

# Contents

|          |  |     |
|----------|--|-----|
| <b>1</b> | <b>Roadmap for Adaptive and Personalized Learning in Ubiquitous Environments</b> . . . . .                                   | 1   |
|          | Kinshuk  |     |
| <b>2</b> | <b>Learning and Teaching with Social Media</b> . . . . .   | 15  |
|          | Jon Dron and Terry Anderson  |     |
| <b>3</b> | <b>Causal Models and Big Data Learning Analytics</b> . . . . .   | 31  |
|          | Vivekanandan Suresh Kumar, Kinshuk, Clayton Clemens and Steven Harris  |     |
| <b>4</b> | <b>The Effect of Story in Mobile Educational Game</b> . . . . .  | 55  |
|          | Chris Lu, Maiga Chang, Kinshuk, Echo Huang and Ching-Wen Chen  |     |
| <b>5</b> | <b>Adaptive and Personalized Learning Based on Students' Cognitive Characteristics</b> . . . . .                             | 77  |
|          | Ting-Wen Chang, Jeffrey Kurcz, Moushir M. El-Bishouty, Kinshuk and Sabine Graf   |     |
| <b>6</b> | <b>Augmentation Strategies for Paper-Based Content Integrated with Digital Learning Supports Using Smartphones</b> . . . . . | 99  |
|          | Nian-Shing Chen, I-Chun Hung and Wei-Chieh Fang  |     |
| <b>7</b> | <b>Semantic Analysis-Enhanced Natural Language Interaction in Ubiquitous Learning</b> . . . . .                              | 119 |
|          | Dunwei Wen, Yan Gao and Guangbing Yang   |     |
| <b>8</b> | <b>Big Data Learning Analytics: A New Perspective</b> . . . . .  | 139 |
|          | Vivekanandan Suresh Kumar, Kinshuk, Thamarai Selvi Somasundaram, David Boulanger, Jérémie Seanosky and Marcello F. Vilela    |     |

|           |  |     |
|-----------|--|-----|
| <b>9</b>  | <b>Recommendation Systems for Personalized Technology-Enhanced Learning</b>                        | 159 |
|           | Mohamed Koutheaïr Khribi, Mohamed Jemni and Olfa Nasraoui  |     |
| <b>10</b> | <b>Use of Dashboards and Visualization Techniques to Support Teacher Decision Making</b>           | 181 |
|           | Alex Mottus, Kinshuk, Sabine Graf and Nian-Shing Chen  |     |
| <b>11</b> | <b>National Palace Museum Adventure—A Mobile Educational Role-Playing Game for Museum Learning</b> | 201 |
|           | Chun Chang, Maiga Chang and Jia-Sheng Heh  |     |
| <b>12</b> | <b>Teaching Improvement Technologies for Adaptive and Personalized Learning Environments</b>       | 225 |
|           | Moushir M. El-Bishouty, Kevin Saito, Tingwen Chang, Kinshuk and Sabine Graf                        |     |
| <b>13</b> | <b>Improving Learner Experience in the Technology Rich Classrooms</b>                              | 243 |
|           | Ronghuai Huang, Yongbin Hu and Junfeng Yang  |     |