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## **Cyberresearch on the Ancient Near East and Neighboring Regions** - Vanessa Bigot Juloux

2018

CyberResearch on the Ancient Near East and Neighboring Regions provides case studies on archaeology, objects, cuneiform texts, and online publishing, digital archiving, and preservation. Eleven chapters present a rich array of material, spanning the fifth through the first millennium BCE, from Anatolia, the Levant, Mesopotamia, and Iran. Customized cyber- and general glossaries support readers who lack either a technical background or familiarity with the ancient cultures. Edited by Vanessa Bigot Juloux, Amy Rebecca Gansell, and Alessandro Di Ludovico, this volume is dedicated to broadening the understanding and accessibility of digital humanities tools, methodologies, and results to Ancient Near Eastern Studies. Ultimately, this book provides a model for introducing cyber-studies to the mainstream of humanities research.

## Language Modeling for Information Retrieval -

W. Bruce Croft 2013-04-17

A statistical language model, or more simply a language model, is a probabilistic mechanism for generating text. Such a definition is general enough to include an endless variety of schemes. However, a distinction should be made between generative models, which can in principle be used to synthesize artificial text, and discriminative techniques to classify text into predefined categories. The first statistical language modeler was Claude Shannon. In exploring the application of his newly founded theory of information to human language, Shannon considered language as a statistical source, and measured how well simple n-gram models predicted or, equivalently, compressed natural text. To do this, he estimated the entropy of English through experiments with human subjects, and also estimated the cross-entropy of the n-gram models on natural text. The ability of language

models to be quantitatively evaluated in this way is one of their important virtues. Of course, estimating the true entropy of language is an elusive goal, aiming at many moving targets, since language is so varied and evolves so quickly. Yet fifty years after Shannon's study, language models remain, by all measures, far from the Shannon entropy limit in terms of their predictive power. However, this has not kept them from being useful for a variety of text processing tasks, and moreover can be viewed as encouragement that there is still great room for improvement in statistical language modeling.

### **Gaze-Following** - Ross Flom 2017-09-25

What does a child's ability to look where another is looking tell us about his or her early cognitive development? What does this ability—or lack thereof—tell us about a child's language development, understanding of other's intentions, and the emergence of autism? This volume assembles several years of research on the processing of gaze information and its

relationship to early social-cognitive development in infants spanning many age groups. Gaze-Following examines how humans and non-human primates use another individual's direction of gaze to learn about the world around them. The chapters throughout this volume address development in areas including joint attention, early non-verbal social interactions, language development, and theory of mind understanding. Offering novel insights regarding the significance of gaze-following, the editors present research from a neurological and a behavioral perspective, and compare children with and without pervasive developmental disorders. Scholars in the areas of cognitive development specifically, and developmental science more broadly, as well as clinical psychologists will be interested in the intriguing research presented in this volume.

*Encyclopedia of Information Communication Technology* - Cartelli, Antonio 2008-07-31  
NetLibrary named the Encyclopedia of

Information Communication Technology as their September 2008 e-book of the month! CLICK HERE to view the announcement. The Encyclopedia of Information Communication Technology (ICT) is a comprehensive resource describing the influence of information communication technology in scientific knowledge construction, with emphasis on the roles of product technologies, process technologies, and context technologies. Through 111 authoritative contributions by 93 of the world's leading experts this reference covers the materials and instruments of information technology: from ICT in education to software engineering; the influence of ICT on different environments, including e-commerce, decision support systems, knowledge management, and more; and the most pervasive presence of information technology, including studies and research on knowledge management, the human side of ICT, ICT in healthcare, and virtual organizations, among many others. Addressing

many of the fundamental issues of information communication technology, the Encyclopedia of Information Communication Technology will be a top-shelf resource for any reference library.

