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Advances in Usability, User Experience, Wearable and Assistive Technology - Tareq Z. Ahram 2021-07-07

This book addresses emerging issues in usability, interface design, human-computer interaction, user experience and assistive technology. It highlights research aimed at understanding human interactions with products, services and systems and focuses on finding effective approaches for improving the user experience. It also discusses key issues in designing and providing assistive devices and services for individuals with disabilities or impairment, offering them support with mobility, communication, positioning, environmental control and daily living. The book covers modeling as well as innovative design concepts, with a special emphasis on user-centered design, and design for specific populations, particularly the elderly. Further topics include virtual reality, digital environments, gaming, heuristic evaluation and forms of device interface feedback (e.g. visual and haptic). Based on the AHFE 2021 Conferences on Usability and User Experience, Human Factors and Wearable Technologies, Human Factors in Virtual Environments and Game Design, and Human Factors and Assistive Technology, held virtually on 25-29 July, 2021, from USA, this book provides academics and professionals with an extensive source of information and a timely guide to tools, applications and future challenges in these fields.

Computational Science - ICCS 2020 - Valeria V. Krzhizhanovskaya 2020-06-19

The seven-volume set LNCS 12137, 12138,

12139, 12140, 12141, 12142, and 12143 constitutes the proceedings of the 20th International Conference on Computational Science, ICCS 2020, held in Amsterdam, The Netherlands, in June 2020.* The total of 101 papers and 248 workshop papers presented in this book set were carefully reviewed and selected from 719 submissions (230 submissions to the main track and 489 submissions to the workshops). The papers were organized in topical sections named: Part I: ICCS Main Track Part II: ICCS Main Track Part III: Advances in High-Performance Computational Earth Sciences: Applications and Frameworks; Agent-Based Simulations, Adaptive Algorithms and Solvers; Applications of Computational Methods in Artificial Intelligence and Machine Learning; Biomedical and Bioinformatics Challenges for Computer Science Part IV: Classifier Learning from Difficult Data; Complex Social Systems through the Lens of Computational Science; Computational Health; Computational Methods for Emerging Problems in (Dis-)Information Analysis Part V: Computational Optimization, Modelling and Simulation; Computational Science in IoT and Smart Systems; Computer Graphics, Image Processing and Artificial Intelligence Part VI: Data Driven Computational Sciences; Machine Learning and Data Assimilation for Dynamical Systems; Meshfree Methods in Computational Sciences; Multiscale Modelling and Simulation; Quantum Computing Workshop Part VII: Simulations of Flow and Transport: Modeling, Algorithms and Computation; Smart Systems: Bringing Together Computer Vision, Sensor Networks and Machine

Learning; Software Engineering for Computational Science; Solving Problems with Uncertainties; Teaching Computational Science; UNcErtainty QUantificatiOn for ComputatiOnAL modeLs *The conference was canceled due to the COVID-19 pandemic. Chapter 'APE: A Command-Line Tool and API for Automated Workflow Composition' is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

E-Learning and Games - Abdenmour El Rhalibi 2016-06-03

This book constitutes the refereed proceedings of the 10th International Conference on E-Learning and Games, Edutainment 2016, held in Hangzhou, China, in April 2016. The 36 full papers presented were carefully reviewed and selected from 60 submissions. They are organized in the following topical sections: E-learning and game; graphics, imaging and applications; intelligent data analytics and visualization.

Proceedings of the Annual Air Traffic Control Association Fall Conference - Air Traffic Control Association 1991

Proceedings of the 5th Annual Generalized Intelligent Framework for Tutoring (GIFT) Users Symposium (GIFTSym5) - Robert Sottolare 2017-07-17

This is the fifth year we have been able to capture the research and development efforts related to the Generalized Intelligent Framework for Tutoring (GIFT) community which at the writing of these proceedings has well over 1000 users in over 65 countries. We are proud of what we have been able to accomplish with the help of our user community. These proceedings are intended to document the evolutions of GIFT as a tool for the authoring of intelligent tutoring systems (ITSs) and the evaluation of adaptive instructional tools and methods.

