

1st ATHENS WORLD SUMMIT ON THE KNOWLEDGE SOCIETY

SHORT UPDATE ON SUBMISSIONS

Statistics:

363 Authors from **51** Countries

139 articles [as of: 5th June / submissions open till 25th June]

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Titles of PAPERS

1. The biggest Human GRID-s of the Future: Hybridization of Science and Public Education
2. THE WAVES OF TECHNOLOGY information
3. Knowledge capitalisme and free and open source software: new development alternative for developing countries in XXI century
4. Building Communities of Practice through Internet Network for Nursing Knowledge Management
5. The Project Manager as Knowledge Creator and Communicator Analysed with the Help of the Theatre Metaphor for Conscious Experience
6. Views on globalization of higher education
7. An Examination of Assessment Practices in Colleges of Business at Various Middle East Countries
8. Computer-supported Interaction for Preparing Logically Organized Documents information
9. Looking at the Knowledge Economy: Some issues on theory and evidence

10. A Social Networking Exploration of Political Blogging in Greece
11. Teaching the use of reflection tools in the design of interactive learning objects
12. Resources, Activities and Competitive Advantage: An Imperical Application to IT Outsourcing
13. Learning to invent: let the new knowledge come
14. Ontologies Analysis within public administration
15. Knowledge Managements Impact on Sudanese business Organizational Performance
16. A Business Plans Training Tool based on the Semantic Web Principles
17. Views on Globalization of Higher Education
18. Social Recommendations within the Multimedia Sharing Systems
19. Evaluation of the Energy Efficiency of Renewable Biomass Fuels. An Environmental and Financial Approach.
20. The Declaration of Technology Freedom: User Rights in the 21st Century Peer to Peer Political Economy
21. Can the learning process in a distance university be improved?
22. An Annotation-based Access Control Model and Tools for Collaborative Information Spaces
23. A Unifying Framework for Building Social Computing Applications information
24. Learning objects: From the "Slide Show" to the "Serious games" approach. Quick development for complex learning objects
25. How to start, best practices in e-learning
26. CASE-BASED REASONING:A RECENT THEORY FOR PROBLEM-SOLVING AND LEARNING IN COMPUTERS AND PEOPLE
27. Codification and Socialisation Knowledge Management Perspectives: The Organik Approach
28. EMERGING PATHS TOWARDS E 2.0: the case of social enterprise. First results from a 1-year research information
29. Gaining Metropolis-Competitiveness Through Innovations: Opinion Surveys of Multinationals (2001-2006)
30. Designing IT Systems for NGOs: Issues and Directions
31. PANALYZING THE BUSINESS EFFECTIVENESS OF INTERNET TECHNOLOGIES

32. Accessing Enterprise's Knowledge Management Maturity Level
33. AN EMPIRICAL INVESTIGATION ON IT TRAINING SOURCES
34. Asynchronous tele-education and computer-enhanced learning services in the Greek School Network
35. Professional constructivism: An Example from software development process
36. Using Statistical Tests to Assess Relationships between User Characteristics and Frequency of Access to Community Information Networks: A Case Study of Selected Public Libraries in New Zealand
37. MILCA – A Mobile and Interactive Learning Environment on Campus
38. A Framework for the Knowledge Society Ecosystem: A Tool for Development
39. The Human Web and The Domestication of the Networked Computer
40. Designing Collaborative Learning and Innovation Systems for Education Professionals
41. CallimachusDL: Using Semantics to Enhance Search and Retrieval in a Digital Library
42. A teleological perspective towards the definition and measurement of Intellectual capital
43. Teaching of English to Hearing Impaired Individuals whose Mother Language is the Sign Language
44. SOLERES-HCI. Modelling a human-computer interaction framework for open EMS
45. Tools for the Information System Function management: a roadmap
46. Inclusive Social Tagging: A Paradigm for Tagging-Services in the Knowledge Society
47. Emergent Innovation—a Socio-Epistemological Innovation Technology for Sustainable Knowledge Co-Creation
48. History of CSI Piemonte in metadata cataloguing, knowledge inference and ontologies.
49. Spatial Information Retrieval from Images using Ontologies and Semantic Maps
50. Software Engineering 2.0: A Social Global Repository based on Semantic Annotation and Social Web for Knowledge Management
51. Improving the learning process of engineering students by deployment of activating ICTs
52. Moving Assistive Technology on the Web: the Farfalla Experience
53. A Recommender System Architecture for Instructional Engineering
54. Perceptions of Trust and Security: Is the digital generation ready for web 2.0 base learning?