Computational approaches to semantic change - Nina Tahmasebi 2021-08-30

Semantic change — how the meanings of words change over time — has preoccupied scholars since well before modern linguistics emerged in the late 19th and early 20th century, ushering in a new methodological turn in the study of language change. Compared to changes in sound and grammar, semantic change is the least understood. Ever since, the study of semantic change has progressed steadily, accumulating a vast store of knowledge for over a century, encompassing many languages and language families. Historical linguists also early on realized the potential of computers as research tools, with papers at the very first international conferences in computational linguistics in the 1960s. Such computational studies still tended

to be small-scale, method-oriented, and qualitative. However, recent years have witnessed a sea-change in this regard. Big-data empirical quantitative investigations are now coming to the forefront, enabled by enormous advances in storage capability and processing power. Diachronic corpora have grown beyond imagination, defying exploration by traditional manual qualitative methods, and language technology has become increasingly data-driven and semantics-oriented. These developments present a golden opportunity for the empirical study of semantic change over both long and short time spans. A major challenge presently is to integrate the hard-earned knowledge and expertise of traditional historical linguistics with cutting-edge methodology explored primarily in computational linguistics. The idea for the present volume came out of a concrete response to this challenge. The 1st International Workshop on Computational Approaches to Historical Language Change (LChange'19), at

ACL 2019, brought together scholars from both fields. This volume offers a survey of this exciting new direction in the study of semantic change, a discussion of the many remaining challenges that we face in pursuing it, and considerably updated and extended versions of a selection of the contributions to the LChange'19 workshop, addressing both more theoretical problems — e.g., discovery of "laws of semantic change" — and practical applications, such as information retrieval in longitudinal text archives.

### **Information Technology for Management -**

Efraim Turban 2002

A practical, managerial-oriented approach to show how IT is used in organizations for the improvement of quality and productivity. \* Contains a variety of cases which highlight problems many corporations encounter, as well as international cases, written by prominent international figures in the field, to illustrate how IT can be adapted to conform to other

cultures. \* Substantial coverage of new technology and applications (e.g. fuzzy logic, neural computing, hypermedia). \* Icons highlight the use of functional areas of business, health care, and government, not-for profit agencies.

Romanian Public Management Reform: Civil service - Lucica Matei 2009

International Handbook of Education for the Changing World of Work - Rupert Maclean 2009-06-29

This six-volume handbook covers the latest practice in technical and vocational education and training (TVET). It presents TVET models from all over the world, reflections on the best and most innovative practice, and dozens of telling case studies. The handbook presents the work of established as well as the most promising young researchers and features unrivalled coverage of developments in research, policy and practice in TVET.

Objects, Components, Models and Patterns - Richard F. Paige 2008-07-12

This book constitutes the thoroughly refereed proceedings of the 46th International Conference on Objects, Components, Models and Patterns, TOOLS EUROPE 2008, held in Zurich, Switzerland, in June/July 2008. The 21 papers presented in this book were carefully reviewed and selected from 58 submissions. TOOLS played a major role in the spread of object-oriented and component technologies. It has now broadened its scope beyond the original topics of object technology and component-based development to encompass all modern, practical approaches to software development. At the same time, TOOLS kept its traditional spirit of technical excellence, its acclaimed focus on practicality, its well-proven combination of theory and applications, and its reliance on the best experts from academia and industry.

*Arms & Explosives* - 1903

*Evolution and Structure of the Internet -*

Romualdo Pastor-Satorras 2007-07-23

Viewed in this analysis from a statistical physics perspective, the Internet is perceived as a developing system that evolves through the addition and removal of nodes and links. This perspective permits the authors to outline the dynamical theory that can appropriately describe the Internet's macroscopic evolution. The presence of such a theoretical framework will provide a revolutionary way of enhancing the reader's understanding of the Internet's varied network processes.

Foundations and Advances in Data Mining -

Wesley Chu 2005-09-15

With the growing use of information technology and the recent advances in web systems, the amount of data available to users has increased exponentially. Thus, there is a critical need to understand the content of the data. As a result, data-mining has become a popular research topic in recent years for the treatment of the

"data rich and information poor" syndrome. In this carefully edited volume a theoretical foundation as well as important new directions for data-mining research are presented. It brings together a set of well respected data mining theoreticians and researchers with practical data mining experiences. The presented theories will give data mining practitioners a scientific perspective in data mining and thus provide more insight into their problems, and the provided new data mining topics can be expected to stimulate further research in these important directions.