Evolving Narratives of Hazard and Risk - Louise Bracken 2018-02-21

This book presents a range of academic research and personal reflections on the Gorkha earthquake that struck Nepal in 2015. For the first time, perspectives from geography, disaster risk reduction, cultural heritage protection, archaeology, anthropology, social work, health

and emergency response are discussed in a single volume. Contributions are included from practitioners and researchers from Nepal and Durham University in the UK, many of whom were in Nepal at the time of the earthquake. *Evolving Narratives of Hazard and Risk* explores the event of the earthquake, its consequences and its impacts, to provide a holistic and multi-perspective understanding of this special hazard and its significant ramifications for social, political, economic and cultural aspects of life in Nepal. The book highlights how these multiple perspectives are needed to inform each other in order to develop and shape new ways of thinking and interacting with environmental hazards. This collection of works will be of interest to students and academics of Environment Studies, Human Geography and Environmental Policy, and will be of particular relevance to those involved in risk research and managing risk and hazard events.

Towards a Service-Based Internet - Petri Mähönen 2008-12-11

Today it is almost impossible to remember what life was like with no computer, no mobile phone, and no Internet for accessing information, performing transactions or exchanging emails and data. New technology is bringing wave after wave of new benefits to daily life: organisations are doing business with each other via the Internet; people are filling in tax declarations online and booking their next vacation through the Internet. In general we are all progressively using (and dependent on) software and services running on computers, connecting mobile phones and other devices, and exchanging information on the Internet. People like to shop around and exercise choice. So do businesses and public administrations. Today they can buy a complete software package that best suits their needs, even though they may never use some of the tools it offers, or other desirable tools are not available. In the future they may no longer have to compromise on choice. Alternative approaches like "Software as a Service" and "Computing Resources as a Service" are emerging. Software is provided on-line as a service when and where it is needed, and the same for computing resources needed to run software. Such an approach allows individuals and organisations

to tap into and effectively harness the immense wealth of information, knowledge and analytical resources when they need them, paying only for what they use.

Customers are bound to benefit when there is a suitable choice of services.

Smart STEM-Driven Computer Science

Education - Vytautas Štuikys 2018-06-28

At the centre of the methodology used in this book is STEM learning variability space that includes STEM pedagogical variability, learners' social variability, technological variability, CS content variability and interaction variability. To design smart components, firstly, the STEM learning variability space is defined for each component separately, and then model-driven approaches are applied. The theoretical basis includes feature-based modelling and model transformations at the top specification level and heterogeneous meta-programming techniques at the implementation level. Practice includes multiple case studies oriented for solving the task prototypes, taken from the real world, by educational robots. These case studies illustrate the process of gaining interdisciplinary knowledge pieces identified as S-knowledge, T-knowledge, E-knowledge, M-knowledge or integrated STEM knowledge and evaluate smart components from the pedagogical and technological perspectives based on data gathered from one real teaching setting. Smart STEM-Driven Computer Science Education: Theory, Methodology and Robot-based Practices outlines the overall capabilities of the proposed approach and also points out the drawbacks from the viewpoint of different actors, i.e. researchers, designers, teachers and learners.

Internet of Things and Big Data Analytics Toward Next-Generation Intelligence -

Nilanjan Dey 2017-08-14

This book highlights state-of-the-art research on big data and the Internet of Things (IoT), along with related areas to ensure efficient and Internet-compatible IoT systems. It not only discusses big data security and privacy challenges, but also energy-efficient approaches to improving virtual machine placement in cloud computing environments. Big data and the Internet of Things (IoT) are ultimately two sides of the same coin, yet extracting, analyzing and managing IoT data poses a serious challenge.

Accordingly, proper analytics infrastructures/platforms should be used to analyze IoT data. Information technology (IT) allows people to upload, retrieve, store and collect information, which ultimately forms big data. The use of big data analytics has grown tremendously in just the past few years. At the same time, the IoT has entered the public consciousness, sparking people's imaginations as to what a fully connected world can offer. Further, the book discusses the analysis of real-time big data to derive actionable intelligence in enterprise applications in several domains, such as in industry and agriculture. It explores possible automated solutions in daily life, including structures for smart cities and automated home systems based on IoT technology, as well as health care systems that manage large amounts of data (big data) to improve clinical decisions. The book addresses the security and privacy of the IoT and big data technologies, while also revealing the impact of IoT technologies on several scenarios in smart cities design. Intended as a comprehensive introduction, it offers in-depth analysis and provides scientists, engineers and professionals the latest techniques, frameworks and strategies used in IoT and big data technologies.

