

Semantic Multimedia First International Conference On Semantic And Digital Media Technologies Samt 2006 Athens Greece December 6 8 2006 Proceedings Lecture Notes In Computer Science

• Semantics in data visualization • Semantic services for mobile users • Supporting tools • Applications of semantic-driven approaches These topics are to be understood as specifically related to semantic issues. Contributions submitted to the journal and dealing with semantics of data will be considered even if they are not within the topics in the list. While the physical appearance of the journal issues is like the books from the well-known Springer LNCS series, the mode of operation is that of a journal. Contributions can be freely submitted by authors and are reviewed by the Editorial Board. Contributions may also be invited, and nevertheless carefully reviewed, as in the case for issues that contain extended versions of the best papers from major conferences addressing data semantics issues. Special issues, focusing on a specific topic, are coordinated by guest editors once the proposal for a special issue is accepted by the Editorial Board. Finally, it is also possible that a journal issue be devoted to a single text.

The LNCS journal Transactions on Large-Scale Data- and Knowledge-Centered Systems focuses on data management, knowledge discovery, and knowledge processing, which are core and hot topics in computer science. Since the 1990s, the Internet has become the main driving force behind application development in all domains. An increase in the demand for resource sharing across different sites connected through networks has led to an evolution of data- and knowledge-management systems from centralized systems to decentralized systems enabling large-scale distributed applications providing high scalability. This, the 47th issue of Transactions on Large-Scale Data- and Knowledge-Centered Systems, constitutes a special issue focusing on Digital Ecosystems and Social Networks. The 9 revised selected papers cover topics that include Social Big Data, Data Analysis, Cloud-Based Feedback, Experience Ecosystems, Pervasive Environments, and Smart Systems.

This book constitutes the refereed proceedings of the First International Conference on Semantics and Digital Media Technologies, SAMT 2006, held in Athens, Greece in December 2006. The 17 revised full papers address a wide area of integrative research on new knowledge-based forms of digital media systems, semantics, and low-level multimedia processing. "This book is designed to provide readers with relevant theoretical frameworks and latest technical and institutional solutions for transcoding multimedia in mobile and wireless networks"--Provided by publisher.

The two-volume set LNCS 8325 and 8326 constitutes the thoroughly refereed proceedings of the 20th Anniversary International Conference on Multimedia Modeling, MMM 2014, held in Dublin, Ireland, in January 2014. The 46 revised regular papers, 11 short papers, and 9 demonstration papers were carefully reviewed and selected from 176 submissions. 28 special session papers and 6 papers from Video Browser Showdown workshop are also included in the proceedings. The papers included in these two volumes

cover a diverse range of topics including: applications of multimedia modelling, interactive retrieval, image and video collections, 3D and augmented reality, temporal analysis of multimedia content, compression and streaming. Special session papers cover the following topics: Mediadrom: artful post-TV scenarios, MM analysis for surveillance video and security applications, 3D multimedia computing and modeling, social geo-media analytics and retrieval, multimedia hyperlinking and retrieval.

This book presents the proceedings of the International Computer Symposium 2014 (ICS 2014), held at Tunghai University, Taichung, Taiwan in December. ICS is a biennial symposium founded in 1973 and offers a platform for researchers, educators and professionals to exchange their discoveries and practices, to share research experiences and to discuss potential new trends in the ICT industry. Topics covered in the ICS 2014 workshops include: algorithms and computation theory; artificial intelligence and fuzzy systems; computer architecture, embedded systems, SoC and VLSI/EDA; cryptography and information security; databases, data mining, big data and information retrieval; mobile computing, wireless communications and vehicular technologies; software engineering and programming languages; healthcare and bioinformatics, among others. There was also a workshop on information technology innovation, industrial application and the Internet of Things. ICS is one of Taiwan's most prestigious international IT symposiums, and this book will be of interest to all those involved in the world of information technology.

ICMCCA 2012 is the first International Conference on Multimedia Processing, Communication and Computing Applications and the theme of the Conference is chosen as 'Multimedia Processing and its Applications'. Multimedia processing has been an active research area contributing in many frontiers of today's science and technology. This book presents peer-reviewed quality papers on multimedia processing, which covers a very broad area of science and technology. The prime objective of the book is to familiarize readers with the latest scientific developments that are taking place in various fields of multimedia processing and is widely used in many disciplines such as Medical Diagnosis, Digital Forensic, Object Recognition, Image and Video Analysis, Robotics, Military, Automotive Industries, Surveillance and Security, Quality Inspection, etc. The book will assist the research community to get the insight of the overlapping works which are being carried out across the globe at many medical hospitals and institutions, defense labs, forensic labs, academic institutions, IT companies and security & surveillance domains. It also discusses latest state-of-the-art research problems and techniques and helps to encourage, motivate and introduce the budding researchers to a larger domain of multimedia.

