Index

A

accretion 182
action-learning cycle, personal 266
action learning cycle, generic 265
active learning environment 252
adaptive controller 21
AltaVista 38
alternative communication practices 172
analogy 64
anti-racist 172
anti-social attacks 422
Architectural Association School of Architecture in London (AA) 66
Architecture Machine Group 46
artificial intelligence 7
artificial intelligence workstation 44
Ashby’s measure 67
asynchronous conversation 220
asynchronous media 220
aural metaphor 69
autism 347
Autostadt Entertainment Park 347

B

Bahá’í 292
Banathy 290
behaviorism 244
belief and opinion sampling system (BOSS) 26
bio-cost 37, 44
blended course 108, 113
Bloom’s Taxonomy of Educational Objectives 85

C

case studies 192
Centre for The Study of Human Learning (CSHL) 338
class, assertive 6
class, commissive 6
class, directive 6
Clobbit 22
cognitive conflict 125
cognitive knowledge building 84
cognitive modeling 378
cognotes 91, 94
coherence 39
collaborative learning 282
Collagen (collaborative agent) project 366
common ground, importance of 180
communicative competences 136
community 179
community of practice 238
comprehension learning 27
computer-assisted instruction (CAI) 7, 365
computer-assisted training (CAT) 7, 365
computer-mediated communication (CMC) 203
computer-supported intentional learning environment (CSILE) 92
computer aided learning 62
computer conferencing 220
computer mediated communication (CMC) 107
computer system design 419
concept 39
concept attainment 22
concept map 99
concepts 30
Index

<table>
<thead>
<tr>
<th>Concepts and Memory</th>
<th>113</th>
</tr>
</thead>
<tbody>
<tr>
<td>Conceptual Knowledge</td>
<td>25</td>
</tr>
<tr>
<td>Conning Officer Virtual Environment (COVE)</td>
<td>366</td>
</tr>
<tr>
<td>Content</td>
<td>134</td>
</tr>
<tr>
<td>Conversation 1, 2, 113</td>
<td></td>
</tr>
<tr>
<td>Conversation, Character of 295</td>
<td></td>
</tr>
<tr>
<td>Conversation, Coordination of 186</td>
<td></td>
</tr>
<tr>
<td>Conversation, Design 92</td>
<td></td>
</tr>
<tr>
<td>Conversation, Dialectic 92</td>
<td></td>
</tr>
<tr>
<td>Conversation, Dialogue 92</td>
<td></td>
</tr>
<tr>
<td>Conversation, Discussion 92</td>
<td></td>
</tr>
<tr>
<td>Conversation, Learning Through 258</td>
<td></td>
</tr>
<tr>
<td>Conversational Domains 25</td>
<td></td>
</tr>
<tr>
<td>Conversational Individuals (C-indis) 309</td>
<td></td>
</tr>
<tr>
<td>Conversationally Articulated Learning (CAL) 51</td>
<td></td>
</tr>
<tr>
<td>Conversational Processes 2, 8, 204, 214</td>
<td></td>
</tr>
<tr>
<td>Conversational Scientist 331</td>
<td></td>
</tr>
<tr>
<td>Conversational Techniques 308</td>
<td></td>
</tr>
<tr>
<td>Conversation Design 1, 3, 4, 125, 126</td>
<td></td>
</tr>
<tr>
<td>Conversation Design, Implications for 187</td>
<td></td>
</tr>
<tr>
<td>Conversations, Design 146, 149, 155</td>
<td></td>
</tr>
<tr>
<td>Conversations, Dialectic 146, 153</td>
<td></td>
</tr>
<tr>
<td>Conversations, Dialogue 146, 155</td>
<td></td>
</tr>
<tr>
<td>Conversations, Discussion 146, 153</td>
<td></td>
</tr>
<tr>
<td>Conversations, Instructional 152</td>
<td></td>
</tr>
<tr>
<td>Conversations, Reflective 147, 151</td>
<td></td>
</tr>
<tr>
<td>Conversation Taxonomies 146</td>
<td></td>
</tr>
<tr>
<td>Conversation Theory 2, 5, 9, 20, 23, 27, 37, 38, 42, 44, 46, 80, 252</td>
<td></td>
</tr>
<tr>
<td>Conversation Theory (CT) 53, 107</td>
<td></td>
</tr>
<tr>
<td>Conversation Theory, and Assessment 259</td>
<td></td>
</tr>
<tr>
<td>Conversation Theory, and Mathematical Discourse 253</td>
<td></td>
</tr>
<tr>
<td>Corollary, Awareness 320</td>
<td></td>
</tr>
<tr>
<td>Corollary, Directionality 320</td>
<td></td>
</tr>
<tr>
<td>Corollary, Intentionality 320</td>
<td></td>
</tr>
<tr>
<td>Course Assembly System and Tutorial Environment (CASTE) 21, 24</td>
<td></td>
</tr>
<tr>
<td>Critical Thinking 100</td>
<td></td>
</tr>
<tr>
<td>Cybernetics 5, 20, 28, 41, 67, 82</td>
<td></td>
</tr>
<tr>
<td>Cybernetic Theory 111</td>
<td></td>
</tr>
<tr>
<td>Cybernetic Theory of Cognition 9</td>
<td></td>
</tr>
<tr>
<td>Cybersystemic Education 49</td>
<td></td>
</tr>
<tr>
<td>Cybersystemic Levels 55</td>
<td></td>
</tr>
</tbody>
</table>

