# Table of Contents

ICALT 2008  
The 8th IEEE International Conference on Advanced Learning Technologies

**Preface** ........................................................................................................................... xxii
**ICALT 2008 Committees** ................................................................................................ xxiii
**Program Committee Members** .................................................................................... xxiv
**Reviewers** ........................................................................................................................ xxvii

## Keynotes

Realistic Learning Activity is Not Enough ........................................................................... 3  
*John M. Carroll, Marcela Borge, Lu Xiao, and Craig H. Ganoe*

The Long Way towards Workplace-Integrated Learning .................................................... 8  
*Klaus Tochermann and Gisela Granitzer*

## Main Conference

3D Animated Facial Expression and Autism in Taiwan......................................................... 17  
*Yufang Cheng and Shuhui Ling*

A Comparative Study on the Analysis of Students Interactions in e-Learning .................... 20  
*Raquel Hijón-Neira, J. Angel Velázquez-Iturbide, Balbir Barn, and Samia Oussena*

A Device-Independent System Architecture for Adaptive Mobile Learning ......................... 23  
*Xinyou Zhao and Toshio Okamoto*

A Diagnosis Method that Matches Class Diagrams in a Learning Environment for Object-Oriented Modeling .............................................................................. 26  
*Ludovic Auxepaules, Dominique Py, and Thierry Lemeunier*

A Flexible Agent-Based Observation Solution for Educational Platforms ......................... 31  
*Gligor-Calin Loghin, Jean-Charles Marty, and Thibault Carron*

A Framework for Semantic Group Formation ..................................................................... 34  
*Asma Ounnas, Hugh Davis, and David Millard*

A Framework to Scaffold the Reuse of Learning Objects .................................................... 39  
*Isabel Azevedo, Eurico Carrapatoso, and Carlos Vaz Carvalho*

A Framework to Support Monitoring and Moderation of e-Discussions with Heterogeneous Discussion Tools ........................................................................ 41  
*Andreas Harrer, Sabrina Ziebarth, Adam Giemza, and Ulrich Hoppe*
A Generalized Proposal to Support Development and Reuse of Practical Educational Scenarios in LMSs ................................................................. 46
Manuel Caeiro, Martín Llamas, Luis Anido, Jorge Fontenla, Sergio Martín, Rosario Gil, Francisco García, Miguel Latorre, Manuel Castro, and Juan Peire

A Global Ontology Space for Mobile Learning .......................................................... 49
Rachid Benlamri and Xiaoyun Zhang

A Good Practice Example on Learning Object Reutilization ...................................... 54
Miguel Latorre, Francisco García-Sevilla, Eugenio López, Sergio Martín, Rosario Gil, Martín Llamas, Manuel Caeiro, Manuel Castro, and Juan Peire

A Grid Based Open Framework for Technology Enhanced Learning .................................. 56
Colin Allison, Stuart Purdie, and Rosa Michaelson

A Grid-Based Architectural Framework for Composition and Execution of Complex Learning Processes .............................................................. 61
Jorge Torres, Cesar Cárdenas, Juan Manuel Dodero, and Ignacio Aedo

A Knowledge Integration Framework for Adaptive Learning Systems Based on Semantic Web Languages ................................................................. 64
Feng-Hsu Wang and Dai-Yan Chen

A Learning Environment for Object-Oriented Modeling, Supporting Metacognitive Regulations ................................................................. 69
Mathilde Alonso, Dominique Py, and Thierry Lemeunier

A Learning Environment for Promoting Structured Algebraic Thinking in Children ................................................................. 74
Sergio Gutiérrez, Manolis Mavrikis, and Darren Pearce

A Meaningful Learning Based u-Learning Evaluation Model ......................................... 77
Po-Sheng Chiu, Yen-Hung Kuo, Yueh-Ming Huang, and Tzung-Shih Chen

A Method to Extract Sentences Referenced by Students’ Technical Reports Using Parse Trees and Word Concepts ................................................................. 82
Yasutoshi Haga and Masayuki Arai

A Methodological Approach for the Design of Observation Mechanisms of the Users’ Activity in CSCL Systems ................................................................. 85
Rafael Duque, Crescencio Bravo, and Manuel Ortega

A Methodology for Design Collaborative Learning Objects ............................................. 87
Lourdes Margain Fuentes, Jaime Muñoz Arteaga, and Francisco Álvarez Rodríguez

A Mobile Toolkit for Placement Learning ...................................................................... 92
Pei Zhang, David E. Millard, Gary B. Wills, Yvonne Howard, Sue J. Faulds, Lester Gilbert, and Dan Sparks

A Model of Personalized Collaborative Computer Support Ubiquitous Learning Environment ................................................................. 97
Moushir M. El-Bishouty, Hiroaki Ogata, and Yoneo Yano

A Pervasive Assessment System: Extending QTI to Incorporate Ad-hoc Wireless Sensors ................................................................. 102
Imran A. Zaalkeren, Ahmed Wasfy, Imad Zabalawi, and Mustafa Abdul Jabbar

A Presentation Support Service Using Presentation Semantics ........................................ 104
Shinobu Hasegawa, Akihide Tanida, and Akihiro Kashihara

A Proposal for a Component-Based LMS in Accordance with PoEML ................................ 106
Manuel Caeiro, Jorge Fontenla, Martín Llamas, and Luis Anido

A Proposal for Disassembling Learning Objects with High Level of Aggregation. An Implementation for OpenCourseWare Educational Resources ................................................................. 111
Pedro Pernías Peco, Nuria Gomis Berenguer, Felipe Casanova Patón, Leonel Iriarte Navarro, and Manuel Marco Such

A Repository with Semantic Organization for Educational Content .................................. 114
Álvaro Pedro de Barros Borges Reis Figueira
A Semantic Infrastructure to Support a Federation of Agricultural Learning Repositories .................................................. 117
Nikos Manouselis, Alberto Abian, Jesús Soto Carrión, Hannes Ebner, Matthias Palmér, and Ambjorn Naeve

A Semantic-Rich Framework for Learning Software Patterns .......................................................................................... 120
Zoran Jeremić, Jelena Jovanović, and Dragan Gašević

A Simulator for Education and Training in Global Requirements Engineering: A Work in Progress .......................... 123
Miguel Romero, Aurora Vizcaino, and Mario Piattini

A SOA-Based Framework for Constructing Problem Solving Environments ................................................................. 126
Jaime Gálvez, Eduardo Guzmán, and Ricardo Conejo

A Software Design Approach for Pupils with Special Needs .......................................................................................... 128
Andreas Lingnau

A Study of Intra-action and its Influence on Learning ......................................................................................................... 131
Hwang Wu Yuiin, Alexei Tretiatkov, Chou Huey-Wen, Hsu Rueng-Lueng, and Lee Ching-Yuan

A Study on Personality in Designing Adaptive e-Learning Systems ............................................................................. 136
Amal Al-Dujail and Hokyoung Ryu

A Theory-Centric Real-Time Assessment of Programming .................................................................................................. 139
Shilpi Rao and Vive Kumar