Metadata and semantic research is a growing complex ecosystem of conceptual, theoretical, methodological, and technological frameworks, offering innovative computational solutions in the design and development of computer-based systems. Within this perspective, researchers working in the area need to further develop and integrate a broad range of methods, results, and solutions coming from different areas. MTSR has been designed as a forum allowing researchers to present and discuss specialized results as general contributions to the field. This volume collects the papers selected for presentation at the 4th International Conference on Metadata and Semantic Research (MTSR 2010), held in Alcalá de Henares—a world heritage city and birthplace of Miguel de Cervantes—at the University of Alcalá (October 20–22, 2010). The first MTSR conference was held

online in 2005, followed by two more editions: in Corfu (2007) and in Milan (2009). The experience acquired during the past five years, and the warm welcome of MTSR by the research community, encouraged us to organize this new edition of the series, and turn it into a yearly event. According to the number and quality of the contributions submitted for revision, our 2010 effort was again a considerable success.

This volume contains the full and short papers of SAMT 2009, the 4th International Conference on Semantic and Digital Media Technologies 2009 held in Graz, Austria. SAMT brings together researchers dealing with a broad range of research topics related to semantic multimedia and a great diversity of application areas. The current research shows that adding and using semantics of multimedia content is broadening its scope from search and retrieval to the complete media life cycle, from content creation to distribution and consumption, thus leveraging new possibilities in creating, sharing and reusing multimedia content. While some of the contributions present improvements in automatic analysis and annotation methods, there is increasingly more work dealing with visualization, user interaction and collaboration. We can also observe ongoing standardization activities related to semantic multimedia in both W3C and MPEG, forming a solid basis for a wide adoption. The conference received 41 submissions this year, of which the Program Committee selected 13 full papers for oral presentation and 8 short papers for poster presentation. In addition to the scientific papers, the conference program included two invited talks by Ricardo Baeza-Yates and Stefan Ruger and a demo session showing results from three European projects. The day before the main conference offered an industry day with presentations and demos that showed the growing importance of semantic technologies in real-world applications as well as the research challenges coming from them.

With the technological advancement of mobile devices, social networking, and electronic services, Web technologies continues to play an ever-growing part of the global way of life, incorporated into cultural, economical, and organizational levels. Web Technologies: Concepts, Methodologies, Tools, and Applications (4 Volume) provides a comprehensive depiction of current and future trends in support of the evolution of Web information systems, Web applications, and the Internet. Through coverage of the latest models, concepts, and architectures, this multiple-volume reference supplies audiences with an authoritative source of information and direction for the further development of the Internet and Web-based phenomena.

A special mention for 2004 is in order for the new Doctoral Symposium Workshop where three young postdoc researchers organized an original setup and formula to bring PhD students together and allow them to submit their research proposals for selection. A limited number of the submissions and their approaches were independently evaluated by a panel of senior experts at the conference, and presented by the students in front of a wider audience.

These students also got free access to all other parts of the OTM program, and only paid a heavily discounted fee for the Doctoral Symposium itself. (In fact their attendance was largely sponsored by the other participants!) If evaluated as successful, it is the intention of the General Chairs to expand this model in future editions of the OTM conferences and so draw in an audience of young researchers to the OnTheMove forum. All three main conferences and the associated workshops share the distributed aspects of modern computing systems, and the resulting application pull created by the Internet and the so-called Semantic Web. For DOA 2004, the primary emphasis stayed on the distributed object infrastructure; for ODBASE 2004, it was the knowledge bases and methods required for enabling the use of formal semantics; and for CoopIS 2004 the main topic was the interaction of such technologies and methods with management issues, such as occurs in networked organizations. These subject areas naturally overlap and many submissions in fact also treat envisaged mutual impacts among them.