AI Knowledge Transfer from the University to Society - José Guadix Martín 2022-01-19

AI Knowledge Transfer from the University to Society: Applications in High-Impact Sectors brings together examples from the "Innovative Ecosystem with Artificial Intelligence for Andalusia 2025" project at the University of Seville, a series of sub-projects composed of research groups and different institutions or companies that explore the use of Artificial Intelligence in a variety of high-impact sectors to lead innovation and assist in decision-making. Key Features Includes chapters on health and social welfare, transportation, digital economy, energy efficiency and sustainability, agro-industry, and tourism Great diversity of authors, expert in varied sectors, belonging to powerful research groups from the University of Seville with proven experience in the transfer of knowledge to the productive sector and agents attached to the Andalucía TECH Campus

Intellectual Property for Electronic Systems - Brian Bailey 2007

Featuring articles by top experts from such companies as Rambus, IBM, Hewlett-Packard, and FreeScale, this collection addresses the issues that concern those in the ICT field looking to keep systems safe and secure without sacrificing quality or ease of use. This book cogently addresses verification, standards, handoff, and legal issues to create a comprehensive look at one of the most important, yet sometimes under-appreciated, topics in the industry.

Intelligent Systems Design and Applications

- Ajith Abraham 2021-06-02

This book highlights recent research on intelligent systems and nature-inspired computing. It presents 130 selected papers from the 19th International Conference on Intelligent Systems Design and Applications (ISDA 2020), which was held online. The ISDA is a premier conference in the field of computational intelligence, and the latest installment brought together researchers, engineers and practitioners whose work involves intelligent systems and their applications in industry. Including contributions by authors from 40 countries, the book offers a valuable reference guide for all researchers, students and practitioners in the fields of Computer Science and Engineering.

Balanced Automation Systems - Luis M. Camarinha-Matos 2013-06-05

Towards Balanced Automation The concept. Manufacturing industries worldwide are facing tough challenges as a consequence of the globalization of economy and the openness of the markets. Progress of the economic blocks such as the European Union, NAFTA, and MERCOSUR, and the global agreements such as GATT, in addition to their obvious economic and social consequences, provoke strong paradigm shifts in the way that the manufacturing systems are conceived and operate. To increase profitability and reduce the manufacturing costs, there is a recent tendency towards establishing partnership links among the involved industries, usually between big industries and the networks of components' suppliers. To benefit from the advances in technology, similar agreements are being established between industries and universities and research institutes. Such an open tete-cooperation network may be identified

as an extended enterprise or a virtual enterprise. In fact, the manufacturing process is no more carried out by a single enterprise, rather each enterprise is just a node that adds some value (a step in the manufacturing chain) to the cooperation network of enterprises. The new trends create new scenarios and technological challenges, especially to the Small and Medium size Enterprises (SMEs) that clearly comprise the overwhelming majority of manufacturing enterprises worldwide. Under the classical scenarios, these SMEs would have had big difficulties to access or benefit from the state of the art technology, due to their limited human, financial, and material resources.

Design Recommendations for Intelligent Tutoring Systems: Volume 7 - Self-

Improving Systems - Benjamin Goldberg 2019-10-23

This book on self-improving systems is the seventh in a planned series of books that examine key topics (e.g., learner modeling, instructional strategies, authoring, domain modeling, assessment, impact on learning, team tutoring, self-improving systems, data visualization) in intelligent tutoring system (ITS) design. This book focuses on self-improving systems. The discussion chapters in this book examine topics through the lens of the Generalized Intelligent Framework for Tutoring (GIFT). GIFT is a modular, service-oriented architecture created to reduce the cost and skill required to author ITSs, distribute ITSs, manage instruction within ITSs, and evaluate the effect of ITS technologies on learning, performance, retention, transfer of skills, and other instructional outcomes.