Encouraging Collections Mobility -

Susanna Pettersson 2010

*Information Technology for Management -*

Efraim Turban 2010

Information technology has changed how businesses operate and succeed in today's global economy. Organizations can now use IT to transform themselves and achieve a tremendous

competitive advantage. Information Technology for Management: Transforming Organizations in the Digital Economy, Seventh Edition highlights how this new technology is changing the current business environment and what effect it has on today's students. The text addresses the major principles of MIS in order to prepare managers to understand the role of information technology in the digital economy. Revised and updated for a junior or senior level MIS or MBA course, this title will give students what they need to succeed in the emerging digital economy.

Research and Advanced Technology for Digital Libraries - Christos Nikolaou 2003-07-31

Digital Libraries are complex and advanced forms of information systems which extend and augment their physical counterparts by amplifying existing resources and services and enabling development of new kinds of human problem solving and expression. Their complexity arises from the data-rich domain of discourse as well as from extended demands for

multi-disciplinary input, involving distributed systems architectures, structured digital documents, collaboration support, human-computer interaction, information filtering, etc. In addition to the broad range of technical issues, ethics and intellectual property rights add to the complication that is normally associated with the development, maintenance, and use of Digital Libraries. The Second European Conference on Digital Libraries (ECDL'98) builds upon the success of the first of this series of European Conferences on Research and Advanced Technology for Digital Libraries, held last year in Pisa, Italy, September 1-3, 1997. This series of conferences is partially funded by the TMR Programme of the European Commission and is actively supported and promoted by the European Research Consortium on Informatics and Mathematics (ERCIM). The aim is to bring together the different communities involved in the development of Digital Libraries, to review progress and to

discuss strategies, research and technological development (RTD) issues, as well as specific topics related to the European context. These communities include professionals from universities, research centres, industry, government agencies, public libraries, etc.

### **Cases on Challenges Facing E-Learning and National Development** - Ugur Demiray 2010

E-Learning offers many opportunities for individuals and institutions all over the world. Individuals can access to education they need almost anytime and anywhere they are ready to. Institutions are able to provide more cost-effective training to their employees. E-learning context is very important. It is common to find educators who perceive e-learning as internet-only education that encourages a static and content-focused series of text pages on screen. Others envisage the shallow and random online messages that are typical of a social real-time chat session, and wonder how that type of communication could add any value to academic

discourse. Some may have experienced e-learning done poorly, and extrapolate their experience into a negative impression of all e-learning. The book will examine the emergence and growth of e-learning. The use of the "e" prefix indicates the application of information and communication technology (ICT) in government, finance, and all forms of socio-economic and community development. This eBook is designed and presented in two volumes. The first volume consists of the country cases of Algeria, Belarus, Bulgaria, Egypt, Estonia, Finland, Greece, Jordan, Hungary, Iraq, Iran, Israel, Kazakhstan, Kyrgyzstan, Latvia, Lithuania, Macedonia, Moldova, and Morocco. The second volume gives a place to the country cases of Norway, Oman, Palestine, Poland, Romania, Russia, Saudi Arabia, Serbia, Slovakia, Slovenia, Sweden, Syria, Tajikistan, Tunisia, Turkey, Ukraine, United Arab Emirates and Uzbekistan. So, the book consists of more than 70 authors from 39 different countries and from

42 universities and 14 institutions with company for all 42 chapters. (Individual chapters contain references.) ["Cases on Challenges Facing E-Learning and National Development: Institutional Studies and Practices. Volume II" was co-edited by Leena Vainio, Mehmet Can Sahin, Gulsun Kurubacak, Petri T. Lounaskorpi, S. Raja Rao, and Carlos Machado. For Volume I, see ED508217.].