This volume contains 60 papers presented at ICTIS 2015: International Conference on Information and Communication Technology for Intelligent Systems. The conference was held during 28th and 29th November, 2015, Ahmedabad, India and organized communally by Venus International College of Technology, Association of Computer Machinery, Ahmedabad Chapter and Supported by Computer Society of India Division IV – Communication and Division V – Education and Research. This volume contains papers mainly focused on ICT and its application for Intelligent Computing, Cloud Storage, Data Mining, Image Processing and Software Analysis etc.

This book constitutes the refereed proceedings of the Second International Conference on Semantics and Digital Media Technologies, SAMT 2007, held in Genoa, Italy, in December 2007. The conference brings together forums, projects, institutions and individuals investigating the integration of knowledge, semantics and low-level multimedia processing, including new emerging media and application areas. The papers are organized in topical sections.

We are pleased to welcome you to the proceedings of the Third International Conference on Semantic and Digital Media Technologies held in Koblenz, Germany. The SAMT agenda brings together researchers at extreme ends of the semantic multimedia spectrum. At one end, the Semantic Web and its supporting technologies are becoming established in both the open data environment and within specialist domains, such as corporate intranet search, e-Science (partially life sciences), and cultural heritage. To facilitate the world-wide sharing of media, W3C is developing standard ways of denoting fragments of audio/visual content and of specifying and associating semantics with these. At the other end of the spectrum, media analysis tools continue to grow in sophistication, identifying features that can then be associated with explicit semantics, be they expressed formally or informally, using proprietary formats or open standards. Recent progress at these two fronts of the SAMT spectrum means that research

spanningthesemanticgapisnowofvitalimportancetofeedtherealapplications that are emerging. This conference also represents a step towards bridging the gap between the research cultures and their respective approaches at both ends of the spectrum. The papers selected show that SAMT is able to attract researchers from media analysis, who see the benefits that more explicit semantics can provide, as well as researchers from knowledge engineering who realize that, while a picture can be expressed as a thousand concepts, a million more are waiting to be extracted.

This book constitutes the thoroughly refereed post-proceedings of the First International Conference on Semantics of a Networked World: Semantics for Grid Databases, ICSNW 2004, held in Paris, France in June 2004. The 16 revised full papers presented together with 2 invited papers and 7 posters were carefully reviewed and selected from close to 50 submissions. The papers are organized in topical sections on semantic data integration, peer-to-peer systems, semantics for scientific applications, interoperability and mediation, and global services and schemas.

These proceedings contain the papers accepted for presentation at the Second International Semantic Web Conference (ISWC 2003) held on Sanibel Island, Florida, U. S. A. , October 20–23, 2003. Following the success of ISWC 2002 that was held in Sardinia in June 2002, ISWC 2003 enjoyed a greatly increased interest in the conference themes. The number of submitted papers more than doubled compared with ISWC 2002 to 283. Of those, 262 were submitted to the research track and 21 to the industrial track. With rare exceptions, each submission was evaluated by three program committee members whose reviews were coordinated by members of the senior program committee. This year 49 papers in the research track and 9 papers in the industrial track were accepted. The high quality of ISWC 2003 was the result of the joint effort of many people. First of all we would like to thank the authors for their high-quality submissions and the members of the program committee for their reviewing and review coordination efforts. We would like to extend special thanks to Christoph Bussler for chairing the industrial track, to Mike Dean for his help with the conference management software, the web site, and conference publicity, and to Massimo Paolucci for helping with the organization of the proceedings and arranging sponsorships.

The book provides the reader with a unique source regarding the current theoretical landscape in legal ontology engineering as well as on foreseeable future trends for the definition of conceptual structures to enhance the automatic processing and retrieval of legal information in the Semantic Web framework. It will thus interest researchers in the domains of the SW, legal informatics, Artificial Intelligence and law, legal theory and legal philosophy, as well as developers of e-government applications based on the intelligent management of legal or public information to provide both back-office and front-office support.

After years of mostly theoretical research, Semantic Web Technologies are now reaching out into application areas like

bioinformatics, eCommerce, eGovernment, or Social Webs. Applications like genomic ontologies, semantic web services, automated catalogue alignment, ontology matching, or blogs and social networks are constantly increasing, often driven or at least backed up by companies like Google, Amazon, YouTube, Facebook, LinkedIn and others. The need to leverage the potential of combining information in a meaningful way in order to be able to benefit from the Web will create further demand for and interest in Semantic Web research. This movement, based on the growing maturity of related research results, necessitates a reliable reference source from which beginners to the field can draw a first basic knowledge of the main underlying technologies as well as state-of-the-art application areas. This handbook, put together by three leading authorities in the field, and supported by an advisory board of highly reputed researchers, fulfils exactly this need. It is the first dedicated reference work in this field, collecting contributions about both the technical foundations of the Semantic Web as well as their main usage in other scientific fields like life sciences, engineering, business, or education.

