Contents

General Track

A Social Metric Approach to E-Learning Evaluation in Education............. 3
Adriana Caione, Anna Lisa Guido, Roberto Paiano, Andrea Pandurino,
and Stefania Pasanisi

A Technique for Applying RLCP-Compatible Labs on Open edX Platform ... 12
E.A. Efimchik, D.A. Ivaniushin, D.S. Kopylov, and A.V. Lyamin

Active Learning and ICT in Upper Secondary School: A Possible Answer
to Early School Leaving .................................................. 19
Silvia Panzavolta and Chiara Laici

An Approach to Development of Practical Exercises of MOOCs Based
on Standard Design Forms and Technologies .......................... 28
L.S. Lisitsyna and E.A. Efimchik

Creating Inspiring Learning Environments by Means of Digital
Technologies: A Case Study of the Effectiveness of WhatsApp
in Music Education ......................................................... 36
Michele Della Ventura

Digital Competence and Capability Frameworks in the Context of Learning,
Self-Development and HE Pedagogy .................................... 46
David Biggins, Debbie Holley, George Evangelinos,
and Marketa Zezulkova

Holographic Signing Avatars for Deaf Education .......................... 54
Nicoletta Adamo-Villani and Saikiran Anasingaraju

How to Apply Gamification Techniques to Design a Gaming Environment
for Algebra Concepts ...................................................... 62
Usef Faghihi, Donald Aguilar, David Chatman, Nicholas Gautier,
Jeffrey Gholson, Justin Gholson, Melvin Lipka, Robert Dill,
Philippe Fournier-Viger, and Sioui Maldonado-Bouchard

Intelligent Tutoring Systems ............................................. 71
Vladimír Bradáč and Kateřina Kostolányová

Online Distance Education Materials and Accessibility: Case Study
of University College of Estate Management .......................... 79
Tharindu Rekha Liyanagunawardena and Asma Hussain
Raising Engagement and Motivation Through Gamified e-Portfolio in Kolej Profesional MARA (KPM), Malaysia: A Preliminary Survey ............... 87
Monisa Abdul Wahab and Mike Joy

Student Choice: Blends of Technology Beyond the University to Support Social Interaction and Social Participation in Learning ........ 95
Martina A. Doolan and Theo Gilbert

Teaching Syllogistics Using E-learning Tools ............................. 103
Peter Øhrstrøm, Ulrik Sandborg-Petersen, Steinar Thorvaldsen, and Thomas Ploug

The Effective of Learning by Augmented Reality on Android Platform ...... 111
Kunyanuth Kularbphetpong and Nuthawut Limphoemsuk

The Use of Physical Artefacts in Undergraduate Computer Science Teaching ................................................................. 119
Edward Currie and Carl James-Reynolds

ThesesDB – Single-Source of Information and Workflow Support for Students’ Work ................................................................. 125
Fabian Ball, Thomas P. Hummel, Andreas C. Sonnenbichler, and Victoria-Anne Schweigert

Validation of Course Ontology Elements for Automatic Question Generation ................................................................. 135
Noor Hasimah Ibrahim Teo and Mike Joy

Online Track

CIR: Fostering Collective Creativity ................................................... 145
Jaime Meza, Oswaldo Ortiz, Mónica Vaca-Cardenas, Sonia Roman, and Josep M. Monguet

E-Learning Authoring Tool for Reusing Web Multimedia Resources ...... 153
Norah Aldaij and Jawad Berri

Experience in a Blended Learning Course – A Case Study ..................... 161
Blanka Klimova

Private Cloud with e-Learning for Resources Sharing in University Environment ................................................................. 169
K.P.N Jayasena and Huazhu Song

Research and Trends in the Studies of Collective Intelligence from 2012 to 2015 ................................................................. 181
Francisca Grimon, Jaime Meza, Mónica Vaca-Cardenas, and Josep M. Monguet
Student Track

Comparative Study of the Mobile Learning Architectures. 
Sameh Baccari, Florence Mendes, Christophe Nicolle, Fayrouz Soualah-Alila, and Mahmoud Neji  191

Social Microlearning Motivates Learners to Pursue Higher-Level Cognitive Objectives. 
Bernhard Göschlberger  201

Strategy Simulation Games: The Student Perspective and an Investigation of Employability Competencies Gained Through the Use of Strategy Simulations in Higher Education. 
Anne Crowley, Margaret Farren, and Gearoid Ó. Súilleabháin  209

Author Index  223
E-Learning, E-Education, and Online Training
Third International Conference, eLEOT 2016, Dublin, Ireland, August 31 – September 2, 2016, Revised Selected Papers
Vincenti, G.; Bucciero, A.; Helfert, M.; Glowatz, M. (Eds.)
2017, IX, 223 p. 50 illus., Softcover
ISBN: 978-3-319-49624-5