Information Extraction - Maria T. Paziienza  
2003-07-31

Information extraction (IE) is a new technology enabling relevant content to be extracted from textual information available electronically. IE essentially builds on natural language processing and computational linguistics, but it is also closely related to the well established area of information retrieval and involves learning. In concert with other promising intelligent information processing technologies like data mining, intelligent data analysis, text summarization, and information agents, IE plays

a crucial role in dealing with the vast amounts of information accessible electronically, for example from the Internet. The book is based on the Second International School on Information Extraction, SCIE-99, held in Frascati near Rome, Italy in June/July 1999.

**Information Technologies in Teacher Education** - Unesco 1995

**Digital Cities II: Computational and Sociological Approaches** - Makoto Tanabe  
2003-08-02

**Applied E-Learning and E-Teaching in Higher Education** - Donnelly, Roisin  
2008-07-31

"This book presents international practices in the development and use of applied e-Learning and e-Teaching in the classroom in order to enhance student experience, add value to teaching practices, and illuminate best practices in the area of e-Assessment. This book provides

insight into e-Learning and e-Teaching practices while exploring the roles of academic staff in adoption and application"--Provided by publisher.

**Mathematical Knowledge Management -**

Jonathan Borwein 2006-09-30

This book constitutes the refereed proceedings of the 5th International Conference on Mathematical Knowledge Management, MKM 2006, held in Wokingham, UK, August 2006. The book presents 22 revised full papers. Coverage extends to the mathematical knowledge management at the intersection of mathematics, computer science, library science, and scientific publishing. The papers are organized in topical sections on proof representations, proof processing, knowledge extraction, knowledge representation, as well as systems and tools.

**Intelligent Tools for Building a Scientific Information Platform -** Robert Bembenik

2012-01-25

This book is a selection of results obtained

within one year of research performed under SYNAT - a nation-wide scientific project aiming to create an infrastructure for scientific content storage and sharing for academia, education and open knowledge society in Poland. The selection refers to the research in artificial intelligence, knowledge discovery and data mining, information retrieval and natural language processing, addressing the problems of implementing intelligent tools for building a scientific information platform. The idea of this book is based on the very successful SYNAT Project Conference and the SYNAT Workshop accompanying the 19th International Symposium on Methodologies for Intelligent Systems (ISMIS 2011). The papers included in this book present an overview and insight into such topics as architecture of scientific information platforms, semantic clustering, ontology-based systems, as well as, multimedia data processing.

*PIRLS 2011 International Results in Reading -*  
Ina V. S. Mullis 2012-12

Assessing the Quality of Democracy - David Beetham 2008

Health Literacy in Context- Settings, Media, and Populations - Don Nutbeam 2019-01-23

This book is a printed edition of the Special Issue "Health Literacy in Context—Settings, Media, and Populations" that was published in IJERPH

Flutter Apprentice (First Edition) -

raywenderlich Tutorial Team 2020-10

Build for iOS & Android With Flutter!Flutter is an exciting development toolkit that lets you build apps for iOS, Android and even web and desktop, all from a single codebase.It uses a declarative approach to UI development. You can "hot reload" code while developing, and apps will perform at native speed thanks to its custom rendering engine.With Flutter and Flutter Apprentice, you can achieve the dream of building fast applications, faster.Who This Book Is ForThis book is for developers who are new to

Flutter, and also developers that already have some experience with building apps for the iOS and Android platforms, or web apps.Topics Covered in Flutter ApprenticeWidgets: Use Flutter widgets to build modern mobile user interfaces.Navigation: Navigate between multiple screens within a Flutter app, including using deep links.Networking and Persistence: Fetch data from the network, parse the JSON response and cache data locally in a SQLite database.State Management: Explore the all-important idea of state management in Flutter and learn about various state management techniques and tools.Streams: Learn about Dart streams and how to use them in Flutter apps.Deployment: Learn to prepare and deploy your app to mobile app stores.One thing you can count on: After reading this book, you'll be prepared to create and deploy full-featured mobile apps to both the iOS App Store and the Google Play Store, without having to write two separate apps.