Games and Narrative: Theory and Practice - Barbaros Bostan 2021-12-07

This book provides an introduction and overview of the rapidly evolving topic of game narratives, presenting the new perspectives employed by researchers and the industry, highlighting the recent empirical findings that illustrate the nature of it. The first section deals with narrative design and theory, the second section includes social and cultural studies on game narrative, the third section focuses on new technologies and approaches for the topic, the fourth section presents practices and case studies, and the final section provides industry

cases from professionals.

Robotic Fabrication in Architecture, Art and Design 2014 - Wes McGee 2014-03-20

Robotic automation has become ubiquitous in the modern manufacturing landscape, spanning an overwhelming range of processes and applications-- from small scale force-controlled grinding operations for orthopedic joints to large scale composite manufacturing of aircraft fuselages. Smart factories, seamlessly linked via industrial networks and sensing, have revolutionized mass production, allowing for intelligent, adaptive manufacturing processes across a broad spectrum of industries. Against this background, an emerging group of researchers, designers, and fabricators have begun to apply robotic technology in the pursuit of architecture, art, and design, implementing them in a range of processes and scales. Coupled with computational design tools the technology is no longer relegated to the repetitive production of the assembly line, and is instead being employed for the mass-customization of non-standard components. This radical shift in protocol has been enabled by the development of new design to production workflows and the recognition of robotic manipulators as "multi-functional" fabrication platforms, capable of being reconfigured to suit the specific needs of a process. The emerging discourse surrounding robotic fabrication seeks to question the existing norms of manufacturing and has far reaching implications for the future of how architects, artists, and designers engage with materialization processes. This book presents the proceedings of Rob|Arch2014, the second international conference on robotic fabrication in architecture, art, and design. It includes a Foreword by Sigrid Brell-Cokcan and Johannes Braumann, Association for Robots in Architecture. The work contained traverses a wide range of contemporary topics, from methodologies for incorporating dynamic material feedback into existing fabrication processes, to novel interfaces for robotic programming, to new processes for large-scale automated construction. The latent argument behind this research is that the term 'file-to-factory' must not be a reductive celebration of expediency but instead a perpetual challenge to increase the quality of feedback between design,

matter, and making.

The Semantic Web: Research and Applications - John Francis Davies 2004-09-09

This book constitutes the refereed proceedings of the First European Semantic Web Symposium, ESWS 2004, held in Heraklion, Crete, Greece in May 2004. The 33 revised full papers presented were carefully reviewed and selected from 79 submissions. The papers are organized in topical sections on ontology engineering, ontology matching and mapping, ontology-based querying, ontology merging and population, infrastructure, semantic web services, service discovery and composition, data from the semantic web, knowledge presentation, applications, content management, and information management and integration.

Guide to Mobile Data Analytics in Refugee Scenarios - Albert Ali Salah 2019-09-06

After the start of the Syrian Civil War in 2011-12, increasing numbers of civilians sought refuge in neighboring countries. By May 2017, Turkey had received over 3 million refugees — the largest refugee population in the world. Some lived in government-run camps near the Syrian border, but many have moved to cities looking for work and better living conditions. They faced problems of integration, income, welfare, employment, health, education, language, social tension, and discrimination. In order to develop sound policies to solve these interlinked problems, a good understanding of refugee dynamics is necessary. This book summarizes the most important findings of the Data for Refugees (D4R) Challenge, which was a non-profit project initiated to improve the conditions of the Syrian refugees in Turkey by providing a database for the scientific community to enable research on urgent problems concerning refugees. The database, based on anonymized mobile call detail records (CDRs) of phone calls and SMS messages of one million Turk Telekom customers, indicates the broad activity and mobility patterns of refugees and citizens in Turkey for the year 1 January to 31 December 2017. Over 100 teams from around the globe applied to take part in the challenge, and 61 teams were granted access to the data. This book describes the challenge, and presents selected and revised project reports on the five major themes: unemployment, health, education,

social integration, and safety, respectively. These are complemented by additional invited chapters describing related projects from international governmental organizations, technological infrastructure, as well as ethical aspects. The last chapter includes policy recommendations, based on the lessons learned. The book will serve as a guideline for creating innovative data-centered collaborations between industry, academia, government, and non-profit humanitarian agencies to deal with complex problems in refugee scenarios. It illustrates the possibilities of big data analytics in coping with refugee crises and humanitarian responses, by showcasing innovative approaches drawing on multiple data sources, information visualization, pattern analysis, and statistical analysis. It will also provide researchers and students working with mobility data with an excellent coverage across data science, economics, sociology, urban computing, education, migration studies, and more.