A Toolkit Design Framework for Authoring Multimedia Game-Oriented Educational Content .................................... 144
Nor Aniza Abdullah, Raja Hafiz Raja Ahmad Kamaruddin, Zaidi Razak, and Zulkifli Bin Mohd. Yusoff

A User-Oriented Visual Tool for Advanced Editing of Learning Material ............................................................................. 146
Maria De Marsico

Academic Administration and Management Scenarios on the Semantic Web ........................................................................ 149
Feng (Barry) Tao, Shakeel A. Khoja, Hugh Davis, and Andy Gravell

Accessible Digital Resource Centers for Visually Impaired People .................................................................................. 152
Mari Luz Guenaga and Javier Oliver

Acquiring a Holistic Picture: The 4Screens Web-Based Simulator Helping Students to Unify Behaviours of Electronic Systems ............................................................................................................ 154
Iouri Belski

Adapting an Educational Game for Spanish Orthography to Make it Adaptive and Accessible ..................................... 159
Cristina Carmona, David Bueno, and Miguel A. Jiménez

Adaptive Environment Supporting Understanding and Learning from Texts in Informatics (ADULT) .................................. 162
Alexandra Gasparinatou, Grammatiki Tsaganou, and Maria Grigoriadou

Adaptive Reading Assistance for the Inclusion of Students with Dyslexia: The AGENT-DYSL Approach .......................... 167
Paraskevi Tzouveli, Andreas Schmidt, Michael Schneider, Antonis Symvonis, and Stefanos Kollias

AICoLab: Architecture of Algorithm Visualization System ................................................................................................. 172
Christos Foutsitzis and Stavros Demetriadis

An Algorithm for Automatic Difficulty Level Estimation of Multimedia Mathematical Test Items ................................ 175
Irene Cheng, Rui Shen, and Anup Basu

An Analysis of Students’ Difficulties with ArrayList Object Collections and Proposals for Supporting the Learning Process .................................................................................................................. 180
Stelios Xinogalos, Maya Satratzemi, and Vassilios Dagdilelis

An Application System to Enable Multimedia on English Composition Studies .......................................................... 183
Kuo-Yu Liu and Herng-Yow Chen

An Augmented Reality System for Learning the Interior of the Human Body ........................................................................ 186
Carmen Juan, Francesca Beatrice, and Juan Cano
An Empirical Study on the Structure of Organizational Learning and Organizational Performance ........................................... 189
   Li Zhang, Qiong Jia, and Ping Li
An Implementation of the Agency Architecture in Educational Robotics ................................................................. 194
   Yuejun Zhang, Kinshuk, Ilkka Jormannainen, and Erkki Sutinen
An IMS-Learning Design Editor for a Higher Education Blended Learning Scenario ................................................. 199
   Rocío García-Robles, Laura Ferrer, and Daniel Cagigas
An Information System Design for Coaching Students by Using Case-Based Reasoning (CBR) ........................................... 204
   Ana Lidia Franzoni Velázquez, Andrés Gómez de Silva Garza, and Francisco Cervantes Pérez
An Interoperable, Extensible and Configurable Service Architecture for an Integrated Educational Networking Infrastructure ............................................................................................................. 207
   Carlos Celorrio and M. Felisa Verdejo
An Original E-Testing Method for Medical Learning .............................................................................................................. 212
   Liana Stanescu, Dan Burdescu, Anca Ion, and Andrei Panus
Architecture for Integration of Simulations with SCORM in E-Learning Environments .................................................. 217
   Angélica de Antonio Jiménez, Jaime Ramírez Rodríguez, and Zayra Madrigal Alfaro
Assessment of an Online Learning Community from Technology Acceptance Model in Education ........................... 222
   I-Fan Liu, Meng Chang Chen, Yeali Sun, David Wible, and Chin-Hwa Kuo
Assessment of the Improvement in Results through the Adaptation to the European Higher Education Space Pilot Plans ............................................................................................................................... 225
   Laura Bravo Sánchez, M. Angeles Cavia Soto, and Eduardo Mora Monte
Associative Language Learning Support Applying Graph Clustering—For Vocabulary Learning and Improving Associative Ability ........................................................................................................ 228
   Jaeyoung Jung, Nobuyasu Makoshi, and Hiroyuki Akama
Augmented Reality Interactive Storytelling Systems Using Tangible Cubes for Edutainment ........................................ 233
   Carmen Juan, Raffaela Canu, and Miguel Giménez
Authoring of Educational Resources for Semantic Web Applications ........................................................................................................... 236
   Pedro Muñoz Merino and Carlos Delgado Kloos
Automatic Concept Map Scoring Framework Using the Semantic Web Technologies ......................................................... 238
   Ungkyu Park and Rafael A. Calvo
Automatic Recommendations for E-Learning Personalization Based on Web Usage Mining Techniques and Information Retrieval .................................................................................................................. 241
   Mohamed Koundehir Khribi, Mohamed Jenmi, and Olfa Nasraoui
Avatar Aided E-Learning Fundraising System ............................................................................................................................. 246
   Gaetano La Russa, Erkki Sutinen, and Johannes Cronje
Biprocessor SoC in an FPGA for Teaching Purposes ............................................................................................................ 250
   Joaquín Olivares, Juan Gómez, José M. Palomares, and Miguel A. Montijano
Bringing CBLEs into Classrooms: Experiences with the Betty’s Brain System ............................................................ 252
   John Wagster, Henry Kwong, Gautam Biswas, and Dan Schwartz
Building an Interactive Agent with Intention to Increase Students’ Learning Will .......................................................... 257
   Shiang-Hau Chen, Chih-Wei Chang, Ching-Chi Hsu, and Gwo-Dong Chen
Case-Based Reasoning Approach to Adaptive Web-Based Educational Systems .......................................................... 260
   Paulo Alves, Luís Amaral, and José Pires
Causal Models for Learning Technology ............................................................................................................................. 262
   David Brokenshire and Vive Kumar
CAWS: An Awareness Based Wiki System to Improve Team Collaboration ................................................................. 265
   Ilaria Liccardi, Hugh C. Davis, and Su White
Cognitive Load Reduction on Multimedia E-Learning Materials ........................................................................................... 268
   Masahiro Ando and Maomi Ueno
<table>
<thead>
<tr>
<th>Title</th>
<th>Authors</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Collaboration in a Distributed World: Technological Support for Partially Distributed Teams</td>
<td>Matthew R. Peters, Rosalie J. Ocker, and Mary Beth Rosson</td>
<td>273</td>
</tr>
<tr>
<td>Collaborative Learning Models on Distance Scenarios with Learning Design: A Case Study</td>
<td>Luis de la Fuente Valentin, Abelardo Pardo, Carlos Delgado Kloos, Juan I. Asensio-Perez, and Yannis A. Dimmitriadiis</td>
<td>278</td>
</tr>
<tr>
<td>Communication Model Simulator: Tools for Active Learners</td>
<td>Mohamed Hamada</td>
<td>283</td>
</tr>
<tr>
<td>Competence Based Educational Metadata for Supporting Lifelong Competence Development Programmes</td>
<td>Demetrios Sampson and Demetrios Fytros</td>
<td>288</td>
</tr>
<tr>
<td>Enhancing Ontology-Based Educational Content Search Service with Competency</td>
<td>Byoungchol Chang, Yoonsoo Lee, Sua Ko, and Jaehyuk Cha</td>
<td>293</td>
</tr>
<tr>
<td>Competency-Based Intelligent Curriculum Sequencing Using Particle Swarms</td>
<td>Luis de-Marcos, Roberto Barchino, José-Javier Martinez, and José-Antonio Gutiérrez</td>
<td>295</td>
</tr>
<tr>
<td>Concept-Based Pages Recommendation by Using Cluster Algorithm</td>
<td>Chen-Chung Chi, Chin-Hwa Kuo, Ming-Yuan Lu, and Nai-Lung Tsao</td>
<td>298</td>
</tr>
<tr>
<td>Concrete Programming: Using Small Robots in Primary Schools</td>
<td>G. Barbara Demo, Giovanni Marcianò, and Simonetta Siega</td>
<td>301</td>
</tr>
<tr>
<td>Constructivist Approach for an Educational Adaptive Hypermedia Tool</td>
<td>Constantino Martins, Luiz Faria, and Eurico Carrapatoso</td>
<td>303</td>
</tr>
<tr>
<td>CoScribe: Using Paper for Collaborative Annotations in Lectures</td>
<td>Jürgen Steimle, Oliver Brdizcka, and Max Mühlhäuser</td>
<td>306</td>
</tr>
<tr>
<td>Cultivating a Landscape of Online Places for a Developmental Learning Community</td>
<td>Mary Beth Rosson, Hansa Sinha, Dejin Zhao, John M. Carroll, Craig Ganoe, and Jan Mahar</td>
<td>311</td>
</tr>
<tr>
<td>CyberLab: An Online Virtual Laboratory Toolkit for Non-Programmers</td>
<td>Kang Zhao and Matthew P. Evett</td>
<td>316</td>
</tr>
<tr>
<td>DAVE: A Dynamic Algorithm Visualization Environment for Novice Learners</td>
<td>Euripides Vrachnos and Athanassios Jimoyiannis</td>
<td>319</td>
</tr>
<tr>
<td>Define and Visualize Your First Programming Language</td>
<td>Mikko-Jussi Laakso, Erkki Kaila, Teemu Rajala, and Tapio Salakoski</td>
<td>324</td>
</tr>
<tr>
<td>Deriving E-Assessment from a Competency Model</td>
<td>Onjira Sitthisak, Lester Gilbert, and Hugh C. Davis</td>
<td>327</td>
</tr>
<tr>
<td>Design an Interactive Agent by Multi-Empathic Strategies to Reduce Student’s Negative Emotion</td>
<td>Yu-Chia Cheng, Chih-Wei Chang, and Gwo-Dong Chen</td>
<td>330</td>
</tr>
<tr>
<td>Design and Implementation of Three Different Methods for Announcing Exam Grades on the Web</td>
<td>Mohammad Shirali-Shahreza</td>
<td>335</td>
</tr>
<tr>
<td>Design and Management of Material Sharing System for Ubiquitous Vocabulary Learning</td>
<td>Xin Jin, Masatoshi Ishikawa, Keiichi Kaneko, Haruko Miyakoda, and Norihide Shinagawa</td>
<td>338</td>
</tr>
<tr>
<td>Design for Pedagogy Patterns for E-Learning</td>
<td>Fiona Chatteur, Lucila Carvalho, and Andy Dong</td>
<td>341</td>
</tr>
<tr>
<td>Designer as Mediator: An Innovative Model for Designing Interactive Devices within the User-Centered Approach</td>
<td>Mithra Zahedi</td>
<td>344</td>
</tr>
<tr>
<td>Designing a Dynamic Bayesian Network for Modeling Students’ Learning Styles</td>
<td>Cristina Carmona, Gladys Castillo, and Eva Millán</td>
<td>346</td>
</tr>
<tr>
<td>Designing a Person-Centered Learning Support System</td>
<td>Maria Kyprianidou, Stavros Demetriadiis, and Andreas Pombortsis</td>
<td>351</td>
</tr>
</tbody>
</table>
Designing Collaborative Learning Applications ................................................................. 353
   Jacques Lonchamp

