

Intelligent CAI

2 units (selection)

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Target This course aims to instruct the design methods for intelligent systems from the point of view of new Ergonomics and knowledge engineering.

Outline Computers are being used in Education. In this course, we will instruct about intelligent CAI (Computer Assisted Instruction). Especially, we will talk about the difference between traditional CAI and intelligent one and the applications of ICAI, and user interfaces and teaching strategies based on theories and practices.

Style Lecture

Keyword *educational technology, learning science*

Fundamental Lecture “Web Programming”(1.0), “Information and Communication Network”(1.0), “Autonomous Intelligent Systems”(1.0)

Relational Lecture “Venture Business (D)”(0.5), “Natural Language Understanding”(0.5), “Presentation Method (D)”(0.5)

Goal You will acquire how to design and implement the system of Intelligent CAI.

Schedule

1. Overview of Intelligent CAI, History and theories of CAI
2. Intelligent CAI
3. ITS
4. Learner model, Tutoring model, Theories of CAI
5. Web Based Learning Environment
6. Adaptive Hypermedia, Personalization
7. Game-based Learning
8. CSCL(Theories)
9. CSCL(Systems)
10. Knowledge Management, SNS and Education Support System
11. Mobile Learning Environment(Theories)
12. Mobile Learning Environment(Systems)

13. Ubiquitous Learning Environment(Theories)

14. Ubiquitous Learning Environment(Systems)

15. Summary of Educational Technologies

16. examination

Evaluation Criteria We will grade based on reports (30 points) and examinations (70 points). But this is subject to change.

Contents <http://cms.db.tokushima-u.ac.jp/cgi-bin/toURL?EID=216757>

Contact

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Note

- ◇ 授業を受ける際には、2時間の授業時間毎に2時間の予習と2時間の復習をしたうえで授業を受けることが、授業の理解と単位取得のために必要である。
- ◇ 授業計画1～15は、各講義のレポートおよび最終試験により達成度評価を行なう。