S-BPM ONE - Learning by Doing - Doing by Learning - Werner Schmidt 2011-10-09

This book constitutes the refereed proceedings of the Third International Conference on Subject-Oriented Business Process Management, S-BPM ONE 2011, held in Ingolstadt, Germany, in September 2011. The papers feature the analysis, modeling, implementation, execution and management of interaction patterns with an explicit stakeholder focus and also embrace themes pertaining to the engineering and management of systems and organizations, particularly with respect to the areas of interaction culture, process-aware information systems, strategic alignment, and governance structures.

Design Recommendations for Intelligent Tutoring Systems - Dr. Robert A. Sottilare, US Army Research Laboratory 2014-07-01

Design Recommendations for Intelligent Tutoring Systems explores the impact of intelligent tutoring system design on education and training. Specifically, this volume examines "Instructional Management" techniques, strategies and tactics, and identifies best practices, emerging concepts and future needs to promote efficient and effective adaptive tutoring solutions. Design recommendations include current, projected, and emerging

capabilities within the Generalized Intelligent Framework for Tutoring (GIFT), an open source, modular, service-oriented architecture developed to promote simplified authoring, reuse, standardization, automated instructional management and analysis of tutoring technologies.

Innovative Approaches for Learning and Knowledge Sharing - Wolfgang Nejdl 2006-09-29

This book constitutes the refereed proceedings of the First European Conference on Technology Enhanced Learning, EC-TEL 2006. The book presents 32 revised full papers, 13 revised short papers and 31 poster papers together with 2 keynote talks. Topics addressed include collaborative learning, personalized learning, multimedia content, semantic web, metadata and learning, workplace learning, learning repositories and infrastructures for learning, as well as experience reports, assessment, and case studies, and more.

Traité de la e-Formation des adultes - Annie Jézégou 2019-05-13

Unique en son genre, cet ouvrage est un outil inédit de travail pour les enseignants-chercheurs, les étudiants et les praticiens dans le domaine en pleine émergence de l'e-formation des adultes. Ce traité propose une synthèse des savoirs de référence dans le domaine de la e-Formation des adultes grâce à la contribution d'une quinzaine de chercheurs reconnus dans leur spécialité scientifique. La première partie porte sur les dynamiques individuelles et/ou collectives des apprenants adultes en e-Formation. Elles sont abordées sous l'angle motivationnel (projet, choix, engagement, persistance, etc.), métacognitif (mémoire, émotions, autorégulation des apprentissages, etc.) ou encore relationnel (collaboration/coopération, entre-aide, etc.). La seconde partie concerne les caractéristiques instrumentales, technico-pédagogiques ou socio-pédagogiques des environnements de e-Formation en lien avec l'apprentissage des adultes.

Scientific and Technical Aerospace Reports - 1995

Lists citations with abstracts for aerospace related reports obtained from world wide sources and announces documents that have recently been entered into the NASA Scientific

and Technical Information Database.
Conceptual Modeling - Gillian Dobbie
2020-10-29

This book constitutes the refereed proceedings of the 39th International Conference on Conceptual Modeling, ER 2020, which was supposed to be held in Vienna, Austria, in November 2020, but the conference was held virtually due to the COVID-19 pandemic. The 28 full and 16 short papers were carefully reviewed and selected from 143 submissions. This event covers a wide range of topics, and the papers are organized in the following sessions: foundations of conceptual modeling; process mining and conceptual modeling; conceptual modeling of business rules and processes; modeling chatbots, narratives and natural language; ontology and conceptual modeling; applications of conceptual modeling; schema design, evolution, NoSQL; empirical studies of conceptual modeling; networks, graphs and conceptual modeling; and conceptual modeling of complex and data-rich systems.

