ICWL 2017 Presentation Program

S1A (Sponsored by Springer Verlag)
Springer Panel, followed by lightning talks for ICWL/SETE posters (5 min each, followed by poster display)

Gerti Pishtari and Gilberto Lacerda Santo. Constructing a Usability Guidelines List for Educational Social Networks

Geng Sun, Tingru Cui, Ghassan Beydoun, Shiping Chen, Dongming Xu and Jun Shen. Organizing Online Computation for Adaptive Micro Open Education Resource Recommendation

Dimson Kalelo-Phiri and Irwin Brown. ICT-enabled open and distance learning - its influence on career development and employability in least developed countries: Case of Malawi

Liezel Cilliers, Siyanda Ntlabathi and Palesa Makhetha. A user study about the usage of a Learning Management System in a South African University

S2A
Open Educational Resources, Recommender Systems and Assessment

Sankalp Prabhakar, Gerasimos Spanakis and Osmar Zaiane. Reciprocal Recommender System for Learners in Massive Open Online Courses (MOOCs) - 25

Silvia Baldiris, Laura Mancera, Gloria Liliana Velez Saldarriaga, Jutta Treviranus. Co-evaluation, to scaffold the creation of Open Educational Resources - 20

Zuzana Kubincová and Martin Homola. Code Review in Computer Science Courses: Take One - 25

A. Kayode Adesemowo and Mxolisi Mtshabe. Revisiting assertion-reason question format: case of information security course - 25

S2B
Learning Analytics

Ivan J. Perez-Colado, Victor M. Perez-Colado, Manuel Freire-Moran, Ivan Martinez-Ortiz, Baltasar Fernandez-Manjon. Integrating Learning Analytics Into a Game Authoring Tool - 25

Jingyun Xu, Yi Cai, Shuai Wang, Kai Yang, Qing Du, Jun Zhang, Li Yao, and Jingjing Li. A Text Clustering Algorithm to Detect Basic Level Categories in Texts - 25

Paul Ştefan Popescu, Cristian Mihăescu, Elvira Popescu and Mihai Mocanu. Generating Alerts for Drops in Student Activity Levels in a Social Learning Environment - 25

Ralf Klamma and Marc Spaniol. Community Learning Analytics Support for Audio-visual Web-based Learning Contents: The CIDRE Framework - 20

S3A
Inquiry-Based Learning and Gamification

Angel Suarez, Stefaan Ternier and Marcus Specht. DojoIBL: Online Inquiry-based Learning - 25

Jacob Greeff, Reolyn Heymann, Murray Heymann and Carl Heymann. Codebreakers: Designing and developing a serious game for the teaching of Information Theory - 25

Leo A. Siiman, Margus Pedaste, Mario Mäeots, Äli Leijen, Miia Rannikmäe, Zacharias C. Zacharia, and Ton de Jong. Design and Evaluation of a Smart Device Science Lesson to Improve Students' Inquiry Skills - 25

Wenhao Chen, Yi Cai, Kinkeung Lai, Li Yao, Jun Zhang, Jingjing Li and Xingdong Jia. WeiboFinder: A Topic-based Chinese Word Finding and Learning System - 25

Ralf Klamma, Muhammad Abduh Arifin. Gamification of Web-based Learning Services - 20

S3B
Practice and Experience Sharing

Helene Gelderblom. What Children Really Contribute When Participating in the Design of Web-Based Learning Applications - 25

Melanie Brand and Kirsten Mahlke. DNR and the Use of Blended Learning Methodology in German Police Education - 20

Machdel Matthee, Marié Hattingh, and Lizette Weilbach. The Perception of South African Parents on the Use of Technology in Schools - 20

Hasan M. Jamil. Visual Computational Thinking using Patch - 20

Betty Mayeku and Dieter Hogrefe. A Framework for Integrating Pedagogy and Technology in Context-Aware Learning Environment - 20

Millicent Akotam Agangiba, Emmanuel Boahen Nketiah and William Akotam Agangiba. Web Accessibility for The Visually Impaired: A Case of Higher Education Institutions' Websites in Ghana - 20

S4A
Social Media and Web 2.0-based Learning Environments

Hyeon Kyeong Hwang, Ivana Marenzi, Maria Bortoluzzi and Marco Ronchetti. The Role of Context for User Annotations in Searching Shared Materials - 25

MJ Hattingh. A preliminary investigation of the appropriateness of YouTube as an informal learning platform for pre-teens - 25

Jun Wang, Junfu Xiang, Yun Zhang, and Kanji Uchino. Mining Domain-Specific Accounts for Scientific Contents from Social Media - 20