This book constitutes the revised selected papers of the 5th International Conference on Semantics and Digital Media Technologies, SAMT 2010, held in Saarbrücken, Germany, in December 2010. As a result of a highly selective review procedure, 12 full papers and 4 short papers were accepted for publication. The contributions present novel approaches for managing, distributing and accessing large amounts of multimedia material. The topics covered include semantic search, analysis and retrieval of images, audio, video, 3D/4D material as well as of computer generated multimedia content. Also addressed are issues relating to semantic metadata management, semantic user interfaces, and semantics in visualization and computer graphics.

"This book is aimed at researchers and practitioners involved in designing and managing complex multimedia information systems"--Provided by publisher.

"This book presents state-of-the-art advancements and developments in the field, and also brings a selection of techniques and algorithms about semantic-based visual information retrieval. It covers many critical issues, such as: multi-level representation and description, scene understanding, semantic modeling, image and video annotation, human-computer interaction, and more"--Provided by publisher.

This book gives an overview on fundamental issues within the field of multimedia metadata focusing on contextualized, ubiquitous, accessible and interoperable services on a higher semantic level. The book provides a selection of basic articles being a base for multimedia metadata research. Furthermore, it brings together experts from research and industry to present a view on the current state-of-the-art in recent research in Multimedia Semantics and the role of Metadata.

Prominent international experts came together to present and debate the latest findings in the field at the 2007 International Workshop on Multimedia Content Analysis and Mining. This volume includes forty-six papers from the workshop as well as thirteen invited papers. The papers cover a wide range of cutting-edge issues, including all aspects of multimedia in the fields of entertainment, commerce, science, medicine, and public safety.

The result of more than 15 years of collective research, *Multimedia Ontology: Representation and Applications* provides a theoretical foundation for understanding the nature of media data and the principles involved in its interpretation. The book presents a unified approach to recent advances in multimedia and explains how a multimedia ontology can be used to support multimedia retrieval systems. This book is an extended collection of contributions that were originally submitted to the 1st International Workshop on Adaptive Multimedia Retrieval (AMR 2003), which was organized as part of the 26th German Conference on Artificial Intelligence (KI 2003), and held during September 15–18, 2003 at the University of Hamburg, Germany. Motivated by the overall success of the workshop – as revealed by the stimulating atmosphere during the workshop and the number of very interested and active participants – we finally decided to edit a book based on revised papers that were initially submitted to the workshop. Furthermore, we invited some more introductory contributions in order to be able to provide a conclusive book on current topics in the area of adaptive multimedia retrieval systems. We hope that we were able to put together a stimulating collection of articles for the interested reader. We like to thank the organization committee of the 26th German Conference on Artificial Intelligence (KI 2003) for providing the setting and the administrative support in realizing this workshop as part of their program. Especially, we like to thank Christopher Habel for promoting the workshop as part of the conference program and Andreas Günther for his kind support throughout the organization process.

Half a century into the digital era, the profound impact of information technology on intellectual and cultural life is universally acknowledged but still poorly understood. The sheer complexity of the technology coupled with the rapid pace of change makes it increasingly difficult to establish common ground and to promote thoughtful discussion. Responding to this challenge, *Switching Codes* brings together leading American and European scholars, scientists, and artists—including Charles Bernstein, Ian Foster, Bruno Latour, Alan Liu, and Richard Powers—to consider how the precipitous growth of digital information and its associated technologies are transforming the ways we think and act. Employing a wide range of forms, including essay, dialogue, short fiction, and game design, this book aims to model and foster discussion between IT specialists, who typically have scant training in the humanities or traditional arts, and scholars and artists, who often understand little about the technologies that are so radically transforming their fields. *Switching Codes* will be an indispensable volume for anyone seeking to understand the impact of digital technology on contemporary culture, including scientists, educators, policymakers, and artists, alike.