Annual Air Traffic Control Association Fall Conference Proceedings - Air Traffic Control Association. Fall Conference 1991

Adaptive Instructional Systems - Robert A. Sottolare 2019-07-10

This book constitutes the refereed proceedings of the First International Conference on Adaptive Instructional Systems, AIS 2019, held in July 2019 as part of HCI International 2019 in Orlando, FL, USA. HCI 2019 received a total of 5029 submissions, of which 1275 papers and 209 posters were accepted for publication after a careful reviewing process. The 50 papers presented in this volume are organized in topical sections named: Adaptive Instruction Design and Authoring, Interoperability and Standardization in Adaptive Instructional Systems, Instructional Theories in Adaptive Instruction, Learner Assessment and Modelling, AI in Adaptive Instructional Systems, Conversational Tutors.

Natural Language Processing and Information Systems - Elisabeth Métais
2016-06-16

This book constitutes the refereed proceedings of the 21st International Conference on Applications of Natural Language to Information Systems, NLDB 2016, held in Salford, UK, in

June 2016. The 17 full papers, 22 short papers, and 13 poster papers presented were carefully reviewed and selected from 83 submissions. The papers cover the following topics: theoretical aspects, algorithms, applications, architectures for applied and integrated NLP, resources for applied NLP, and other aspects of NLP.

Proceedings of the Sixth Annual GIFT Users Symposium - Robert A. Sottolare, Ph.D.
2018-05-30

GIFT is a free, modular, open-source tutoring architecture that is being developed to capture best tutoring practices and support rapid authoring, reuse and interoperability of Intelligent Tutoring Systems (ITSs). The authoring tools have been designed to lower costs and entry skills needed to author ITSs and our research continues to seek and discover ways to enhance the adaptiveness of ITSs to support self-regulated learning (SRL). This year marks the sixth year of GIFT Symposia and we accepted 30 papers for publication in this year's proceedings.

Advances in Human Error, Reliability, Resilience, and Performance - Ronald L. Boring
2019-06-01

This book brings together studies broadly addressing human error from different disciplines and perspectives. It discusses topics such as human performance; human variability and reliability analysis; medical, driver and pilot error, as well as automation error; root cause analyses; and the cognitive modeling of human error. In addition, it highlights cutting-edge applications in safety management, defense, security, transportation, process controls, and medicine, as well as more traditional fields of application. Based on the AHFE 2019 International Conference on Human Error, Reliability, Resilience, and Performance, held on July 24-28, 2019, Washington D.C., USA, the book includes experimental papers, original reviews, and reports on case studies, as well as meta-analyses, technical guidelines, best practice and methodological papers. It offers a timely reference guide for researchers and practitioners dealing with human error in a diverse range of fields.

Towards the Internet of Services: The THESEUS Research Program - Wolfgang Wahlster
2014-09-01

The Internet of Services and the Internet of Things are major building blocks of the Future Internet. The digital enterprise of the future is based not only on mobile, social, and cloud technologies, but also on semantic technologies and the future Internet of Everything. Semantic technologies now enable mass customization for the delivery of goods and services that meet individual customer needs and tastes with near mass production efficiency and reliability. This is creating a competitive advantage in the industrial economy, the service economy, and the emerging data economy, leading to smart products, smart services, and smart data, all adaptable to specific tasks, locations, situations, and contexts of smart spaces. Such technologies allow us to describe, revise, and adapt the characteristics, functions, processes, and usage patterns of customization targets on the basis of machine-understandable content representation that enables automated processing and information sharing between human and software agents. This book explains the principal achievements of the Theseus research program, one of the central programs in the German government's Digital 2015 initiative and its High-Tech Strategy 2020. The methods, toolsets, and standards for semantic technologies developed during this program form a solid basis for the fourth industrial revolution (Industrie 4.0), the hybrid service economy, and the transformation of big data into useful smart data for the emerging data economy. The contributing authors are leading scientists and engineers, representing world-class academic and industrial research teams, and the ideas, technologies, and representative use cases they describe in the book derive from results in multidisciplinary fields, such as the Internet of Services; the Semantic Web, and semantic technologies, knowledge management, and search; user interfaces, multimodal interaction, and visualization; machine learning and data mining; and business process support, manufacturing, automation, medical systems, and integrated service engineering. The book will be of value to both researchers and practitioners in these domains.

