

TECHNOLOGIES FOR E LEARNING AND DIGITAL ENTERTAINMENT%0A

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The 121 revised full papers and 52 short papers presented together with the abstracts of 3 invited papers and those of the keynote speeches cover a wide range of topics, including e-learning platforms and tools, learning resource management, practice and experience sharing, e-learning standards, and more.

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Kin-chuen Hui Zhigeng Pan Ronald Chi-kit Chung Charlie C.L. Wang Xiaogang Jin Stefan Gebel Eric C.-L. Li (Eds.)

Technologies for E-Learning and Digital Entertainment Second International Conference, Edutainment 2007 Hong Kong, China, June 11-13, 2007 Proceedings Springer Table of Contents Keynote

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This book constitutes the refereed proceedings of the Third International Conference on E-learning and Games, Edutainment 2008, held in Nanjing, China, in June 2008. The 83 revised full papers presented together with the abstract of 5 keynote speeches were carefully reviewed and selected from a total of 219 submissions.

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