

<<Advances in Web-Base>>

图书基本信息

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内容概要

This book constitutes the refereed proceedings of the Third International Conference on Web-Based Learning, ICWL 2004, held in Beijing, China in August 2004. The 58 revised papers presented were carefully reviewed and selected from 120 submissions. The papers are organized in topical sections on e-learning platforms and tools; learning resources deployment, organization, and management; practice and experience sharing; e-learning standards; pedagogical issues.

书籍目录

e-Learning Platforms and Tools Learning Algorithms with an Electronic Chalkboard over the Web The Agile Teaching/Learning Methodology and Its e-Learning Platform Activity Theory as Tool for Analyzing Asynchronous Learning Networks (ALN) An Agent- and Service-Oriented e-Learning Platform Automatically Generating an e-Textbook on the Web Prioritized Admission Control in Multimedia Network-Based e-Learning CUBES: Providing Flexible Learning Environment for Virtual Universities Dinosys: An Annotation Tool for Web-Based Learning Web-Based Multimedia Authoring and Presentation Framework for Children's Art Cultivation A Progressive Content Distribution Framework in Supporting Web-Based Learning Technologies to Support Collaborative Learning over the Multimedia Home Platform Proposal for KML Designer with Web-Based Environment AI-Based Teaching Package for Open Channel Flow on Internet Efficient Methods for Skimming the Web-Based Synchronization Multimedia Lectures Web-Based Collaborative Learning Focused on the Study of Interaction and Human Communication PKUSpace: A Collaborative Platform for Scientific Researching Learning by Seamless Migration - A Kind of Mobile Working Paradigm XML-Based Agent Communication in a Distributed Learning Environment Hook and Screen Division Based Screen Compression for the Real-Time Multimedia Transformation of e-Learning System Design for a Learner-Oriented Tracking Web-Based Adaptive Collaborative Learning Environment Designing A CATV and Internet Combined Framework for Distance Learning MPEG-4 Based Interactive 3D Visualization for Web-Based Learning An Adaptive Distance Learning System Based on Media Streaming Learning Resource Deployment, Organization and Management Practice and Experience Sharinge-Learning Standards Pedagogical Issues Author Index

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