Developing a Negotiation-Based Intelligent Tutoring System to Support Problem Solving:
A Case Study in Role-Play Learning ............................................................................. 356
   Chung Hsien Lan, Chung Cheng Tseng, and K. Robert Lai

Developing a Pedagogically Meaningful E-tutor Training Program for Cyber Face-to-Face
Language Teaching ....................................................................................................... 361
   Nian-Shing Chen, Yuping Wang, Ping-Ju Wu, and Mike Levy

Developing an Interactive Game Platform to Promote Learning and Teamwork on Mobile Devices:
An Experience Report .................................................................................................. 366
   Vincent Tam, Z.X. Liao, Alvin C.M. Kwan, C.H. Leung, and Lawrence K. Yeung

Dictionary-Based Translation Feature in Open Source LMS — A Case Study
of Thai LMS: LearnSquare .......................................................................................... 369
   Orrawin Mekpiroon, Pornchai Tammarattananont, Narasak Apitiwongmanit, Neetiwit Buasroung,
   Buntita Pravalpruk, and Thepchai Supnithi

Digital Learning Ecosystems: Authoring, Collaboration, Immersion and Mobility ........... 371
   Irene Karaguilla Ficheman and Roseli de Deus Lopes

Dynamic Tailoring of SCORM Sequencing and Navigation Rules .................................... 373
   Pierpaolo Di Bitonto and Teresa Roselli

e5Learning, an E-Learning Environment Based on Eye Tracking ..................................... 376
   Clara Calvi, Marco Porta, and Dario Sacchi

Early Infrastructure of an Internet of Things in Spaces for Learning ................................ 381
   Gustavo Ramírez González, Mario Muñoz Organero, and Carlos Delgado Kloos

Effects of Reflective Teaching Strategies on Online Learners’ Reflection Levels ................ 384
   Nian-Shing Chen, Chun-Wang Wei, Lorna Uden, and Kung-Ting Wu

E-Learning Course for Euclidean Geometry ................................................................... 387
   Vanda Santos and Pedro Quaresma

E-Learning Meets the Social Semantic Web .................................................................. 389
   Carlo Torniai, Jelena Jovanović, Dragan Gašević, Scott Bateman, and Marek Hatala

Electronic Integrity Issues in E-Assessment Security .................................................... 394
   Kikelomo M. Apampa, Gary B. Wills, David Argles, and Emil Marais

Empowering Web-Based Learning with Semantic Web Technologies: The Case of SWLinker  396
   Iyad AlAgha and Elizabeth Burd

Enhancing a Free-Text Adaptive Computer Assisted Assessment System
with Self-Assessment Features .................................................................................... 399
   Ismael Pascual-Nieto, Diana Pérez-Marín, Mick O’Donnell, and Pilar Rodríguez

Enhancing Reusability of IMS LD Units of Learning: The e-LD Approach ....................... 402
   Iván Martínez-Ortiz, José Luis Sierra, and Baltasar Fernández-Manjón

