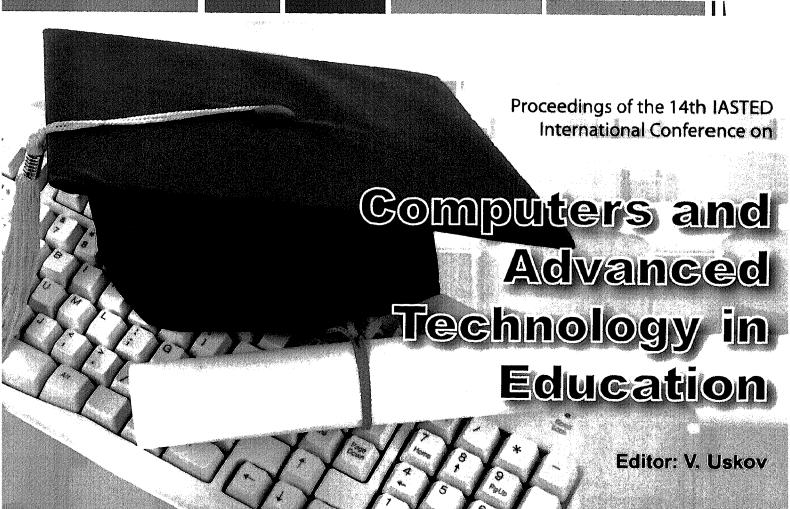


A Publication of the International Association of Science and Technology for Development

• July 11 - 13, 2011 • Cambridge. UK •





ISBN: 978-0-88986-896-0

ACTA Press Anaheim | Calgary | Zurich

TABLE OF CONTENTS CATE 2011

EVALUATION IN ADVANCED TECHNOLOGY- BASED EDUCATION	734-041: Learning Paths and Online Communities in Educational Processes Milena Casagranda, Luigi Colazzo, Andrea Molinari,
734-007: Facilitation of the Rewarding Process in	Silvia Purpuri, and Nicola Villa
e-Management Control and Evaluation System for Educational Institutions	734-039: Accessible and Collaborative Moodle-based
	Learning Management Environment for Web Users
Ashok Kulkarni and Valeri Pougatchev 1	with Varying Degrees of Hearing
734-014: Experiences using an Automated Testing and	Primož Kosec, Matjaž Debevc, Ines Kožuh,
Learning System	Milan Rotovnik, and Andreas Holzinger
Alyosha Pushak, Deb Carter, Teresa Wrzesniewski, and	Tributi Itolovini, and Iria ods Ito-2018-2
Ramon Lawrence	734-028: Digital Info-Inclusion in the City of Marilia:
	A Proposal of an Instructional Technology Program
734-056: Using Hand Gestures to Capture Students'	Plácida L.V. Amorim da Costa Santos,
Design Rationale	Ricardo P. do Prado, and Maria José V. Jorente80
Firat Batmaz and Roger G. Stone12	.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
1 Hat Bushaz and Rogor O. Blobo	734-021: Technology for Construction of Individual
734-063: An Automated Exam Marking System for	Trajectory using Knowledge Script Examples in
Paper-based Multiple-Choice Tests	Adaptive Systems of Distance Learning
Pei Hsiu Chien and Greg C. Lee20	Pavlo Fedoruk88
2 of 110th Chief Line Crog C. Doc Milliam Milliam III	
734-001: Effective Global Perspectives Influencing of	734-035: Online Learning Preferences, Mathematic
Practicing Teachers' Technological Literacy	Difficulty and Mathematic-Related Beliefs - A
Judith A. Bazler25	Comparative Case Study
	Norihan Abu-Hassan
INNOVATIVE TECHNOLOGY-BASED	734-031: Designing XML Schema of a Competence
CURRICULUM, COURSEWARE, TEACHING, AND	Structure from Course Intended Learning Outcomes
LEARNING	Athitaya Nitchot, Lester Gilbert, and Gary B. Wills 101
734-008: Creating Optimal Groups of Students in	734-059: Evaluating Quality in an Educational
e-Learning using Alternative Methodologies	Software
Mircea-Florin Vaida, Florin-Claudiu Pop,	Serhat Arslan and Ahmet Eskicumali109
Marcel Cremene, and Lenuta Alboaie30	
,	734-011: An Exploratory Study of Mobile Learning
734-029: Using PBL to Develop Software Test	based on Qualitative Meta-Analysis
Engineers	Wen-Hsiung Wu, Chun-Yu Chen, Pai-Lu Wu,
Caliane de Oliveira Figuerêdo, Simone C. dos Santos,	Che-Hung Lin, and Sih-Han Huang 115
Paulo H.M. Borba, and Gustavo H.S. Alexandre38	_
734-025: Designing a Blended Software Testing	GAMES-BASED LEARNING AND MOBILE
Course for Embedded C Software Engineers	LEARNING
Marcelo Jenkins, Alexandra Martinez, Jose Rodriguez,	
and Erick Rojas45	734-003: Development of a Game-based Mobile
•	Tool of Solving Tower of Hanoi for Logical
734-036: The Use of Lecture Videos: Attendance and	Thinking Skill and Meta-Cognition
Student Performance	Hitoshi Miyata and Machiko Sannomiya121
Ismo Hakala and Mikko Myllymäki52	
	734-049: When Computer Vision Technology Meets
734-051: How Well Are Current OCW Offerings	Pupils' Learning - Developing Marine Interactive
Meeting Users' Expectation?: A Study from	Multimedia Game Materials
Presentation Format and Delivery Mode Perspective	Ying-Chieh Liu, Su-Ju Lu, Ying-Yu Chen, and
Lei Jin, Weikai Xie, and Ruimin Shen59	Ting-Shiang Shiu127
	734-033: Express Survey with Real Time Feedback
	Jean-Pierre Gerval and Yann Le Ru134

