

Contents

Why Hypermedia Systems Are Important	1
<i>H. Maurer</i>	
Project CALC: Calculus as a Laboratory Course	16
<i>L. Moore, D. Smith</i>	
The Structures of Advanced Multimedia Learning Environments: Reconfiguring Space, Time, Story, and Text	21
<i>J.H. Murray, S.A. Malone</i>	
Adjusting to the Paradigm Shift in Teaching and Learning or: What Do I Do Now?	34
<i>M.W. Petruk</i>	
Engagement and Construction: Educational Strategies for the Post-TV Era	39
<i>B. Shneiderman</i>	
Building Knowledge-Based Tutors	46
<i>B. P. Woolf</i>	
Learning Styles and Computer-Based Learning Environments	61
<i>L. Allinson</i>	
Text and Graphics in Instructional Design.	74
<i>A.M. Anoskey, R. Catrambone</i>	
Assessing Program Visualization Systems as Instructional Aids	87
<i>A. Badre, M. Beranek, J.M. Morris, J. Stasko</i>	
At Last! A Computer Aid for the Teaching of Electronics Which Answers All the Nagging Questions About Capacitors	100
<i>C. Balle, F. Dubreuil, B. Bouret</i>	
An Object-Oriented Approach to Produce Educational Hypermedia Software.	111
<i>Th. Beltran, A. Péninou</i>	
A Cognitive Model of Programming Knowledge for Procedural Languages	124
<i>K. Bertels, P. Vanneste, C. De Backer</i>	
Programming by Experimentation and Example	136
<i>C. Brown, H. Fell, V.K. Proulx, R. Rasala</i>	
An Experiment of Cooperative Learning with Hypercard	148
<i>D. Clément, C. Viéville, P. Vilers</i>	
An ITS for Engineering Domains: Concept, Design and Application	161
<i>Th. Diessel, A. Lehmann</i>	

Structuring the Subject Matter	174
<i>U. Dumsclaff, J. Ebert</i>	
MIDI Draw: Designing an Impressionistic Medium for Young Musicians, Artists, and Writers	187
<i>W.J. Egnatoff</i>	
Standardized Architecture for Integrated Open Courseware	198
<i>O. ElHani, G. Gouardères</i>	
Formal Techniques in Higher Education : A Proposal.	212
<i>P. Forcheri, M.T. Molfino</i>	
QUIZ: A Distributed Intelligent Tutoring System	225
<i>M. Futersack, J.-M. Labat</i>	
Intelligent Tutorial System in Medicine Through an Interactive Testing Program: HyperMIR	238
<i>J.C. González, J.J. Sancho, J.M. Carbó, A. Patak, F. Sanz</i>	
DCE: A Knowledge-Based Tutoring and Advisory System: Tutoring Strategies and Architecture	247
<i>R. Gunzenhäuser, A. Zimmermann</i>	
Discourse Style and Situation Viewpoint for a Conversational Language Tutor	258
<i>R Hashim, H. Hamburger</i>	
Open Structured CAI System for Kanji Learning	271
<i>T. Hayashi, Y. Yano</i>	
The Sum of the Parts Is Greater than the Whole in Online Graduate Education	283
<i>L.A. Hesser, R.P. Hogan, A.P. Mizell</i>	
Development of GeoBlock: A Micro-World for Learning and Teaching Geometry	294
<i>K. Hidaka</i>	
SODA: A Computer Aided Design Environment for the Doing and Learning of Software Design	307
<i>L. Hohmann, M. Guzdial, E. Soloway</i>	
A Graphical CAL Author Language	320
<i>D. Jackson, M.A. Bell</i>	
A Knowledge Base Approach to Learning to Program in Prolog	332
<i>D.M. Kaminski</i>	
Self-Adjusting Curriculum Planning in Sherlock II	343
<i>S. Katz, A. Lesgold, G. Eggen, M. Gordin, L. Greenberg</i>	
Integrating an Educational Simulation into a Logic Design Course	356
<i>Ph.A. Lawson</i>	

An Algorithm Animation Programming Environment	367
<i>M.-Ch. Lee</i>	
ABASE: A Hypermedia-Based Tutoring and Authoring System	380
<i>J. Li, A. Rovick, J. Michael</i>	
A Tool for Developing Intelligent Tutoring Systems	391
<i>H. Lianjing</i>	
Applying Computer Models of Phonological Competence to CALL	392
<i>R. Lilly</i>	
Vigilance in a Long-Term Cognitive Computing Task: The Effects of Subject Strategy and Screen Colour on Performance	405
<i>L.A. Livingston</i>	
Mastering the Machine: A Comparison of the Mouse and Touch Screen for Children's Use of Computers	417
<i>Ch. Lu, D. Frye</i>	
An Authoring System for ITS Which Is Based on a Generic Level of Tutoring Strategies	428
<i>P. Marcenac</i>	
The Uses of Multiple Student Inputs in Modeling and Lesson Planning in CAI and ICAI Programs	441
<i>J. Michael, A. Rovick, M. Evens, L. Shim, Ch. Woo, N. Kim</i>	
Project NESTOR: New Approaches to Cooperative Multimedia Authoring/Learning	453
<i>M. Mühlhäuser, J. Schaper</i>	
Design and Implementation of Courseware for Teaching Programming Languages	466
<i>T. Müldner, R. Blondon</i>	
OBJECTOR: Yet Another Authoring System	478
<i>T. Müldner, M. Elammari</i>	
Design and Evaluation of the SUMIT Intelligent Tutoring Assistant for Arithmetic	491
<i>R.I. Nicolson</i>	
Spelling Remediation for Dyslexic Children Using the Selfspell Programs	503
<i>R.I. Nicolson, A.J. Fawcett</i>	
Using HyperCard to Create a Flexible Learning Package for Statistics: Costs, Benefits and Effectiveness	516
<i>R.I. Nicolson, A.J. Simpson</i>	

Educational Software Engineering: A Methodology Based on Cooperative Developments <i>Th. Nodenot</i>	529
Environmental CAL for Conversation Pattern Learning <i>R. Okamoto, Y. Yano</i>	542
Adaptive Navigational Tools for Educational Hypermedia <i>B. de La Passardiere, A. Dufresne</i>	555
A Tool for Storing and Exploring Ideas <i>K.B. Seminar, R.N. Robson</i>	568
Dynamic CAL-Courseware Generation Within an ITS-Shell Architecture. <i>J. Vassileva</i>	581
CALLGUIDE: Using Programmable Hypertext as a Shell for CALL Programs <i>E. Wilson, I. Lindley, S. Pullen</i>	592