Evaluating a Concept Map Editor with Non-Technical Students ..................................... 405
   Urko Rueda, Ana Arruarte, Jon A. Elorriaga, and Elena Herrán

Evaluating a Probabilistic Model for Affective Behavior in an Intelligent Tutoring System .... 408
   Yasmin Hernández, Gustavo Arroyo-Figueroa, and Luis Enrique Suaer

Evaluating the Runtime Adaptation of EML-Described Learning Processes ...................... 413
   Telmo Zarraonandia, Paloma Díaz, Ignacio Aedo, Carmnino Fernández, and Juan Manuel Dodero

Evaluation of the Relative Contribution of Various Elements in the CALL System
of Teaching English as a Foreign Language ................................................................. 418
   Junko Takefuta, Yukio Takefuta, and Nobue Yonaha
Evolutionary Design of Collaborative Learning Processes through Reflective Petri Nets ...............................................................423
Dirk Frosch-Wilke, Salvador Sánchez-Alonso, and Juan Manuel Dodero

Expertise Measure for Dynamic Task Selection within Intelligent Educational Systems .............................................................428
François Courtemanche, Mehdi Najjar, and André Mayers

Extending Dragon Pathways Authoring System for Force-Feedback Joysticks ........................................................................431
Tiago Correia and Maria José Marcelino

Facilitating Access to Distance Education: Creating Pedagogically Driven Courseware Using Simple Technologies ..........................................................433
Iraklis Paraskakis and Thanos Hatzipostolou

Facilitating Presentation Rehearsal Review with Realtime-Created Hypervideo Technique ..........................................................438
Ryo Okamoto and Akihiro Kashihara

Fighting Technical Complexity in Authoring E-Learning Material ...............................................................................................440
Angelo Di Iorio, Antonio Feliziani, Silvia Mirri, Paola Salomoni, and Fabio Vitali

From 3D Virtual Museum to 3D Collaborative Virtual Workshop .................................................................................................443
Mikhail Fominykh, Ekaterina Prasolova-Forsland, and Mikhail Morozov

From Blocks to Granules: An Alternative Approach to Designing Learning Objects ........................................................................446
Arif Altun and Petek Aşkar

Generating Teacher Adapted Suggestions for Improving Distance Educational Systems with SlgMa .........................................................449
Maite Martín, Ainhoa Álvarez, Isabel Fernández-Castro, and Maite Urretavizcaya

Glosser: Enhanced Feedback for Student Writing Tasks ..............................................................................................................454
Jorge Villalón, Paul Kearney, Rafael A. Calvo, and Peter Reimann

Group Scribbles to Support Jigsaw Cooperative Learning in a Graduate Course ........................................................................459
Chiu-Pin Lin, Kuo-Ping Liu, and Chee Kit Looi

HABITAT: A Web Supported Treatment for Acquired Brain Injured ...............................................................................................464
Elena Navarro, Víctor López-Jaquero, and Francisco Montero

How Does a Pedagogical Agent Look at a Learner when Providing Evaluation Feedback?........................................................................467
Mohamedade Farouk and Jean-Hugues Réty

How to Improve Assessment of Learning and Performance through Interactive Visualization ..........................................................472
Raquel Hijón-Neira and J. Ángel Velázquez-Iturbide

iArgue: A Web-Based Argumentation System Supporting Collaboration Scripts with Adaptable Fading ................................................................477
Yannis N. Bouyias, Stavros N. Demetriadis, and Ioannis A. Tsoukalas

ICT Competences for Net Generation Students ........................................................................................................................480
Montse Guitert, Teresa Romeu, Ana Guerrero, and Ariadna Padrós

Identifying Learning Styles in Learning Management Systems by Using Indications from Students’ Behaviour ................................................................482
Sabine Graf, Kinshuk, and Tzu-Chien Liu

Immersion Adoption: Design Principles for Self-Guided Learning in Virtual Learning Environments .........................................................487
Matthew R. Peters and Mary Beth Rosson

Improving English Lab Classes Using Sony PSP (PlayStation Portable) ................................................................................489
Mohammad Shirali-Shahreza

Improving Learners’ Satisfaction in Specification-Based Scenarios with Dynamic Inclusive Support ..................................................491
Olga C. Santos and Jesus G. Boticario

Improving Learning Objects Quality with Learning Styles ........................................................................................................496
Javier Rojas and Bruno Defude

