## Index

### A
- affective computing 136, 138, 140, 153, 333
- agent communication language (ACL) 21, 22, 24, 25, 26, 27, 30, 40
- agent models 3
- agent society 232, 234, 235, 237, 242, 244
- animated pedagogical agent (APA) 38, 39, 40, 44, 45, 46, 52, 53, 54, 55, 64, 66, 67, 70, 72, 135, 136, 139, 154, 338, 340, 347
- appraisal theories 86
- arc directions 103
- asynchronous learning 294

### B
- Bandura model 174
- Bayesian networks 97–113, 261, 262, 280, 288, 289, 331
- Behavioral Decision Centre 116, 122, 123
- belief-desire-intention (BDI) 1, 2, 4, 5, 6, 8, 9, 10, 11, 12, 14, 15, 16, 17, 18, 114, 116, 118, 120, 122, 124, 130, 133, 134, 135, 139, 143, 144, 147, 152, 154, 184, 186, 187, 190, 191, 193, 198, 199, 329, 333, 336, 340, 341, 342, 344

### C
- case-based reasoning (CBR) 239
- city editor (CITTA) 74, 84
- CIVITAS project 73, 75, 76, 77, 83, 85, 92, 95, 347
- cognitive agent 202, 210
- collaborative editor 211, 215, 223
- collaborative learning environments (CLE) 203, 205
- computer-assisted training (CAT) 310
- computer algebraic systems (CAS) 261
- constructivist interaction patterns 88

### D
- discoverability 19, 23, 24, 25, 27, 39, 40
- distributed learning 292, 293

### E
- E-M@T 260–291
- Eletrotutor III 179, 186, 187, 188, 190, 191
- embodied conversational agent (ECA) 75, 77, 78, 79, 80, 83, 84, 86, 87, 88, 89, 90, 95, 347
- extendable BDI (XBDI) 190

### F
- folk psychology 1, 4
- fuzzyfication 165

### H
- human–computer interaction (HCI) 43, 44, 58, 61, 63, 66, 67, 70, 71, 72, 338, 343, 346
- human tutor 308
- hyperreal number 267

### I
Index

InteliWeb 156–177
intelligent e-learning system (ILE) 156, 157, 158, 162
intelligent learning object (ILO) 19–42
intelligent teaching assistant (ITA) 117, 131
intelligent tutor 294, 308
intelligent tutoring system (ITS) 1, 21, 27, 41, 97, 114, 115, 116, 117, 119, 123, 128, 131, 132, 133, 201, 202, 203, 204, 208, 216, 224, 225, 292, 293, 307, 334, 337, 339, 346
interaction design 47, 48, 49, 58, 67
item response theory 107

K
knowledge management 309

L
learning management system (LMS) 23, 26, 27, 30, 32, 33, 34, 36, 38, 39, 40
Leibniz 260–291

M
Maga Vitta 73–96
Mathema 228–259
media equation 136, 145, 152
MI-ADAPT 105
motivational orientation 142, 146, 149
MSF framework 9
multiagent system (MAS) 21, 25, 232, 308
Multi Cooperative Environment (MCOE) 117, 119, 124, 128, 130

N
network-based tutoring system 310

O
OCC model 136, 138, 139, 140, 143, 152, 179

P
partially observable markov decision problems (POMDP) 1, 2
Pedagogical and Affective Tutor (Pat) 140–155, 156, 157, 163, 164, 165, 171, 172, 173, 174
pedagogical knowledge 301
pedagogical negotiation 212, 223, 260, 262, 267, 268, 269, 281, 290, 334
persona effect 45, 71, 341

R
rule-based reasoning (RBR) 239, 247

S
self-efficacy mediator agent (SEM) 156, 157, 162, 163, 164, 165, 166, 167, 168, 171, 172, 173, 174
Socratic tutor 301
Solidarity Assimilation Group (SAG) 261, 262, 263, 264, 265, 267, 268, 273, 275, 276
student model 182, 183, 184, 185, 187, 198
synchronous learning 294

T
two-sigma problem 292