55. How Intranet has been evolving in banking. A longitudinal research
56. Iulian Ilie-Nemedi and Razvan Zota. A Cooperative e-Government Framework for Government Agencies
57. Significant Learning Communities – A Humanistic Approach to Knowledge and Human Resource Development in the Age of the Internet
58. Strategic Use of Information Technology in Profit and Non-Profit Organizations from Tanzania and Sweden
59. Modelling student's mood during an online self-assessment test
60. The impact of Readability on the Usefulness of Online Product Reviews: A Case Study on an Online Bookstore
61. Evaluation of Mobile Tourist Guides
62. Deploying Thick Mobile Clients using Thin Client Architecture: a Case in Mobile Tourist Guides
63. Knowledge-Intensive Interactive Systems Design in Cultural Context
64. Pattern Matching Techniques to Identify Syntactic Variations of Tags in Folksonomies
65. Semantics-aware Resolution of Multi-part Persistent Identifiers
66. 'LEAN SIX SIGMA APPLIED TO SUPPLY CHAINS WITHIN A SERVICES ORGANISATION – A PRACTICAL SOLUTION'
67. Supporting Effective Monitoring and Knowledge Building in Online Collaborative Learning Environments
68. Towards an ontology for describing emotions
69. Copyright Management for the LUISA Semantic Learning Content Management System
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71. An On Demand Business context to improve software development process based on business knowledge
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74. The determinants of the effectiveness of online discussion board systems in eLearning: A case study
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76. The role of public research institutions in the innovation process: the case of renewable energy
77. A computational experiment to describe opinion formation using a master equation and Monte Carlo Simulations
78. Enhancing motivation, school competence and self-perception of Physics in the environment of the cognitive tutor CTAT during Physics instruction
79. Wisdom Networks: Towards a Wisdom-based Society
80. Educational Games Design Issues: Motivation and Multimodal Interaction
81. A Multi-Agent Model for Mine Detection– MAMMD
82. Accessible Tourism for the Disabled: Long Tail Theory
83. The Impact of a Service Oriented Approach as an Enabler for E-Government educational services for All Citizens
84. Human-Centric Design of Percipient Knowledge Distribution Service
85. Particle Swarms for Competency-based Curriculum Sequencing
86. A Critical Review of the Impact of Knowledge Management on Higher Education
87. Attributions of Human-Avatar Relationship Closeness in a Virtual Community
88. Facilitating work-integrated learning using Semantic Web technologies information
89. Antonella Carbonaro. PERSONALIZED BROWSING AND RETRIEVAL IN A SEMANTIC-BASED LEARNING ENVIRONMENT
90. Knowledge Management and eLearning in Professional Development
91. jAn Ontology Crystallization approach to Designing Performance-Based Testing Scenario
92. SEMANTIC WEB OR WEB 2.0? SOCIALIZATION OF THE SEMANTIC WEB
93. Interview-based Photo Tagging for Expressing Course Concepts in Ubiquitous Chinese Poetry Learning
94. The role of alternative types of tourism and ICT-strategy for the tourism industry of Lesvos Island in Greece
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110. Collaborative Work and Multi-Criteria Organization of Web Educational Resources: A Theoretical Framework
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114. Webstrategy Formulation: benefiting from web 2.0 concepts to deliver business values
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120. Engaging and motivating pre-school learners in the classroom. Some experiences with a web 2.0 platform to acquire cognitive and transversal skills.

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124. A Multicriteria Model Applied in the Diagnosis of Alzheimer's Disease: A Bayesian Approach
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136. Lecomps5: a Framework for the Automatic Building of Personalized Learning Sequences
137. Towards Personalized Ranking in Web Service Discovery
138. Understanding Knowledge Flow in a Project's Development
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