In recent years, the science of managing and analyzing large datasets has emerged as a critical area of research. In the race to answer vital questions and make knowledgeable decisions, impressive amounts of data are now being generated at a rapid pace,

increasing the opportunities and challenges associated with the ability to effectively analyze this data.

The perception-action cycle is the circular flow of information that takes place between the organism and its environment in the course of a sensory-guided sequence of behaviour towards a goal. Each action causes changes in the environment that are analyzed bottom-up through the perceptual hierarchy and lead to the processing of further action, top-down through the executive hierarchy, toward motor effectors. These actions cause new changes that are analyzed and lead to new action, and so the cycle continues. The Perception-action cycle: Models, architectures and hardware book provides focused and easily accessible reviews of various aspects of the perception-action cycle. It is an unparalleled resource of information that will be an invaluable companion to anyone in constructing and developing models, algorithms and hardware implementations of autonomous machines empowered with cognitive capabilities. The book is divided into three main parts. In the first part, leading computational neuroscientists present brain-inspired models of perception, attention, cognitive control, decision making, conflict resolution and monitoring, knowledge representation and reasoning, learning and memory, planning and action, and consciousness grounded on experimental data. In the second part, architectures, algorithms, and systems with cognitive capabilities and minimal guidance from the brain, are discussed. These architectures, algorithms, and systems are inspired from the areas of cognitive science, computer vision, robotics, information theory, machine learning, computer agents and artificial intelligence. In the third part, the analysis, design and implementation of hardware systems with robust cognitive abilities from the areas of mechatronics, sensing technology, sensor fusion, smart sensor networks, control rules, controllability, stability, model/knowledge representation, and reasoning are discussed.

"This book provides simple costs and benefits analysis showing that the Semantic Web is prepared for e-business"--Provided by publisher.

The Semantic Web, that adds a conceptual layer of machine-understand able metadata to the existing content, will make the content available for processing by intelligent software allowing automatic resource integration and providing interoperability between heterogeneous systems. The Semantic Web is now the most important influence on the development of the Web. Next generation of intelligent applications will be capable to make use of such metadata to perform resource discovery and integration based on its semantics. Semantic Web, aims at developing a global environment on top of Web with interoperable heterogeneous applications, agents, web services, data repositories, humans, and so on. On the technology side, Web-oriented languages and technologies are being developed (e.g. RDF, OWL, OWL-S, WSMO, etc.), and the success of the Semantic Web will depend on a wide spread industrial adoption of these technologies. Trend within worldwide activities related to Semantic Web definitely shows that the technology has emerging growth of interest both academic and industry during a relatively small time interval.

This comprehensive book draws together experts to explore how knowledge technologies can be exploited to create new multimedia applications, and how multimedia technologies can provide new contexts for the use of knowledge technologies. Thorough coverage of all relevant topics is given. The step-by-step approach guides the reader from fundamental enabling

technologies of ontologies, analysis and reasoning, through to applications which have hitherto had less attention.

Broad in scope, Semantic Multimedia Analysis and Processing provides a complete reference of techniques, algorithms, and solutions for the design and the implementation of contemporary multimedia systems. Offering a balanced, global look at the latest advances in semantic indexing, retrieval, analysis, and processing of multimedia, the book features the contributions of renowned researchers from around the world. Its contents are based on four fundamental thematic pillars: 1) information and content retrieval, 2) semantic knowledge exploitation paradigms, 3) multimedia personalization, and 4) human-computer affective multimedia interaction. Its 15 chapters cover key topics such as content creation, annotation and modeling for the semantic web, multimedia content understanding, and efficiency and scalability. Fostering a deeper understanding of a popular area of research, the text: Describes state-of-the-art schemes and applications Supplies authoritative guidance on research and deployment issues Presents novel methods and applications in an informative and reproducible way Contains numerous examples, illustrations, and tables summarizing results from quantitative studies Considers ongoing trends and designates future challenges and research perspectives Includes bibliographic links for further exploration Uses both SI and US units Ideal for engineers and scientists specializing in the design of multimedia systems, software applications, and image/video analysis and processing technologies, Semantic Multimedia Analysis and Processing aids researchers, practitioners, and developers in finding innovative solutions to existing problems, opening up new avenues of research in uncharted waters.