Improving Vocabulary Acquisition by Designing a Storytelling Robot ................................................................................498
Chun-Cheng Wu, Chih-Wei Chang, Baw-Jhiune Liu, and Gwo-Dong Chen
<table>
<thead>
<tr>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Learning Application Suite — Creating and Playing SCORM Compatible Web and Computer Based Training</td>
<td>572</td>
</tr>
<tr>
<td>Marco Nordmann and Jens Neumann</td>
<td></td>
</tr>
<tr>
<td>Learning by Blogging: Warm-Up and Review Lessons to Facilitate Knowledge Building in Classrooms</td>
<td>574</td>
</tr>
<tr>
<td>Yih-Ruey Juang</td>
<td></td>
</tr>
<tr>
<td>Learning Object Indexing Tool Based on a LOM Ontology</td>
<td>576</td>
</tr>
<tr>
<td>Ouafia Ghebghoub, Marie-Hélène Abel, and Claude Moulin</td>
<td></td>
</tr>
<tr>
<td>Learning Object Virtualization Allowing for Learning Object Assessments and Suggestions for Use</td>
<td>579</td>
</tr>
<tr>
<td>Olivier Catteau, Philippe Vidal, and Julien Broisin</td>
<td></td>
</tr>
<tr>
<td>Learning Objects and Learning Services in the Semantic Web</td>
<td>584</td>
</tr>
<tr>
<td>Chrysafis Hartonas and Eleni Gana</td>
<td></td>
</tr>
<tr>
<td>Learning Technology Standards Adoption — How to Improve Process and Product Legitimacy</td>
<td>587</td>
</tr>
<tr>
<td>Tore Hoel and Paul Hollins</td>
<td></td>
</tr>
<tr>
<td>Learning to Teach Sports to Handicapped People Using Games</td>
<td>590</td>
</tr>
<tr>
<td>David Bueno, Jose Chacón, and Cristina Carmona</td>
<td></td>
</tr>
<tr>
<td>LEARN-SQL: Automatic Assessment of SQL Based on IMS QTI Specification</td>
<td>592</td>
</tr>
<tr>
<td>Alberto Abelló, M. Elena Rodríguez, Toni Urpi, Xavier Burgués, M. José Casany, Carme Martín, and Carme Quer</td>
<td></td>
</tr>
<tr>
<td>LEMAT: A Project for Innovation in Teaching Mathematics</td>
<td>594</td>
</tr>
<tr>
<td>Beatriz Porras, José A. Cordón, Juan Manuel Olazábal, Cecilia Valero, Elena Álvarez, Laura Bravo, Begoña Sánchez, Alberto Gutiérrez, Ángela Nuñez, Segundo Polanco, and Ana García</td>
<td></td>
</tr>
<tr>
<td>Lesson’ Toon: Conception of Lesson Notes as Cartoon in an E-Learning Platform</td>
<td>597</td>
</tr>
<tr>
<td>Laure France</td>
<td></td>
</tr>
<tr>
<td>Linenum→Info: System Support for Code Reading</td>
<td>600</td>
</tr>
<tr>
<td>Daiki Ueno</td>
<td></td>
</tr>
<tr>
<td>LRMDCR: A Learner’s Role-Based Multi Dimensional Collaborative Recommendation for Group Learning Support</td>
<td>603</td>
</tr>
<tr>
<td>Xin Wan, Toshie Ninomiya, and Toshio Okamoto</td>
<td></td>
</tr>
<tr>
<td>Making Use of User-Generated Content and Contextual Metadata Collected during Ubiquitous Learning Activities</td>
<td>606</td>
</tr>
<tr>
<td>Martin Svensson and Oskar Pettersson</td>
<td></td>
</tr>
<tr>
<td>MATEP: Monitoring and Analysis Tool for E-Learning Platforms</td>
<td>611</td>
</tr>
<tr>
<td>Marta Elena Zorrilla and Elena Álvarez</td>
<td></td>
</tr>
<tr>
<td>Methods for Path Evaluation in Dynamic Storyboards</td>
<td>614</td>
</tr>
<tr>
<td>Ronald Böck, Rainer Knauf, Yoshitaka Sakurai, and Setsuo Tsuruta</td>
<td></td>
</tr>
<tr>
<td>MiSPOT: Enhanced Availability and Quality in Delivering Personalized M-Learning</td>
<td>617</td>
</tr>
<tr>
<td>Linked to TV Programs</td>
<td></td>
</tr>
<tr>
<td>Martin López-Nores, José Juan Pazos-Arias, Yolanda Blanco-Fernández, Jorge García-Duque, Ricardo Tubio-Pardavila, and Esther Casquero-Villacorta</td>
<td></td>
</tr>
<tr>
<td>Mobile Devices and Remote Labs in Engineering Education</td>
<td>620</td>
</tr>
<tr>
<td>Javier García-Zubia, Diego López-de-Ipiña, and Pablo Orduña</td>
<td></td>
</tr>
<tr>
<td>Mobile Learning across Expanding Contexts</td>
<td>623</td>
</tr>
<tr>
<td>Henning Breuer and Mitsui Matsumoto</td>
<td></td>
</tr>
<tr>
<td>Mobile Learning with Patterns</td>
<td>626</td>
</tr>
<tr>
<td>Henning Breuer, Gustavo Zurita, Nelson Baloian, and Mitsui Matsumoto</td>
<td></td>
</tr>
<tr>
<td>Mobile Learning: Teaching and Learning with Mobile Phones and Podcasts</td>
<td>631</td>
</tr>
<tr>
<td>Adelina Moura and Ana Amélia Carvalho</td>
<td></td>
</tr>
</tbody>
</table>
Modeling Beer Game as Role-Play Collaborative Learning via Fuzzy Constraint-Directed Agent Negotiation........................................................................................................................................................................634
Chung Cheng Tseng, Chung Hsien Lan, and K. Robert Lai

Models Transformation to Implement a Project-Based Collaborative Learning (PBCL) Scenario: Moodle Case Study........................................................................................................................................................................639
Firas Abdallah, Claudine Toffolon, and Bruno Warin

Mooshak — A Valuable Repository of Codes ........................................................................................................................................................................644
T. Punitha, R. Pradeep Kumar, R. Seshadri, and Raman Srinivasan

Moving Towards Life-Long User Modeling ........................................................................................................................................................................647
Demetris Kyriacou and Hugh C. Davis

M-PLAT: Multi-Programming Language Adaptive Tutor ........................................................................................................................................................................649
Alberto Núñez, Javier Fernández, Jose Daniel Garcia, Laura Prada, and Jesús Carretero

Multiple Intelligence Tutoring Systems for Mobile Learners........................................................................................................................................................................652
Ramón Zatarain Cabada, María Lucía Barrón Estrada, Eduardo Uriás Barrientos, Moisés Orsorio Velásquez, and Carlos Alberto Reyes García

Multiple Participants, Multiple Locations, Multiple Time Zones and Multitasking in the Synchronous Cyber Classroom........................................................................................................................................................................654
Megan Hastie, Nian-Shing Chen, and Ross J. Todd

Multiple Standards Compatible Learning Resource Management ........................................................................................................................................................................657
Li Zheng, Yintao Liu, Jing Wang, and Fang Yang

Multiple-Choice Question Enhanced with Interactive Software for Autonomous Learning ........................................................................................................................................................................662
Yvan Duroc and Tan-Phu Vuong

.Net E-Learning Platform ........................................................................................................................................................................664
Miguel Llopis and Fernando Llopis

netUniversity: An Interoperable LMS/LCMS for Adaptive and Collaborative Learning ........................................................................................................................................................................666
Amir Benmimoun and Philippe Trigano

Network of Schools as a General Framework for Validation of the UNITE Project Outcomes........................................................................................................................................................................669
Virginija Limanauskiene, Galina Romanova, Vjaceslavs Sitikovs, and Vytautas Stuikys

NUCLEO: Adaptive Computer Supported Collaborative Learning in a Role Game Based Scenario ........................................................................................................................................................................671
Pilar Sancho, Rubén Fuentes-Fernández, and Baltasar Fernández-Manjón

OCCS: Enabling the Dynamic Discovery, Harvesting and Delivery of Educational Content from Open Corpus Sources........................................................................................................................................................................676
Séamus Lawless, Lucy Hederman, and Vincent Wade

On InfoStation-Based Mobile Services Support for Library Information Systems ........................................................................................................................................................................679
Ivan Ganchev, Damien Meere, Stanimir Stojanov, Micheál Ó hAodha, and Máirtín O’Droma

On Using Workflow Technology to Model eLearning Process ........................................................................................................................................................................682
Alex Pongpech, Shazia W. Sadiq, and Maria E. Orlowska

Paper-Centric Structuring in Learning Processes ........................................................................................................................................................................685
Jürgen Steimle, Oliver Brdieczka, and Max Mühlhäuser

Pedagogical Scenarios Generation within LD Frameworks ........................................................................................................................................................................688
Narjess Touzani-Chebaane, Maha Khemaja, and Rafik Braham

Personalized Access and Students’ Coauthoring in Repositories of Learning Objects: The Case of a Repository of Programming Examples ........................................................................................................................................................................693
Mercedes Gómez-Albarrán, Susana Bautista-Blasco, and Jorge Carrillo-de-Albornoz

Personalized Content Delivery by Usage of Concept Maps and Naïve Bayes Classifier ........................................................................................................................................................................696
Dumitru Dan Burdescu, Marian Cristian Mihaescu, and Bogdan Logofatu

Pocketing the Difference: Joint Development of Open Educational Resources ........................................................................................................................................................................698
Patrick McAndrew and Tina Wilson

xiv
Primary Preschool Experiences with Computers in the Classroom ................................................................. 701
Mónica Trella, Beatriz Barros, and Ricardo Conejo

