

2010 – Towards a Learning and Knowledge Society – 2030



Virtual Learning – Virtual Reality

The 5th INTERNATIONAL CONFERENCE ON VIRTUAL LEARNING

PROGRAM of ICVL 2010

The Conference will be held in the **University of Medicine and Pharmacy**
Târgu - Mureș, 38 Gh. Marinescu Street, TÂRGU - MUREȘ

First Floor - Conference Hall "Sala/Amf. II"

SCHEDULE

FRIDAY – October 29, 2010

14:00-18:30 Registration Desk (Ground Floor HALL)

19:00-21:00 Welcome Reception (Cocktail – “La Angela” Restaurant, U.M.F. Campus)

SATURDAY – October 30, 2010 (First Floor HALL “ Sala/Amf. II”)

8:30-9:00 a.m. - Registration Desk (First Floor HALL “ Sala/Amf. II”)

9:00- 11:30 - Conference opening and Plenary Session (Section **M&M**)

11:30-12:00 Coffee Break

12:00-18:00 Plenary Session-Section **TECH, SOFT** and **Intel® Education**

PLENARY SESSION

SATURDAY 9.00 - 11.30 Plenary Session (First Floor HALL “Sala/Amf. II”)

Moderators: Dr. Marius MĂRUȘTERI, Prof. Dr. Ion ROCEANU, Prof. Olimpius ISTRATE

Section Models & Methodologies

NO	Paper and Authors	Page
1	2010: Year of Mathematics in Romania and Centenary of Romanian Mathematical Society. An unique Journal in the world: Mathematical Gazette at 115 anniversary Marin Vlada	27
2	The Potential of Collaborative Augmented Reality in Education Marin Vlada, Grigore Albeanu	38
3	Serious Games in the Life Long Learning environment. Games and Learning Alliance Network of Excellence Alessandro de Gloria, Ion Roceanu	44
4	Visual Identity of a Business Doina Muntean	51
5	OER - craving for success in a timeless, border free zone Maria-Magdalena Popescu	54
6	Impact of Internet Use in Teaching and Classroom Management Process Roxana Enache	59
7	Competencies, roles and responsibilities of teachers in terms of new informational technologies Roxana Enache	65
8	Assessment of Blended Learning Education – Students’ Opinion Margarita Pehlivanova, Zlatoeli Duchevea, Snejana Dineva	72
9	Accepted Strategy for the Further Development of Blended E-Learning: Tk-Yambol Case Study Snejana Dineva, Veselina Nedeva	79
10	Educational software. Types of soft Valeriu Ștefănescu	85
11	New Connections between Modernity and Tradition in the Teaching Process New Connections between Different Fields of Science Silvia Moraru, Ioana Stoica, Cristina Miron	90
12	Interactive Conceptual Maps Part of Constructivist Environment for Advanced Physics Teaching Florentina Iofciu, Cristina Miron, Stefan Antohe	95
13	Understanding digital divide as a form of cultural and social reproduction Silvia Făt	101
14	Development of Foreign Language Learning System Focusing on Speaking and Evaluation of the Effectiveness Ikuo Kitagaki	107