Today's work is characterized by a high degree of innovation and thus demands a thorough overview of relevant knowledge in the world and in organizations. Semantic Work Environments support the work of the user by collecting knowledge about needs and providing processed and improved knowledge to be integrated into work. Emerging Technologies for Semantic Work Environments: Techniques, Methods, and Applications describes an overview of the emerging field of Semantic Work Environments by combining various research studies and underlining the similarities between different processes, issues and approaches in order to provide the reader with techniques, methods, and applications of the study.

This book presents current progress on challenges related to Big Data management by focusing on the particular challenges associated with context-aware data-intensive applications and services. The book is a state-of-the-art reference discussing progress made, as well as prompting future directions on the theories, practices, standards and strategies that are related to the emerging computational technologies and their association with supporting the Internet of Things advanced functioning for organizational settings including both business and e-science. Apart from inter-operable and inter-cooperative aspects, the book deals with a notable opportunity namely, the current trend in which a collectively shared and generated content is emerged from Internet end-users. Specifically, the book presents advances on managing and exploiting the vast size of data generated from within the smart environment (i.e. smart cities) towards an integrated, collective intelligence approach. The book also presents methods and practices to improve large storage infrastructures in response to increasing demands of the data intensive applications. The book contains 19 self-contained chapters that were very carefully selected based on peer review by at least two expert and independent reviewers and is organized into the three sections reflecting the general themes of interest to the IoT and Big Data communities: Section I: Foundations and Principles Section II: Advanced Models and Architectures Section III: Advanced Applications

and Future Trends The book is intended for researchers interested in joining interdisciplinary and transdisciplinary works in the areas of Smart Environments, Internet of Things and various computational technologies for the purpose of an integrated collective computational intelligence approach into the Big Data era.

In a world supported by Ambient Intelligence (Aml), various devices embedded in the environment collectively use the distributed information and the intelligence inherent in this interconnected environment. A range of information from sensing and reas- ing technologies is used by distributed devices in the environment. The cooperation between natural user interfaces and sensor interfaces covers all of a person's s- roundings, resulting in a device environment that behaves intelligently; the term "Ambient Intelligence" has been coined to describe it. In this way, the environment is able to recognize the persons in it, to identify their individual needs, to learn from their behavior, and to act and react in their interest. Since this vision is influenced by a lot of different concepts in information proce- ing and combines multi-disciplinary fields in electrical engineering, computer science, industrial design, user interfaces, and cognitive sciences, considerable research is needed to provide new models of technological innovation within a multi-dimensional society. Thus the Aml vision relies on the large-scale integration of electronics into the environment, enabling the actors, i.e., people and objects, to interact with their surrounding in a seamless, trustworthy, and natural manner.

This book provides an up-to-date study of technical, pedagogical and managerial issues in Web-based learning. The successful application of Web-based learning provides enhancements in workforce performance, helps to lower costs, and encourages innovation for Web-based and distance learning. It presents a selection of 20 refereed papers given at the First International Conference on Web-Based Learning from over 70 submissions by academic researchers and industry developers from 19 different countries. It provides an excellent resource for students, researchers and practitioners involved in Web-based learning. The proceedings have been selected for coverage in: • Index to Scientific & Technical Proceedings (ISTP CDROM version / ISI Proceedings) • Index to Social Sciences & Humanities Proceedings® (ISSHP® / ISI Proceedings) • Index to Social Sciences & Humanities Proceedings (ISSHP CDROM version / ISI Proceedings) Contents: Applications: A Web-Based Computer-Aided Learning Package on Pipe Flow (P K Yu & K W Chau) On the Design of Mathematical Instruction Material for Distant Learning Platform (P T Yu et al.) Learning Through Web-Based Assessment (C K Wong et al.) Models: VEGA-KGQA: A Knowledge-Grid-Based Question-Answering Approach (Z Hai et al.) Ubiquitous E-Learning — A Concept of Virtual Knowledge (M B Andersson) Patterns of Web Based Learning in the Semantic Web Era (A K Lui & S C Li) Tools: Improving the Design of an Online Self-Assessment Tool Utilizing Confidence Measurement (G Farrell & Y K Leung) The Design and Implementation of Virtual Laboratory Platform in Internet (J Wang et al.) A Platform for Virtual Laboratories (W A Halang & P Tang) An Adaptive Virtual University (J Garofalakis et al.) The Effectiveness of Using Computer-Mediated Instruction in Distance Mathematics Education (M S C Chan) and other papers Readership: Graduate students, researchers and practitioners in Web-based learning. Keywords:

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