[Design Recommendations for Intelligent Tutoring Systems: Volume 9 - Competency-Based Scenario Design](#) - Anne Sinatra

2022-02-02

This book focuses on the topic of competency-based scenario design as it relates to Intelligent Tutoring Systems (ITSs). The current book is the ninth in a series of books that examine key topics in ITSs. The chapters in this book specifically relate the work presented to applications for the Generalized Intelligent Framework for Tutoring (GIFT) (Sottolare, Brawner, Goldberg, & Holden, 2012; Sottolare, Brawner, Sinatra, & Johnston, 2017). GIFT is an open-source, domain independent, service-oriented, modular architecture for ITSs. GIFT has specifically been designed to allow for reusability of the GIFT architecture, GIFT tools, and instructional content materials. Further, GIFT has been designed with the goals of reducing the amount of time necessary to author ITSs, and reducing the skill level required for the authoring process. GIFT can be used to create ITSs that can be distributed both locally on a computer and virtually in the Cloud. In addition to creating ITSs, GIFT can be used to examine instructional outcomes, and conduct research. The topic of this book, Competency-Based Scenario Design is highly relevant to the development of ITSs. Scenarios are information-rich task/problem contexts that are closely aligned with real-world situations that professionals face in their jobs. The tasks/problems exhibit ecological validity rather than stripped-down abstract simplifications. Developers of ITSs and other adaptive instructional systems need to have principled guidance on how to design these scenarios. An example scenario may be a close match to a particular situation in the past, but not be representative of a large range of situations that professionals experience in their job. An example scenario may be very realistic, but not provide reliable and valid assessments of the learners' performance to guide assessments (summative, formative, or stealth). Research teams that build high quality scenarios need to include expertise in the targeted profession, assessment, learning science, and computer science. The current book brings together experts on ITSs to discuss their work as it applies to Competency-Based Scenario Design. We believe that this book can be used as a resource for those who have an interest in

developing Scenarios for ITSs, and who want to learn more about how to do so.

Scenario-based e-Learning - Ruth C. Clark
2012-12-05

Scenario-Based e-Learning Scenario-Based e-Learning offers a new instructional design approach that can accelerate expertise, build critical thinking skills, and promote transfer of learning. This book focuses on the what, when, and how of scenario-based e-learning for workforce learning. Throughout the book, Clark defines and demystifies scenario-based e-learning by offering a practical design model illustrated with examples from veterinary science, automotive troubleshooting, sales and loan analysis among other industries. Filled with helpful guidelines and a wealth of illustrative screen shots, this book offers you the information needed to: Identify the benefits of a SBeL design for learners and learning outcomes Determine when SBeL might be appropriate for your needs Identify specific outcomes of SBeL relevant to common organizational goals Classify specific instructional goals into one or more learning domains Apply a design model to present content in a task-centered context Evaluate outcomes from SBeL lessons Identify tacit expert knowledge using cognitive task analysis techniques Make a business case for SBeL in your organization Praise for Scenario-Based e-Learning "Clark has done it again—with her uncanny ability to make complex ideas accessible to practitioners, the guidelines in this book provide an important resource for you to build your own online, problem-centered instructional strategies." —M. David Merrill, professor emeritus at Utah State University; author, *First Principles of Instruction* "Clark's wonderful book provides a solid explanation of the how, what, and why of scenario-based e-learning. The tools, techniques, and resources in this book provide a roadmap for creating engaging, informative scenarios that lead to tangible, measurable learning outcomes. If you want to design more engaging e-learning, you need to read this book." —Karl M. Kapp, Professor of Instructional Technology, Bloomsburg University; author, *The Gamification of Learning and Instruction*

On the Move to Meaningful Internet

Systems 2006 - R. Meersman 2006-10-24

This two-volume set LNCS 4275/4276 constitutes the refereed proceedings of the four confederated conferences CoopIS 2006, DOA 2006, GADA 2006, and ODBASE 2006 held as OTM 2006 in Montpellier, France in October/November 2006. The 106 revised full and nine short papers presented together with four keynote speeches were carefully reviewed and selected from a total of 361 submissions.