15	A Use Case Analysis for Learning in 3D MUVE: A Model Based on Key e-Learning Activities Indika Perera, Colin Allison, Alan Miller	114
16	A new didactical model for modern electronic textbook elaboration Elena Railean	121
17	Ontology Learning from Text Based on the Syntactic Analysis Tree of a Sentence Andreea-Diana Mihiș	128
18	Ontology for an E-learning model Țolea Enikő Elisabeta, Costin Aurelian Răzvan	135
19	E-Counselling. Study Case for Romania Stan Emil, Eftimie Simona Georgiana, Mărgărițoiu Alina	141
20	Computer modeling in Physics' experiments Carmen – Gabriela Bostan, Ștefan Antohe	147
21	An Approach to Ontology Development in Human Resources Management Anamaria Szekely	153
22	Developing Pedagogical Competence Students Through Blended Learning Margarita Pehlivanova, Zlatoeli Duchevea	160
23	Sounds experiments by using Microsoft Office Live Meeting 2007 Mihaela Garabet, Cristina Miron, Florin Popescu	166
24	Learning from the Stream. An "M" Case Study: M for microblogging, m(y)-conference/m(y)-event, and micro/m(y)-learning Gabriela Grosseck, Carmen Holotescu	172
25	Balancing Dynamic Overload in Moodle E-Learning Servers by Virtual Means Eduard Mihailescu	179
26	A method of measuring the complexity of a web application from the point of view of cloning Doru Anastasiu Popescu, Catrinel Maria Dănăuță, Zoltan Szabo	186
27	Usage of the Artificial Neural Networks in the Intelligent Tutoring System Gabriela Moise	191
28	Promotion of Educational Services – Challenge or Necessity? Viorica Scobioală, Dorin Țifrea, Mihai Dragomir	199
29	Learning styles in technology enhanced education: latest trends and a case study Elvira Popescu	206
30	Role of the Movie Maker program in Physics experiments Cătălin Chițu, Cătălin Măciucă, Ștefan Antohe	214
31	Some aspects of the global IT learning solutions and international certification opportunities in the Republic of Moldova Sergiu Tutunaru, Eng. Vitalie Boico	221
32	An agent-based serious game for entrepreneurship Mario Allegra, Giovanni Fulantelli, Manuel Gentile, Dario La Guardia, Davide Taibi, Gianluca Zangara	226
33	Methodological aspects of pedagogical e-tests Tudor Bragaru, Ion Craciun	231
34	The king is dead! Long live the king! Elena Liliana Danciu	238

35	Blended Learning Environment in Vocational Education Mehmet Şahin	244
36	Virtual Training Centre for CNC: An Accomplished Cooperation Case Süleyman Yaldiz	253

SATURDAY 12.00 - 18.00 Plenary Session (First Floor HALL “Sala/Amf. II”)

Moderators: Dr. Marius MĂRUȘTERI, Prof. Dr. Dan DORIN, Prof. Olimpius ISTRATE

Section TECH

NO	Paper and Authors	Page
37	ABBYY recognition technologies – ideal alternative to manual data entry. Automating processing of exam tests. Marin Vlada, Ivan Babiy, Octav Ivanescu	263
38	MEDIAEC Platform. Digital Television for Education and Research Diana Chihaiia, Adrian Istrimschi	269
39	Overcome Disadvantages of E-Learning for Training English as Foreign Language Veselina Nedeva, Emilia Dimova, Snejana Dineva	275
40	Ontological Library Generator for Hypermedia-Based E-Learning System Eugen Zaharescu, Georgeta-Atena Zaharescu	282
41	GiSHEO: On-line Platform for Training in Earth Observation Dana Petcu, Silviu Panica, Marian Neagul, Marc Frincu, Daniela Zaharie, Dorian Gorgan, Teodor Stefanut, Victor Bacu	290
42	Towards Educational Animation as a Service Liviu Beldiman, Nicolae Jascanu	297
43	Learn about finding jobs from digital storytelling and ePortfolios through the L@JOST project Simona Sava, Laura Malita	304
44	Prospective Topography of Mobile Learning Solutions Veronica Ștefan, Ioana Stănescu, Ion Roceanu, Eugenia Mincă, Antoniu Ștefan	311
45	A Comparative Study of Three Speech Recognition Systems for Romanian Language Daniela Șchiopu	318
46	Intelligent CMDS Medical Agents with Learning Capacity Barna Iantovics, Marius Marusteri, Roumen Kountchev, Constantin-Bala Zamfirescu, Bogdan Crainicu	325
47	On the Using of CAD Tools in Teaching Computer Organization Courses Abdakarim Awad	332
48	Enhanced Online Learning with Simulations and Virtual Worlds Ioana A. Stănescu, Antoniu Ștefan, Felix G. Hamza-Lup, Veronica Ștefan	339
49	Virtual Collection of Minerals Simona Marilena Ilie, Gheorghe C. Popescu, Antonela Neacsu, Loreta Munteanu	346
50	Creation of a Graphic Data Base for the Students' Education in Clothing Technology Magdalena Pavlova	352