Proactive Reflection in the Development of Nursing Students’ Clinical Judgment .................................................. 706
James L. Bowen, Carole McKenzie, and Kim Bruce

Promoting Reflective Thinking in Collaborative Learning Activities ................................................................. 709
Lu Xiao, Shawn Clark, Mary Beth Rosson, and John M. Carroll

Providing Information in an Augmented Campus ............................................................................................... 712
Leandro Krug Wives, Bruno Defude, José Palazzo Moreira de Oliveira, José Valdeni de Lima, and Yvan Peter

QTI Result Reporting Stats Engine for Question-Based Online Tests ....................................................................... 717
Xavier Gumara, Lluís Vicent, and Marc Segarra

Quality-Oriented Evaluation of E-Learning-Based Experiences ......................................................................... 722
Félix Buendía and Elena Ejarque Antonio Hervás

Relations between Learning Style and Learner Behavior in an Educational Hypermedia System:
An Exploratory Study ........................................................................................................................................... 725
Elvira Popescu, Philippe Trigano, and Costin Badica

Risk Assessment Education: Utilizing Interactive Video for Teaching Health and Safety ........................................... 727
Joseph Price, Gary Wills, Itiel E. Dror, Tom Cherrett, and Sarah Maynard

Robust Adaptive Discourse Parsing for E-Learning Fora ...................................................................................... 730
Nadine Lucas and Emmanuel Giguet

ROME: Systems Engineering in Technology Enhanced Learning ........................................................................... 733
Sybille Hambach and Alke Martens

Scenario-Based Assessment for Database Course .................................................................................................... 735
Rahat Iqbal and Anne James

ScenEdit: An Authoring Environment to Design Learning Scenarios ...................................................................... 737
Valérie Emin

Script-Based Design for Human-Computer Dialog in Given Scenarios for English Learners .................................. 739
Jiyou Jia and Weichao Chen

Secure Certification for ePortfolios .......................................................................................................................... 744
Lisha Chen-Wilson, Patrick Newcombe, Piers Royce, Samuel Ong, Timothy Wonnacott, Gary Wills, and David Argles

Self-Tutoring, Teaching and Testing: An Intelligent Process Analyzer .................................................................... 746
Irene Cheng, Nathaniel Rossol, and Randy Goebel

Semantic Document Management for Collaborative Learning Object Authoring .................................................. 751
Saša Nešić, Dragan Gašević, and Mehdi Jazayeri

Semantic Organization of Online Discussion Transcripts for Active Collaborative Learning ................................... 756
Yanyan Li, Mingkai Dong, and Ronghui Huang

Setting up On-Line Learning Experiments: The LearningLab Platform ...................................................................... 761
Jean-Michel Adam, Anne Lejeune, Sandra Michelet, Jean-Pierre David, and Christian Martel

Sharing Existing Knowledge between E-Learning Platforms: Enhancing Interoperability ....................................... 764
Sergio Martin, Rosario Gil, Francisco Garcia, Miguel Latorre, Martin Llamas, Manuel Caeiro, Manuel Castro, and Juan Peire

SimuCol — A Collaborative Educational Modeling Simulation Tool .......................................................................... 770
Maria José Marcelino, Miguel Angel Redondo, Ana Isabel Tinoco, and António José Mendes

Social Structures Representations as Aid for Effective Creation and Reuse of CSCL Scripts
According to a Problem-Solving Approach to ID ....................................................................................................... 772
Serena Alvino, Juan I. Asensio-Pérez, Yannis Dimitriadis, and Davinia Hernández-Leo
Specifying Scripts and Collaborative Tasks in CSCL Environment Using IMS-LD and CIAN .............................................................................................................................. 775
Ana I. Molina, Francisco Jurado, William J. Giraldo, Miguel A. Redondo, and Manuel Ortega

Student Learning Styles Adaptation Method Based on Teaching Strategies and Electronic Media ............................................................................................................. 778
Ana Lidia Franzoni, Saïd Assar, Bruno Defude, and Javier Rojas

Students’ Tracking Data: An Approach for Efficiently Tracking Computer Mediated Communications in Distance Learning .............................................................................................................................................. 783
Madeth May, Sébastien George, and Patrick Prévôt

Studying Native American Culture in an Immersive Virtual Environment ...................................................................................................................................................... 788
Guy Hokanson, Otto Borchert, Brian M. Slator, Jeff Terpstra, Jeffrey T. Clark, Lisa M. Daniels, Heather R. Anderson, Aaron Bergstrom, Thomas A. Hanson, John Reber, Dan Reetz, Kari L. Weis, Ryan White, and Lauren Williams

Support to the Specification of Observation Needs ................................................................................................................................................................................................. 793
Boubekeur Zendagui, Vincent Barré, and Pierre Laforcade

Supporting Cross-Institutional Knowledge-Building with Web 2.0 Enhanced Digital Portfolios .............................................................................................................................................. 798
Kai Pata and Mart Laanpere

Supporting Distance Learning Activities and Social Interaction: A Case Study .................................................................................................................................................. 801
Ayman Moghnieh, Davinia Hernández-Leo, Toni Navarrete, Patricia Santos, Josep Blat, and Judith Schoonenboom

Supporting Jigsaw-Based Collaborative Learning in Second Life .............................................................................................................................................................. 806
Andrea De Lucia, Rita Francesce, Ignazio Passero, and Genoveffa Tortora

Supporting Members of a Learning Community Using Interaction Analysis Tools: The Example of the Kaleidoscope NoE Scientific Network .......................................................................................................................................................... 809
Tharrenos Bratis, Angelique Dimitracopoulou, Alejandra Martinez-Monés, Jose Antonio Marcos, and Yannis Dimitriadis

Supporting Task Assignments for Language Learning Outside Classroom with Handhelds .............................................................................................................................................. 814
Hiroaki Ogata, Li Hui Gan, Makoto Wada, and Yoneo Yano

Supporting the Specification of Educational Modeling Languages and Learning Scenarios with a Domain-Specific-Modeling Approach .............................................................................................................................................. 819
Pierre Laforcade, Boubekeur Zendagui, and Vincent Barré

SVAEC: A Dynamic Environment for Managing Knowledge .................................................................................................................................................................................. 822
Fernando J. Sanchez-Zamora and Martin Llamas-Nistal

System for Online Detection of Aberrant Responses in E-Testing .................................................................................................................................................................................. 824
Maomi Ueno and Toshio Okamoto

Tagging Learning Objects with Evolving Metadata Schemas .................................................................................................................................................................................. 829
José-Luis Sierra and Alfredo Fernández-Valmayor

Tailoring Feedback in Online Assessment: Influence of Learning Styles on the Feedback Preferences and Elaborated Feedback Effectiveness .............................................................................................................................................. 834
Ekaterina Vasilyeva, Paul De Bra, Mykola Pechenizkiy, and Seppo Puuronen

Take into Account Knowledge Constraints for Design of TEL Environments in Medical Education .............................................................................................................................................. 839
Vanda Luengo

