Table of Contents

Invited Paper	
Making Sense of MOOCs: The Evolution of Online Learning in Higher Education	1
Full Papers	
Analysing the Impact of Built-In and External Social Tools in a MOOC on Educational Technologies	5
Using a 3D Online Game to Assess Students' Foreign Language Acquisition and Communicative Competence	19
Analysis of Learners' Fieldtrip Talk during a Collaborative Inquiry Task	32
Teaching Low-Functioning Autistic Children: ABCD SW	43
Pervasive Interventions to Increase Pro-environmental Awareness, Consciousness, and Learning at the Workplace Dirk Börner, Marco Kalz, Stefaan Ternier, and Marcus Specht	57
3D Interactive Applications on Tablets for Preschoolers: Exploring the Human Skeleton and the Senses	71
NLP-Based Heuristics for Assessing Participants in CSCL Chats Costin-Gabriel Chiru, Traian Rebedea, and Stefan Trausan-Matu	84
Research Evidence on the Impact of Technology-Enhanced Collaboration Scripts on Learning: A Contribution toward a Script Theory of Guidance in CSCL	97



Stavros Demetriadis

An Environment to Support Collaborative Learning by Modding Sébastien George, Élise Lavoué, and Baptiste Monterrat	111
When One Textbook Is Not Enough: Linking Multiple Textbooks Using Probabilistic Topic Models	125
Research on Collaborative Planning and Reflection – Methods and Tools in the Metafora Project	139
Understanding and Supporting Reflective Learning Processes in the Workplace: The CSRL Model	151
Rhythm Reading Exercises with PWGL	165
Which User Interactions Predict Levels of Expertise in Work-Integrated Learning?	178
Motivating Students or Teachers? Challenges for a Successful Implementation of Online-Learning in Industry-Related Vocational Training	191
Shared Annotations: The Social Side of Exam Preparation	205
Interdisciplinary Cohesion of TEL – An Account of Multiple Perspectives	219
Learning Design Studio: Educational Practice as Design Inquiry of Learning	233
Usage Context-Boosted Filtering for Recommender Systems in TEL Katja Niemann and Martin Wolpers	246
Design Principles for Competence Management in Curriculum Development	260
An Investigation of Two Methods for the Technological Mediation of Collaborative Peer Feedback in Higher Education	274

Gary Donohoe, Gordon Power, and Owen Conlan

Thomas Ploug

Teaching Logic through Web-Based and Gamified Quizzing of Formal

Peter Øhrstrøm, Ulrik Sandborg-Petersen, Steinar Thorvaldsen, and

410

Short Papers

The Student-Role in the One-to-One Computing Classroom: Tensions between Teacher-Centred Learning and Student-Centred Learning Peter Bergström and Stina Årebrand	424
A Mobile Learning Community of Practice: Facilitating Conceptual Shifts in Pedagogy	430
Using Smartphones and QR Codes for Supporting Students in Exploring Tree Species	436
Using Educational Domain Models for Automatic Item Generation Beyond Factual Knowledge Assessment	442
Towards an Integrated Learning Design Environment	448
A Modeling Language to Describe Reusable Learning Processes to Achieve Educational Objectives in Serious Games	454
Motivational and Affective Aspects in Technology Enhanced Learning: Topics, Results and Research Route	460
A Case Study of Interactive Tabletops in Education: Attitudes, Issues of Orientation and Asymmetric Collaboration	466
What Happened to the Crossdisciplinarity of Technology-Enhanced Learning in 2004?	472
A Six-Step Guide to Persuasive Learning	478
Scaling Informal Learning: An Integrative Systems View on Scaffolding at the Workplace	484

Active Learners: Redesigning an Intelligent Tutoring System to Support Self-regulated Learning	490
Answering Confucius: The Reason Why We Complicate Bernardo Pereira Nunes, Stella Pedrosa, Ricardo Kawase, Mohammad Alrifai, Ivana Marenzi, Stefan Dietze, and Marco Antonio Casanova	496
Creating Awareness of Emergency Departments Healthcare Values Using a Serious Game	502
Serious Games Adoption in Organizations – An Exploratory Analysis Johann C.K.H. Riedel, Yanan Feng, and Aida Azadegan	508
LIM App: Reflecting on Audience Feedback for Improving Presentation	
Skills	514
Applying the Widget Paradigm to Learning Design: Towards a New	
Level of User Adoption	52 0
Identifying Problem-Based Scaffolding Patterns in an Online Forum for Construction Professionals	526
Demo Papers	
Learning, Learning Analytics, Activity Visualisation and Open Learner Model: Confusing?	532
ARLearn: Open Source Mobile Application Platform for Learning Dirk Börner, Stefaan Ternier, Roland Klemke, Birgit Schmitz, Marco Kalz, Bernardo Tabuenca, and Marcus Specht	536
SynC-LD: Synchronous Collaborative IMS Learning Design Authoring	
on the Web	540