**Power Transformer Diagnostics, Monitoring and Design Features** - Issouf Fofana, Ph.D. ing.

Chairholder 2019-01-09

This book is a printed edition of the Special Issue "Power Transformer Diagnostics, Monitoring and Design Features" that was published in *Energies*

Archaeology 2.0 - Eric Christopher Kansa 2011  
Outcome of a session held at the 2008 meeting of the Society for American Archaeology (SAA) in Vancouver, British Columbia.

**Peter Norton's Introduction to Computers** - Peter Norton 1995

Peter Norton is a pioneering software developer and author. Norton's desktop for windows, utilities, backup, antivirus, and other utility programs are installed on millions of PCs worldwide. His inside the IBM PC and DOS guide have helped millions of people understand computers from the inside out. Peter Norton's introduction to computers incorporates features not found in other introductory programs.

Among these are the following: Focus on the business-computing environment for the 1990s and beyond, avoiding the standard 'MIS approach.': A 'glass-box' rather than the typical 'black-box' view of computers-encouraging students to explore the computer from the inside out.

*Constrained Markov Decision Processes* - Eitan Altman 1999-03-30

This book provides a unified approach for the study of constrained Markov decision processes with a finite state space and unbounded costs. Unlike the single controller case considered in many other books, the author considers a single controller with several objectives, such as minimizing delays and loss, probabilities, and maximization of throughputs. It is desirable to design a controller that minimizes one cost objective, subject to inequality constraints on other cost objectives. This framework describes dynamic decision problems arising frequently in many engineering fields. A thorough overview of

these applications is presented in the introduction. The book is then divided into three sections that build upon each other. The first part explains the theory for the finite state space. The author characterizes the set of achievable expected occupation measures as well as performance vectors, and identifies simple classes of policies among which optimal policies exist. This allows the reduction of the original dynamic into a linear program. A Lagrangian approach is then used to derive the dual linear program using dynamic programming techniques. In the second part, these results are extended to the infinite state space and action spaces. The author provides two frameworks: the case where costs are bounded below and the contracting framework. The third part builds upon the results of the first two parts and examines asymptotical results of the convergence of both the value and the policies in the time horizon and in the discount factor. Finally, several state truncation

algorithms that enable the approximation of the solution of the original control problem via finite linear programs are given.

Mapping Different Geographies - Karel Kriz  
2010-09-15

This book is the outcome of the work of contributors who participated in the workshop "Mapping Different Geographies (MDG)" in February 2010, held in Puchberg am Schneeberg, Austria. This meeting brought together cartographers, artists and geoscientists who research and practice in applications that focus on enhancing one-to-one communication or develop and evaluate methodologies that provide innovative methods for sharing information. The main intention of the workshop was to investigate how 'different' geographies are being mapped and the possibilities for developing new theories and techniques for information design and transfer based on place or location. So as to communicate these concepts it was important to appreciate the

many contrasting meanings of 'mapping' that were held by workshop participants. Also, the many (and varied) viewpoints of what different geographies are, were elaborated upon and discussed. Therefore, as the focus on space and time was embedded within everyone's fields of investigation, this was addressed during the workshop. This resulted in very engaging discourse, which, in some cases, exposed the restrictions that certain approaches need to consider. For participants, this proved to be most useful, as this allowed them to appreciate the limits and restrictions of their own approach to understanding and representing different geographies. As well, the workshop also was most helpful as a vehicle for demonstrating the common ground of interest held by the very diverse areas of endeavour that the workshop participants work within.

