Kravcik, and Ralf Klamma

Competence Development of Pre-Service Teachers with the Support of LeContract	611
-------------------------------------------------------------------------------------	-----

Terje Väljataga, Kairit Tammets, and Hans Põldoja

Supporting Self-Regulated Learning in Technical Domains with Repositories of Learning Objects and Recommender Systems	613
-----------------------------------------------------------------------------------------------------------------------------	-----

Daniel Rodríguez-Cerezo, Mercedes Gómez-Albarrán, and José-Luis Sierra

Integrating Collaborative Learning Into the Self-regulated Learning Process Model	615
-----------------------------------------------------------------------------------------	-----

Marcel Berthold, Alexander Nussbaumer, and Dietrich Albert

Social Network and Augmented/Virtual Reality Technologies Enhanced Learning Workshop

A Study on Trends of Virtual Reality from Year 2001 to 2010 in Taiwan	617
-----------------------------------------------------------------------------	-----

Kuei-Shu Hsu and Yueh-Min Huang

Adapting and Sharing Open Educational Resources: A Social Networking Approach	619
-------------------------------------------------------------------------------------	-----

Alexander Mikroyannidis, Alexandra Okada, and Teresa Connolly

Assessment of Implementing a Digital Game-based Learning System over Facebook	621
-------------------------------------------------------------------------------------	-----

Hong-Ren Chen, Jan-Pan Hwang, Ting-Ting Wu, Yueh-Min Huang, and Hui-Ting Hsueh

OpenSim Virtual Worlds as a Platform for Enhanced Learning Concepts	623
<i>Walter Ridgewell, Vive Kumar, Oscar Lin, and Kinshuk</i>	
Traces of Writing Competency - Surfing the Classroom, Social, and Virtual Worlds	625
<i>Clayton Clemens, Maiga Chang, Dunwei Wen, Vive Kumar, Oscar Lin, and Kinshuk</i>	
Exploring the Future of Technology Enhanced Education: Visions, Practical Implementations and Impact of Localities (DULP@ICALT2011) Workshop	
A Motivation for “Ubuntu” to Enhance e-Learning Social Network Services in South Africa	627
<i>M. Halse and B.J. Mallinson</i>	
As We May Remix: REFF Book and the Augmented Press Experience	629
<i>Luca Simeone, Salvatore Iaconesi, and Federico Monaco</i>	
Foreseeing the Transformative Role of IT in Lectures	634
<i>Telmo Zarraonandia, Paloma Díaz, and Ignacio Aedo</i>	
Improving Role Taking in CSCL Script Using SNA and Semantic Web	636
<i>Nicola Capuano, Giuseppe Laria, Elvis Mazzoni, Anna Pierrri, and Giuseppina Rita Mangione</i>	
InfoCoral: Open-Source Hardware for Low-Cost, High-Density Concurrent Simple Response Ubiquitous Systems	638
<i>Imran A. Zualkernan</i>	
Monitoring Affective and Motivational Aspects of Learning Experience with the Subtle Stone	640
<i>ChanMin Kim and Madeline Balaam</i>	
Supporting Cooperative Learning in the Classroom: Exploiting Large Multi-Touch Displays	642
<i>Alessandra Agostini and Elisa Di Biase</i>	
Toward a General Model of the Learning Experience	644
<i>Carlo Giovannella and Fabrizia Moggio</i>	
Doctoral Consortium	
A Study on Using Podcast to Facilitate English Listening Comprehension	646
<i>Mei-Jen Audrey Shih and Jie-Chi Yang</i>	
GAMBLE: Towards Ensuring Quality of Education Using Goal Driven Model Based Learning Environments: Automating a Family of eLearning Systems by Integrating Lean and Software Product Lines	648
<i>Sridhar Chimalakonda</i>	
Analysing the Effectiveness of Learning Objects and Designs	650
<i>Alicia M. Campos</i>	
Tailored Training in Mobility: Interactive Video and Device-Specific Usage Patterns	652
<i>Santiago Dominguez-Noriega, J. Enrique Agudo, and Hector Sanchez</i>	

Tutorial

How to Do Multimodal Detection of Affective States?	654
<i>Javier Gonzalez-Sanchez, Robert M. Christopherson, Maria Elena Chavez-Echeagaray,</i>	
<i>David C. Gibson, Robert Atkinson, and Winslow Burlison</i>	

Author Paper ICALT 2010

ErauzOnt: A Framework for Gathering Learning Objects from Electronic Documents	656
<i>Mikel Larrañaga, Iñaki Calvo, Jon A. Elorriaga, Ana Arruarte, Katrien Verbert, and Erik Duval</i>	

Author Index	659
---------------------------	-----