Section SOFT

NO	Paper and Authors	Page
51	Artificial Intelligence Applied in Computer-Assisted Students Evaluation Mihaela Oprea	361
52	Online Collaborative Education Management Tool Adrian Florea, Arpad Gellert, Anghel Traian, Delilah Florea	367
53	Sink web pages of web application Doru Anastasiu Popescu, Zoltan Szabo	375
54	Selecting an Optimal Compound of a University Research Team by Using Genetic Algorithms Florentina Alina Chircu	380
55	Evaluating research projects using a knowledge-based system Florentina Alina Chircu, Elia Georgiana Dragomir	386
56	Teaching Performance Evaluation Using Supervised Machine Learning Techniques Elia Georgiana Dragomir	390
57	Efficient Management of Medical Image Databases, Based on Inverse Pyramid Decomposition Roumen Kountchev, Barna Iantovics, Roumiana Kountcheva	395
58	Visual Basic Applications to Physics Teaching Catalin Chitu, Razvan Constantin Impuscatu, Marilena Viziru	403
59	The Optimal Refactoring Selection Problem – A Multi-Objective Evolutionary Approach Camelia Chisăliță-Crețu	410
61	The Refactoring Plan Configuration. A Formal Model Camelia Chisăliță-Crețu	418
61	Second game - the spirit of adventure (Joc secund aventură a spiritului) Coman Florin Alexandru, Avădănei Andrei, Adoamnei Andrei, Giorgie Vlad Daniel, Costineanu Raluca, Chira Liliana, Carmen Popa	425
62	Online Visual PHP IDE Coman Florin Alexandru, Avădănei Andrei, Adoamnei Andrei, Giorgie Vlad Daniel, Costineanu Raluca, Chira Liliana, Carmen Popa	431
63	Web Security Platform (W.S.P) Coman Florin Alexandru, Avădănei Andrei, Adoamnei Andrei, Giorgie Vlad Daniel, Costineanu Raluca, Chira Liliana, Carmen Popa	437
64	New Database Manipulation Tools in the Easy Learning on-line Platform Radu Rădescu, Andrei Davidescu	443
65	Security and Confidentiality in the Easy Learning on-line Platform Radu Rădescu, Andrei Davidescu	449

Section Intel® Education

NO	Paper and Authors	Page
66	Using statistical software and Web Technologies in analyzing information on detection and monitoring of somatic and psycho-behavioural deficiencies in children and adolescents Marin Vlada, Adriana Sarah Nica	455
67	Increasing teachers' creativity through Game-Based Learning Bogdan Logofatu, Anisoara Dumitrache, Mihaela Gheorghe	467
68	The Physics Laboratory between Modernity and Tradition: Virtual Experiments and Modern Methods of Acquiring Data Ioana Stoica, Silvia Moraru, Florin Popescu	471
69	Aspects Related to Learning Content Management Systems Iuliana Dobre	478
70	PyAlg: An Algorithm Learning Platform Radu Drăgușin, Paula Petcu	485
71	The use of e-learning platforms, the way to increase quality and efficiency in studying Physics Luminita Dinescu, Maria Dinica, Cristina Miron, Emil Barna	491
72	The promotion of active and creative learning within the context of using information technology Maria Dinica, Luminita Dinescu, Cristina Miron, Emil Barna	498
73	Advantages of using the software facilities in the study of design - based engineering courses Raluca Maria Aileni, Mioara Cretu	505
74	3D shape recognition software used for classification of the human bodies Aileni Raluca Maria, Ciocoiu Mihai	508
75	Supervised Learning Techniques for Virtual Military Training Elena Șuşnea	511
76	About virtual interactions with real objects Mihaela Garabet, Ion Neacșu	517
77	Modern Perspectives in using LMS Radu Cătălin	520
78	Mobile Learning: A 21st Century Approach to Education Radu Cătălin, Stănescu Ioana	524

Notes