734-048: The Learning Model "S2P" as a Conceptual	SYSTEMS FOR TECHNOLOGY-BASED EDUCATION
Framework for Understanding the "Serious Game"	
Salah Eddine Bahji, Youssef Lefdaoui, and	734-067: Development of SNS-based Learning
Jamila El Alami140	Management System based on e-Learning 2.0
T. I.	Fumihiko Anma and Toshio Okamoto221
734-032: Using Digital Games as a Learning and	TO 4 0 CO. T 1 11/2 TT - 1 11/2 4 TP 1 2 1
Teaching Tool in Hong Kong Classrooms	734-062: Learnability, Usability, and Educational
Clara Hui and Frankie Tam145	Effectiveness in an Authoring Tool for Computer
	Program Code Animation
	Mark Dixon228
BEST PRACTICES IN ADVANCED TECHNOLOGY-	724 047 Vaine Controlled Transaction - Dah at of
BASED EDUCATION	734-047: Voice-Controlled Typesetting Robot of
70 4 017, I'd a hateroon Tanhards on honord Education	Alphabets Hou-Tsan Lee, Chan-Lin Lu, Chi-Wei Chu,
734-017: Links between Technology-based Education	
and Engineering Education Research - Electric Circuit	Bo-Han Chen, and Tser-Chun Chou236
Theory Case Study	724 015. The Davidsonment of the Adentive Symport
Jerzy Rutkowski and Katarzyna Moscinska152	734-015: The Development of the Adaptive Support
734-024: Motivation and Self-Efficacy of 1st Time	System Initiated for Student Teachers (ASSIST) Chao-Hsiu Chen, Ming-Dao Lee, Li-An Hsieh, and
e-Learners by Gender and Age	Pei-Hsuan Wu242
Julia M. Matuga160	FEI-118uun Yu242
Juna IV. Manga100	734-038: Research and Implementation of an Online
734-018: Can eLearning Provide Tools for Capacity-	Experiment System based on the Interaction Mode
Building to Improve Performance in the Nonprofit	of the Virtual and Remote Experiments
Sector?	Xiuling Han, Guang Chen, Zhuzhen Bu,
Michele T. Cole, Brian J. Garner, and Jo Coldwell165	Tianming Tao, and Zhuojun Ren249
Thomas I Cole, Bran V. Carner, and Vo Colarest Immiliano	Training Tuo, and Enabyan Item
734-019: A Method to Explore Information Field of	734-002: e-Learning Recommender System based on
Social Groups	Linear Regression
Boris P. Leontyev173	Dumitru Dan Burdescu, Marian Cristian Mihăescu,
	Costel Marian Ionascu, and Bogdan Logofatu
734-037: Object-Oriented Programming - What do	
Students Think of Objects and Classes?	734-045: Creation of an Online Virtual Cisco Router
Stelios Xinogalos181	Learning Environment
	Roman Rietsche, Gordon Russell, and
734-055: Decreasing Extraneous Cognitive Load in	Achim P. Karduck263
Multimedia Environment: Effects of the Pedagogical	
Agent	734-016: Associative Cellular Neural Network and its
Hsin I Yung187	Application to Intelligent Tutoring System
	Michihiro Namba270
734-061: Help Generation in a System for Learning	
Natural Language to First Order Logic Conversion	734-050: A New Interactive Simulation System for
Isidoros Perikos, Foteini Grivokostopoulou, and	Radiology Education - Merging Physical and Virtual
Ioannis Hatzilygeroudis191	Realities
734 ASO G	Andy K.W. Ma and Ali A. Alghamdi275
734-058: Construction of a Web based Corpus for	
Educational Uses	734-060: Experiences on Sharing eLearning Resources
Nick Hatzigeorgiu and Nikos Sidiropoulos198	using Service Technologies
724 022: Satisfaction with Oalth Put	Shanshan Yang, Mike Joy, and Jason R.C. Nurse 283
734-023: Satisfaction with Online Education and	W0 / 0 10 . 0 . 1
Issues of Academic Integrity: Viewed from the Student's Perspective	734-010: Student Gesture Recognition System in
	Classroom 2.0
Michele T. Cole, Daniel J. Shelley, and Louis B. Swartz	Chiung-Yao Fang, Min-Han Kuo, Greg-C Lee, and
204 - Louis D. OWAI 12	Sei-Wang Chen290
734-042: Adaptive Authoring of Adaptive Hypermedia	
Towards, Role-based, Adaptive Authoring	ATITUOD INDEV
Javed Khan, Alexandra I. Cristea, and Craig Stewart213	AUTHOR INDEX295
The state of the s	