Interactive Task Learning - Kevin A. Gluck

2019-08-16

Experts from a range of disciplines explore how

humans and artificial agents can quickly learn completely new tasks through natural interactions with each other. Humans are not limited to a fixed set of innate or preprogrammed tasks. We learn quickly through language and other forms of natural interaction, and we improve our performance and teach others what we have learned. Understanding the mechanisms that underlie the acquisition of new tasks through natural interaction is an ongoing challenge. Advances in artificial intelligence, cognitive science, and robotics are leading us to future systems with human-like capabilities. A huge gap exists, however, between the highly specialized niche capabilities of current machine learning systems and the generality, flexibility, and in situ robustness of human instruction and learning. Drawing on expertise from multiple disciplines, this Strüngmann Forum Report explores how humans and artificial agents can quickly learn completely new tasks through natural interactions with each other. The

contributors consider functional knowledge requirements, the ontology of interactive task learning, and the representation of task knowledge at multiple levels of abstraction. They explore natural forms of interactions among humans as well as the use of interaction to teach robots and software agents new tasks in complex, dynamic environments. They discuss research challenges and opportunities, including ethical considerations, and make proposals to further understanding of interactive task learning and create new capabilities in assistive robotics, healthcare, education, training, and gaming. Contributors Tony Belpaeme, Katrien Beuls, Maya Cakmak, Joyce Y. Chai, Franklin Chang, Ropafadzo Denga, Marc Destefano, Mark d'Inverno, Kenneth D. Forbus, Simon Garrod, Kevin A. Gluck, Wayne D. Gray, James Kirk, Kenneth R. Koedinger, Parisa Kordjamshidi, John E. Laird, Christian Lebiere, Stephen C. Levinson, Elena Lieven, John K. Lindstedt, Aaron Mininger, Tom Mitchell, Shiwali Mohan, Ana Paiva,

Katerina Pastra, Peter Pirolli, Roussel Rahman, Charles Rich, Katharina J. Rohlfing, Paul S. Rosenbloom, Nele Russwinkel, Dario D. Salvucci, Matthew-Donald D. Sangster, Matthias Scheutz, Julie A. Shah, Candace L. Sidner, Catherine Sibert, Michael Spranger, Luc Steels, Suzanne Stevenson, Terrence C. Stewart, Arthur Still, Andrea Stocco, Niels Taatgen, Andrea L. Thomaz, J. Gregory Trafton, Han L. J. van der Maas, Paul Van Eecke, Kurt VanLehn, Anna-Lisa Vollmer, Janet Wiles, Robert E. Wray III, Matthew Yee-King

**Eportfolios@edu** - Mary Ann Dellinger 2020-12

### **Robot Learning from Human Teachers -**

Sonia Chernova 2014-04-01

Learning from Demonstration (LfD) explores techniques for learning a task policy from examples provided by a human teacher. The field of LfD has grown into an extensive body of literature over the past 30 years, with a wide variety of approaches for encoding human

demonstrations and modeling skills and tasks. Additionally, we have recently seen a focus on gathering data from non-expert human teachers (i.e., domain experts but not robotics experts). In this book, we provide an introduction to the field with a focus on the unique technical challenges associated with designing robots that learn from naive human teachers. We begin, in the introduction, with a unification of the various terminology seen in the literature as well as an outline of the design choices one has in designing an LfD system. Chapter 2 gives a brief survey of the psychology literature that provides insights from human social learning that are relevant to designing robotic social learners. Chapter 3 walks through an LfD interaction, surveying the design choices one makes and state of the art approaches in prior work. First, is the choice of input, how the human teacher interacts with the robot to provide demonstrations. Next, is the choice of modeling technique. Currently, there is a dichotomy in the

field between approaches that model low-level motor skills and those that model high-level tasks composed of primitive actions. We devote a chapter to each of these. Chapter 7 is devoted to interactive and active learning approaches that allow the robot to refine an existing task model. And finally, Chapter 8 provides best practices for evaluation of LfD systems, with a focus on how to approach experiments with human subjects in this domain.

Expanding Opportunities and Building Competencies for Young People - 2005-01-01  
Annotation The report articulates the key issues facing secondary education and presents a policy framework for decision makers in developing countries to transform their secondary education systems so as to meet the twin challenges of 'expanding access' and 'improving quality and relevance'.