Recent Trends in Applied Artificial Intelligence - Moonis Ali 2013-05-20

This volume constitutes the thoroughly refereed conference proceedings of the 26th International Conference on Industrial Engineering and Other Applications of Applied Intelligence Systems, IEA/AIE 2013, held in Amsterdam, The Netherlands, in June 2013. The total of 71 papers selected for the proceedings were carefully reviewed and selected from 185 submissions. The papers focus on the following topics: auctions and negotiation, cognitive modeling, crowd behavior modeling, distributed systems and networks, evolutionary algorithms, knowledge representation and reasoning, pattern recognition, planning, problem solving, robotics, text mining, advances in recommender systems, business process intelligence, decision support for safety-related systems, innovations in intelligent computation and applications, intelligent image and signal processing, and machine learning methods applied to manufacturing processes and production systems.

Vocabulary Assessment to Support Instruction - Margaret G. McKeown 2017-07-18

The importance of teaching and assessing vocabulary -- A new perspective for thinking about vocabulary -- Surveying the state of vocabulary assessment -- Which words and word meanings should we teach and assess? -- How should we assess vocabulary? -- Classroom practices for vocabulary instruction -- The role of technology to support adaptive, flexible, and scalable assessments -- Resources for developing a nation of word learners

SDL 2003: System Design - Rick Reed
2003-08-03

This volume contains the papers presented at the 11th SDL Forum, Stuttgart. As well as the papers, the 11th SDL Forum also hosted a

system design competition sponsored by Solinet with a cash prize for the “best” design. This follows a similar competition at the SAM 2002 workshop (papers published in LNCS 2599). The winning entry from SAM 2002 is described in the last paper in this volume. The SDL Forum was first held in 1982, and then every two years from 1985. Initially the Forum was concerned only with the Specification and Description Language first standardized in the 1976 Orange Book of the International Telecommunication Union (ITU). From the start this graphical CEFSM (communicating extended finite state machines) notation was used both to describe the implementation of systems and to specify systems (especially protocol systems in standards). In the early days both types of description were quite informal, though specifications were certainly more formal than the main alternative: natural language with some ad hoc figures. Implementations were usually written in assembly language, which is at too low a level to reason well about the interaction between communicating agents within a system. In this case the notation provided an intermediate description that gave an overview of how the implementation worked, and often the actual logical development was done at the graphical level with hand coding of that description.

Planning Support Systems in Practice - Stan Geertman 2012-11-02

The first worldwide overview of Planning Support Systems (PSS) and their application in practice. PSS are geo-technology related instruments consisting of theories, information, methods, tools, et cetera for support of unique professional public or private planning tasks at any spatial scale. The aim is to advance progress in the development of PSS, which are far from being effectively integrated into the planning practice. The text provides an Internet-based worldwide inventory of innovative examples and successful applications of PSS in a number of different planning contexts. In-depth insights into the purposes, content, workings, and

applications of a very wide diversity of PSS are given.

Case-Based Reasoning Research and Development - Antonio A. Sánchez-Ruiz 2021-09-09

This book constitutes the proceedings of the 29th International Conference on Case-Based Reasoning, ICCBR 2021, which took place in Salamanca, Spain, during September 13-16, 2021. The 21 papers presented in this volume were carefully reviewed and selected from 85 submissions. They deal with AI and related research focusing on comparison and integration of CBR with other AI methods such as deep learning architectures, reinforcement learning, lifelong learning, and eXplainable AI (XAI).

Social, Cultural, and Behavioral Modeling - Robert Thomson 2019-06-18

This book constitutes the proceedings of the 12th International Conference on Social, Cultural, and Behavioral Modeling, SBP-BRiMS 2019, held in Washington, DC, USA, in July 2019. The total of 28 papers presented in this volume was carefully reviewed and selected from 72 submissions. The papers in this volume show, people, theories, methods and data from a wide number of disciplines including computer science, psychology, sociology, communication science, public health, bioinformatics, political science, and organizational science. Numerous types of computational methods are used include, but not limited to, machine learning, language technology, social network analysis and visualization, agent-based simulation, and statistics.

Task Models and Diagrams for User Interface Design - Marco Winckler 2007-11-22

This book constitutes the refereed proceedings of the 6th International Workshop on Task Models and Diagrams for User Interface Design, TAMODIA 2007, held in Toulouse, France, in November 2007. The workshop features current research and gives some indication of the new directions in which task analysis theories, methods, techniques and tools are progressing. The papers are organized in topical sections.