Blending Evidence and Users for TEL: An Overture	544
An Intelligent Tutoring System to Evaluate and Advise on Lexical Richness in Students Writings	548
A Tool to Aid Institutions Recognize Their Employees Competences Acquired by Informal Learning	552
Engaging Learning Technologies for the Classroom of Tomorrow Fabrizio Giorgini and Peter Reimann	556
Signal Orchestration System for Face-to-Face Collaborative Learning Flows	560
GLUEPS-AR: A System for the Orchestration of Learning Situations across Spaces Using Augmented Reality	565
Virtual Afghan Village as a Low-Cost Environment for Training Cultural Awareness in a Military Context	569
etiquetAR: Tagging Learning Experiences	573
Tracking a Collaborative Web2.0 E-Learning Environment	577
MentorChat: A Teacher-Configurable Conversational Agent That Promotes Students' Productive Talk	583

nQuire for the OpenScience Lab: Supporting Communities of Inquiry Learning	585
Eloy David Villasclaras-Fernandez, Mike Sharples, Simon Kelley, and Eileen Scanlon	
Poster Papers	
On Self-adapting Recommendations of Curricula for an Individual Learning Experience	589
A Generative Computer Language to Customize Online Learning Assessments	591
Monitoring Learning in Children with Autism	593
From Geocaching to Mobile Persuasive Learning – Motivating the Interest in the Life and Work of Danish Author Kaj Munk Lasse Burri Gram-Hansen, Sandra Burri Gram-Hansen, and Peter Øhrstrøm	595
Detecting Discourse Creativity in Chat Conversations	597
IEEE-IST Academic: A Web-Based Educational Resources Case-Study	599
Semantic Social Sensing for Improving Simulation Environments for Learning	601
A Methodological Proposal to Design a Trace-Based System to Qualify Cognitive Features Inscribed in Digital Learning Resources Françoise Greffier and Federico Tajariol	603
Towards an Integrated Model of Teacher Inquiry into Student Learning, Learning Design and Learning Analytics	605

Learning Instructional Design in a Project-Based, Technology-Enhanced Course	607
Enriching the Web for Vocabulary Learning	609
Digital Didactical Designs in iPad-Classrooms	611
A Hybrid Multi-recommender System for a Teaching and Learning Community for the Dual System of Vocational Education and Training	613
Reflective Learning in the Workplace: The Role of Emotion Birgit R. Krogstie and Monica Divitini	615
Design and Implementation of Conversational Agents for Harvesting Feedback in eLearning Systems	617
A Context Modelling System and Learning Tool for Context-Aware Recommender Systems	619
Sharing the Burden: Introducing Student-Centered Orchestration in Across-Spaces Learning Situations	621
Virtual Communities of Practice in Academia: Automated Analysis of Collaboration Based on the Social Knowledge-Building Model Nicolae Nistor, Mihai Dascalu, Stefan Trausan-Matu, Dan Mihaila, Beate Baltes, and George Smeaton	623
Transforming the Campus into a Digitally Augmented Learning Space Using etiquetAR	625
Detecting Implicit References in Chats Using Semantics	627
Learning with E-Flashcards – Does It Matter?	629

Table of Contents	Χ
Interdisciplinary Knowledge Creation in Technology – Enhanced Learning	6
Eileen Scanlon, Grainne Conole, Gill Clough, and Canan Blake	,
Evaluating System Functionality in Social Personalized Adaptive E-Learning Systems	6
JACK Revisited: Scaling Up in Multiple Dimensions	(
Evaluating Relevance of Educational Resources of Social and Semantic Web	ŧ
Designing Computational Systems for Serendipity in Learning	(
Designing Scalable Informal Learning Solutions with Personas: A Pilot Study in the Healthcare Sector	(
Enabling Educators to Design Serious Games – A Serious Game Logic and Structure Modeling Language	(
Re-engineering the Uptake of ICT in Schools	
Author Index	(