Tele-Ed: A Web Application for Distance Learning Using Real Time Multicast .................................................................................................................................................. 842
Oscar Martinez Bonastre, Antonio Peñalver Benavent, and Joaquin López Erades

Testing the OLPC Drawing Activity: An Usability Report .................................................................................................................................................................................. 844
Alexandre Antonino Gonçalves Martinazzo, Nathalia Sautchuk Patricio, Leandro Coletto Biazon, Irene Karaguilla Ficheman, and Rosely de Deus Lopes

Testing-Based Automatic Grading: A Proposal from Bloom’s Taxonomy ............................................................................................................................................................ 847
Isidoro Hernán-Losada, Cristóbal Pareja-Flores, and J. Ángel Velázquez-Iturbide
The Analysis of a Case Study for Group Programming Learning
Thais Helena Chaves de Castro, Hugo Fuchs, Marcos André Fernandes Spósito, and Alberto Nogueira de Castro Júnior
850

The Automatic Generation of Semantic Annotations for Didactic Materials and the Use of Models in the Material Development to Improve its Reusability
Carmen L. Padrón, Paloma Díaz, and Ignacio Aedo
855

Thais Helena Chaves de Castro, Hugo Fuchs, Marcos André Fernandes Spósito, and Alberto Nogueira de Castro Júnior

The Development and Application of a Mobile Learning System for Carrying out Elementary School Social Class Activities—An Example of Pingtung Matzu Culture
Chia-Pin Chen, Sheng-Huang Kuo, and Chun-Yu Chen
860

Yen-Chi Liou, Wernhuar Tarng, and Chih-Ming Lin

The Development and Evaluation of English Dialogue Companion System
Yi-Ting Huang, Jie-Chi Yang, and Yu-Chieh Wu
864

Carmen L. Padrón, Paloma Díaz, and Ignacio Aedo

The Development of a Virtual Synchrotron Light Source for Educational Applications
Yen-Chi Liou, Wernhuar Tarng, and Chih-Ming Lin
865

The Educational Effect of Extraction of the Know-How Information for Care Planning Processes
Kaoru Eto, Tatsunori Matsui, and Yasuo Kabasawa
869

Chia-Pin Chen, Sheng-Huang Kuo, and Chun-Yu Chen

The Effect of a Web-Based Writing Program in College English Writing Classes
Wenli Tsou
872

Adrian Maries and Amruth Kumar

The Effect of Student Model on Learning
Adrian Maries and Amruth Kumar
874

Cristian Ravariu

The Importance of Integrating Learning Theories and Pedagogical Principles in AHES (Adaptive Hypermedia Educational Systems)
George Zardas
877

Zacharias Lekkas, Nikos Tsianos, Panagiotis Germanakos, Constantinos Mourlas, and George Samaras

The Same, but Different: The Educational Affordances of Different Gaming Genres
Alex Frazer, David Argles, and Gary Wills
880

Alessandro M. Lekkas, Nikos Tsianos, Panagiotis Germanakos, Constantinos Mourlas, and George Samaras

The Role of Emotions in the Design of Personalized Educational Systems
Yasuhiro Takemura, Hideo Nagumo, Hidekuni Tsukamoto, and Kenichi Matsumoto
882

The Virtual Conductor: Learning and Teaching about Music, Performing, and Conducting
Anton Nijholt, Dennis Reidsma, Rob Ebbers, and Mark ter Maat
885

Towards a Group Model for Learning Communities. First Steps with the Comtella D Collaborative Learning Community
R. Conejo, A. Ruiz, B. Barros, and J. Vassileva
900

Towards a Knowledge Portal for E-Learning Based on Semantic Web
Yanyan Li and Mingkai Dong
905

Towards a Knowledge Portal for E-Learning Based on Semantic Web
Yanyan Li and Mingkai Dong
910

Towards Demonstrating Limited Cognitive Reception Bandwidth
Eshaa M. Alkalifa
913

Towards Dynamic and Interoperable Educational Contents: Creating an Editorial Chain
Odette Auzende, Hélène Giroire, and Françoise Le Calvez
917

Towards Ontology-Driven Heuristic Assessment Generation for Software Design Patterns
Imran A. Zualkernan and Maha Shouman
922

Towards Ontology-Driven Heuristic Assessment Generation for Software Design Patterns
Imran A. Zualkernan and Maha Shouman
925
Towards the Automatically Semantic Scoring in Language Proficiency Evaluation ................................................925
  Jie Jiang and Bo Xu
Towards the Combined Use of Metadata to Improve the Learning Experience .........................................................930
  Martin Memmel, Rafael Schirru, Martin Wolpers, and Eleftheria Tomadaki
Transforming Learning through Agent Augmented Virtual World ...........................................................................933
  Han Yu, Zhiqi Shen, Chor Ping Low, and Chunyan Miao
Transforming Students’ Inquiry Skills with Computer-Based Simulations .................................................................938
  Mario Mäeots, Margus Pedaste, and Tago Sarapuu
Turning Mobile Phones into a Mobile Quiz Platform to Challenge Players’ Knowledge: An Experience Report ...........................................................................................................943
  Vincent Tam, S.W. Cheung, Wilton Fok, K.S. Lui, Jade Wong, and Beta Yip
UML Class Diagram as a Navigational Support for E-Learning ...........................................................................946
  Fathi Essalmi, Leila Jemni Ben Ayed, Mohamed Jemni, and Kinshuk
Understanding Complex Systems Using Video Narratives—The Implementation and Evaluation of the Simulation Visualization Lab ...........................................................................................................949
  Weiqin Chen and Nils Magnus Djupvik
Understanding Educational Relationships in Moodle with ViMoodle ......................................................................954
  Diego Alonso Gómez Aguilar, Roberto Therón, and Francisco García Peñalvo
Unsupervised Acquisition of Desktop Application Taxonomies .............................................................................957
  Robert Lokáčík
Using Data Mining as a Strategy for Discovering User Roles in CSCL ......................................................................960
  Jian Liao, Yanyan Li, Peng Chen, and Ronghui Huang
Using Dynamic Stories to Communicate Security and Safety Issues ......................................................................965
  Stefanie A. Hillen, Finn-Olav Sveen, and Jose J. Gonzalez
Using Learning Styles and Preferences to Incorporate Emerging E-Learning Tools in Teaching ................................967
  Nauman Saeed and Yun Yang
VEMUS: An Integrated Platform to Support Music Tuition Tasks .............................................................................972
  George Tambouratzis, Kostas Perifanos, Iro Voulgari, Anders Askenfelt, Svante Granqvist, Kjetil Falkenberg Hansen, Yann Orlarey, Dominique Fober, and Stephane Letz
Virtual Chemical Experiment Using Cyber Assistant Professor: CAP ...........................................................................977
  Hiroshi Matsuda and Yoshiaki Shindo
Web Usage Mining in a Blended Learning Context: A Case Study .............................................................................982
  Raquel M. Crespo García and Carlos Delgado Kloos
Workflow Planning for E-Learning Center Management ............................................................................................985
  Arturo González-Ferrer, Luis Castillo, Juan Fernández-Olivares, and Lluvia Morales

Panel 1: Adaptive, Inclusive Software Design for People with Vision and Hearing Impairments

Principles for Inclusive Software Design of Learning Technologies .............................................................................989
  James Ohene-Djan and Rachel Shipsey
Accessibility and Usability of Virtual Learning Environments ..................................................................................991
  Marion Hersh
Evaluation of Interactive Systems Involving Special Need Children and Experts .....................................................993
  Monica Landoni
Using ICT to Teach Sign Language ..........................................................................................................................995
  Mohamed Jemni and Oussama Elghoul
Panel 2: Why Technology Innovations are Still a Cottage Industry in Education?