The Wiley Handbook of Human Computer Interaction Set - Kent Norman 2017-12-28  
Once, human-computer interaction was limited

to a privileged few. Today, our contact with computing technology is pervasive, ubiquitous, and global. Work and study is computer mediated, domestic and commercial systems are computerized, healthcare is being reinvented, navigation is interactive, and entertainment is computer generated. As technology has grown more powerful, so the field of human-computer interaction has responded with more sophisticated theories and methodologies. Bringing these developments together, The Wiley Handbook of Human-Computer Interaction explores the many and diverse aspects of human-computer interaction while maintaining an overall perspective regarding the value of human experience over technology.

**Defining Digital Preservation Work** -  
Christopher A. Lee 2005

**Early Word Learning** - Gert Westermann  
2017-11-10  
Early Word Learning explores the processes

leading to a young child learning words and their meanings. Word learning is here understood as the outcome of overlapping and interacting processes, starting with an infant's learning of native speech sounds to segmenting proto-words from fluent speech, mapping individual words to meanings in the face of natural variability and uncertainty, and developing a structured mental lexicon. Experts in the field review the development of early lexical acquisition from empirical, computational and theoretical perspectives to examine the development of skilled word learning as the outcome of a process that begins even before birth and spans the first two years of life. Drawing on cutting-edge research in infant eye-tracking, neuroimaging techniques and computational modelling, this book surveys the field covering both established results and the most recent advances in word learning research. Featuring chapters from international experts whose research approaches the topic from these

diverse perspectives using different methodologies, this book provides a comprehensive yet coherent and unified representation of early word learning. It will be invaluable for both undergraduate and postgraduate courses in early language development as well as being of interest to researchers interested in lexical development.

*Graph Theory and Complex Networks* - Maarten van Steen 2010

This book aims to explain the basics of graph theory that are needed at an introductory level for students in computer or information sciences. To motivate students and to show that even these basic notions can be extremely useful, the book also aims to provide an introduction to the modern field of network science. Mathematics is often unnecessarily difficult for students, at times even intimidating. For this reason, explicit attention is paid in the first chapters to mathematical notations and proof techniques, emphasizing that the notations

form the biggest obstacle, not the mathematical concepts themselves. This approach allows to gradually prepare students for using tools that are necessary to put graph theory to work: complex networks. In the second part of the book the student learns about random networks, small worlds, the structure of the Internet and the Web, peer-to-peer systems, and social networks. Again, everything is discussed at an elementary level, but such that in the end students indeed have the feeling that they:

1. Have learned how to read and understand the basic mathematics related to graph theory.
2. Understand how basic graph theory can be applied to optimization problems such as routing in communication networks.
3. Know a bit more about this sometimes mystical field of small worlds and random networks.

There is an accompanying web site [www.distributed-systems.net/gtcn](http://www.distributed-systems.net/gtcn) from where supplementary material can be obtained, including exercises, Mathematica notebooks,

data for analyzing graphs, and generators for various complex networks.

Self-directed multimodal learning in higher education - Jako Olivier 2020-12-31

This book aims to provide an overview of theoretical and practical considerations in terms of self-directed multimodal learning within the university context. Multimodal learning is approached in terms of the levels of multimodality and specifically blended learning and the mixing of modes of delivery (contact and distance education). As such, this publication will provide a unique snapshot of multimodal practices within higher education through a self-directed learning epistemological lens. The book covers issues such as what self-directed multimodal learning entails, mapping of specific

publications regarding blended learning, blended learning in mathematics, geography, natural science and computer literacy, comparative experiences in distance education as well as situated and culturally appropriate learning in multimodal contexts. This book provides a unique focus on multimodality in terms of learning and delivery within the context of self-directed learning. Therefore, the publication would not only advance the scholarship of blended and open distance learning in South Africa, but also the contribute to enriching the discourse regarding self-direction. From this book readers will get an impression of the latest trends in literature in terms of multimodal self-directed learning in South Africa as well as unique empirical work being done in this regard.