**D**

Darwinian Variation 50  
Database 102  
Design 36, 68, 92, 133  
Design, Context of 188  
Design Conversation 289, 290  
Design Conversation, Future Uses of 301  
Design Conversation, Theoretical Construct 290  
Design Guidelines 348  
Dialogue 80, 92, 124, 127, 404  
Dialogue, Patterns of 128  
Dialogue, The Nature of 125  
Dialogue Management 368, 369  
Dialogue Mapping 403  
Dogma 273  
Dogmatic, Judgmental Oppression 275

**E**

e-Learning Environments 80  
educational role play 345  
effective conversation 36  
electronic Age 91  
electronic Conversation 94  
electronic Discussion 92, 93  
electronic Discussion Group (EDG) 92  
electronic Learning (e-learning) 388  
ELIZA 7  
Embodied Conversational Agent (ECA) 343  
Embodied Conversational Agents (ECAs), Communicative Skills of 352  
Emotional Behaviors 353  
End User License Agreement (EULA) 427  
Epistemological Commitment 112  
Experience 236  
Explicit Conversation 206, 208  
Explicit Knowledge 206

**F**

Face-to-face (Ftf) 92  
Fluency, Conceptual Framework 411  
Folk Knowledge 236  
Folksonomies 138  
Foundation 190
Index

G

GENASYS project 153
general meta-choice console (GMCC) 428
German Democratic Republic (GDR) 292
goal 41
Google 38
Gordon Pask 19, 49, 53
grammar 5
graphical user interface (GUI) 365
grounded conversation design 205, 208, 211

H

helpfulness 419
human-computer interaction (HCI) 420

I

ide area network (WAN) 391
identity-conjugative-propagative 55
idiosyncratic systems 46
impolite computing 425
informational politeness 424
information and communication technologies (ICT) 204
information assistants 419
information retrieval (IR) 38
instant messages (IMs) 219
instructional conversations 144
instructional systems 363, 364
instructor, human 363
instructor, system 363
instructor-as-storyteller paradigm 236
instructor coding 95
intelligent tutoring system (ITS) 7
intelligent tutoring systems (ITSs) 365
intelligent tutoring systems, core components of 367
interaction 115
interaction situations 429
interface design 39
International Network of Innovative Schools project (INIS) 292
interpersonal action-learning cycle (IALC) 264, 265
issue-based information systems (IBIS) 404
ITSPOKE 366

J

jargon 4
juxtaposition 39

K

knowledge 182
knowledge, logical-mathematical 236
knowledge, physical 236
knowledge, social 236
knowledge, story 236
knowledge-building, framework 183
knowledge construction 218, 219

L

Lamarkian evolution 50
language 112
learning 125
learning, developmental nature of 134
learning, scaffold 85
learning, through social interactions 83
learning community 218, 219
learning conversation 109
learning environment 184
learning gain 380
learning material, personal connections to 235
learning process 185
learning situation 134
learning style 228
legitimate interactions, politeness support of 422
liberative 55
linguistics 5
Linguistics Society 6
local area networks (LANs) 391

M

M-Individual 41
M-individual 5
M-individuals 29
Ma, Liping 252
maintaining focus 247
meaning, affective 318
meaning, levels of 315
meaning-acting-perceiving spiral (MAPS 330
meaning representation 317
media richness theory 161, 163, 165
memories 30
meta-awareness 330
meta-communication 378
meta-conversation 112, 207, 208
metaphors 192
MIT Laptop Project 395
Mobile learning (m-learning) 388
model, expert 367
model, student 367
model, teacher 367
modeling facility 64
model variations 372
motivation 247
motivational 235
multimodal interaction 368
multimodal tutorial strategies 349
multiple user dungeons(MUDs) 203
Musicolour 61