Why Technology Innovations are Still a Cottage Industry in Education? .......................................................... 999
   Madhumita Bhattacharya
User-Centered Knowledge Sharing: A Way Out of a Cottage Industry in Education .............................................. 1001
   Dragan Gašević
Preserving the E-Learning Cottage Industry ........................................................................................................... 1003
   Jon Dron
Ways and Means of Employing AI Technology in E-Learning Systems .............................................................. 1005
   Dunwei Wen and Fuhua Lin
Introducing Learning Technologies into Classroom in Accordance with Teacher’s Instructional Approach ........ 1007
   Tzu-Chien Liu, Yi-Chun Lin, and Madhumita Bhattacharya
Critical Mass in E-Education......................................................................................................................................... 1009
   Vive Kumar

Panel 3: A Competency Approach: Implications for E-Learning and E-Assessment

A Competency Approach: Implications for E-Learning and E-Assessment ........................................................................ 1013
   Mike Spector, Roger Hartley, Rob Koper, Kinshuk, and Adel Elsayed

Workshop 1: Advanced Learning Technologies for Disabled and Non-Disabled People (WALTD)

An Intelligent Engine for the Generation of Adaptive Tutorials ........................................................................... 1017
   Tomás Álvarez, Carmen Escribano, Daniel Fernández, Antonio Giraldo, and María Asunción Sastre
NOESIS: An Enhanced Educational Environment for Kids with Autism Spectrum Disorders .......................... 1019
   Jason Vittorias, Panagiotis Petrantonas, Dimitris Bolis, Alexandra Tsiligkyri, Vasiliki Kosmidou, and Leontios J. Hadjileontiadis
Personalised Support for Students with Disabilities Based on Psychoeducational Guidelines ........................ 1021
   Alejandro Rodriguez-Ascaso, Olga C. Santos, Elena del Campo, Mar Saneiro, and Jesus G. Boticario
Inclusive, Adaptive Design for Students with Severe Learning Disabilities .......................................................... 1023
   Matt Harrison, Claire Stockton, and Elaine Pearson
Reframing Teachers’ Conceptions of Accessible E-Learning Designs ................................................................. 1028
   Éric Bel and Emma Bradburn
Primary School Music Education and the Effect of Auditory Processing Disorders:
Pedagogical/ICT-Based Implications ....................................................................................................................... 1030
   Georgia N. Nikolaidou, Vasiliki Th. Iliadou, Stergios G. Kaprinis, Leontios J. Hadjileontiadis, and George St. Kaprinis
“SEE and SEE”: An Educational Tool for Kids with Hard of Hearing ................................................................. 1032
   Panagiotis Petrantonas, Vasiliki Kosmidou, Magda Nikolaraizi, Sofia Koutsogiorgou, and Leontios J. Hadjileontiadis
eAccess2Learn: Supporting Technology-Enhanced Training for All ............................................................... 1034
   Demetrios Sampson and Panayiotis Zervas
Encouraging Persons with Hearing Problem to Learn Sign Language by Internet Websites .................................................. 1036
Mohammad Shirali-Shahreza and Sajad Shirali-Shahreza

Accessibility and Usability of Virtual Learning Environments .................................................................................. 1038
Marion Hersh

Multisensory Games for Dyslexic Children ............................................................................................................ 1040
James Ohene-Djan and Rahima Begum

Workshop 2: Crafting Didactic Materials Based on IMS LD: From Requirements to Evaluation

Advances in Editors for IMS LD in the TENCompetence Project .............................................................................. 1045
David Griffiths, Phillip Beauvoir, and Paul Sharples

Change is Good. Improving Learning Design Flexibility at Run-Time ........................................................................ 1048
Luis de la Fuente, Abelardo Pardo, and Carlos Delgado Kloos

The JISC Design for Learning Experience: Perspectives on Creating, Developing and Sharing Designs for Learning .................................................................................................................. 1051
Sheila MacNeill and Lisa Corley

The Evaluation within the Development and Deployment of IMS LD-Based Didactic Materials: The MD2 + Runtime Adaptation Approach .................................................................................. 1053
Carmen L. Padrón, Telmo Zarraonandía, Paloma Díaz, and Ignacio Aedo

Educational Patterns as a Guide to Create Units of Learning and Assessment ................................................................. 1055
Davinia Hernández-Leo, Patricia Santos, Eloy D. Villasclaras-Fernández, Toni Navarrete, Juan I. Asensio-Pérez, Josep Blat, and Yannis Dimitriadis

E-Learning Courses Use and Evaluation at Riga Technical University ........................................................................ 1057
Larissa Zaitseva and Jekaterina Bule


Learning Technology Standards Development — Planning for an Improved Process and Product .................................. 1061
Tore Hoel, Jan Pawlowski, and Paul A. Hollins

Context Standardisation for Learning, Education and Training ...................................................................................... 1063
Jan M. Pawlowski

Roadmapping: A Methodology to Improve the Strategy for Design of Learning Technologies ....................................... 1065
Evanthia Kamtsiou and Ambjörn Naeve

Workshop 4: Machine-Mediated Multimodal Communication (M3C)

A Framework for Using Semantic Relations in Conceptual Structures ........................................................................ 1069
Adel Elsayed

Supporting Conceptualisations and Learning through Multimodality ......................................................................... 1071
Roger Hartley, Adel Elsayed, and Milena Pesheva

Conceptual Development through Gameplay ................................................................................................................ 1073
Mike O’Dea
Cognitive Support for Conceptual Acquisition through Reading.................................................................1075
Yongqiang Qiu and Adel Elsayed
A Case Study on Using Conceptual Mapping ............................................................................................1077
Adel Elsayed and Mahmoud El-Khouly

Workshop 5: Technology-Enhanced Science Education

Enhancing Educational Metadata with Science Education Information......................................................1081
Demetrios Sampson and Panayiotis Zervas
COSMOS: An Advanced Scientific Repository for Science Teaching and Learning......................................1083
Sofoklis A. Sotiriou
Using Weblogs to Promote Self-Directed Learning in Elementary Students
Independent Science Study ............................................................................................................................1085
Yu-Ju Lan, Yao-Ting Sung, and Kuo-En Chang
Technology-Based Handling of Science Misconceptions: The GeoDist Tool on the Distinction
of Greenhouse Effect and Ozone Depletion ..................................................................................................1087
Sofia J. Hadjileontiadou and Theoxaris Vasilakoglou
Technology Enhanced Learning with CONNECt: Visualising the Invisible ..............................................1089
Angelos Lazoudis

Author Index ..................................................................................................................................................1091