N
National Council of Teachers of Mathematics (NCTM) 258
natural language generation 368, 369
natural language interfaces 39
negotiative 55
network of practice (NoP) 181
Nonaka 177

O
objectives 134
observation log 138
online bulletin board dialogues (OBBDs) 161
online bulletin board dialogues (OBBDs), socio-culture of 162
online conversation 218
online conversations design, for learning 178
online discussion 108, 221
online education 124
online etiquette 421
online learning, barriers to 223
online learning communities 207
online politeness 433
openness 419
operation learning 27

P
P-Individual 41
P-individual 5
P-individuals 29, 111
participants 113
participation 218
Pask, Gordon 2, 80, 253
pedagogical agent 345
pedagogical agents, long-term interaction with 356
pedagogical agents, novel interfaces with 356
pedagogical agents, potential benefits of 348
pedagogical interaction? 139
performable experience 49
personal digital assistants (PDAs) 390
personal meaning 313
personal meaning, and intentionality 319
personal meaning, eight dimensions of 315, 324
personal meaning, explicit 320
personal meaning, implicit 320
personal myths 323
Plaxo 425
podcast 390
polite computing 421
politeness, definition of 421
practice 179, 181
practice spaces 186
preconceptions 136
problem, tame 405
problem, wicked 405
problem-based learning 403
problem-solving support systems 364
protolanguage 30

Q
questions, criterial 411
questions, deontic 411
questions, factual 412
questions, instrumental 411
questions, meaning or conceptual 412
questions, stakeholder 412

R
ranking algorithm 38
rational instrumental knowledge and skills (RIKS) 51
re-enactive affiliative symbolic meanings (REASMs) 51
re-entrant feedback 322
reciprocity 247
recursive strategies 194
reflective conversations 151
reflective practice plans 168
remembering 419
request-respond dyad 145
respect 419, 426
responses, acknowledging 277
responses, expressing 278
responses, listening 277
rhythmic pattern 334
Rule of Genoa 40
Runaway 43, 44

S
scientosophic 55
self-organised-learning (SOL) 308, 309
self adaptive keyboard instructor (SAKI) 60
selfish software 419, 420
semantics 5
shared display 403, 407
shared display skills 411
short message service (SMS 389
social activism 172
social agent 419, 420
social competence 354
social computing 419
social politeness 419
socio-cultural activities 171
software agent politeness 426
software use, increase 423
speech 363
speech modality, strengths and weaknesses 373
speech recognisers 368
speech recognition 368
speech synthesis 368
spoken dialogue 363
spoken dialogue, in conversation 375
spoken dialogue, in task solving 375
spoken dialogue, roles in instructional systems 374
spoken dialogue systems, core components of 368
spoken interaction 380
spoken multimodal instruction 371
stories 6, 192
story, as a learning tool 237
story elements and types 237
storytelling 235
storytelling, application 238
storytelling, comprehension 238
storytelling, context 238
storytelling, instructional effectiveness 248
strategy, holist 23
strategy, serialist 23
structure, entailment 25, 27
structure, task 25, 27
structuring 182
studio 67
Surveying Studio 406
synchronous conversation 221
synchronous media 220
syntactic structures 5
syntax 7
systemic change 300
System Research Ltd. 19, 20
systems design 289
system seven 335
systems theory 7, 8
systems thinking, framework 289

T
tacit-explicit duality 182
tacit conversation 206, 208
task structures 112
teachable moment 52
teachback 63, 109, 260
teaching-learning, understandings of 137
teaching system 364
technical problems 223
terminology 4
text-based dialogue systems 365
theoretical superstructure 258
thoughtshuffler 38, 40
thoughtshuffler software 38
THOUGHTSTICKER 44, 45, 331
timing 134
Index

t knowledge-building, support 177
topics 112
traditional facilitation skills 411
training systems 366
Triton 425

U
understanding 39, 112
usable interface 365
use of media and technological resources 134
user interface 367, 372
user interface design 37
user interface paradigm 41

V
videoconferencing 220
videos 191
Virtual Assistive Technology University (VATU) 154
vodcasts 390

W
WebCT 111
WEB Project 148, 149
Wenger’s framework 179
WHY2-Atlas 366
Wi-Fi 390
Wiener, Norbert 5

Y
Yahoo 425

Z
Zen 329
zone of proximal development (ZPD) 228