This volume presents the reader a selection of papers on the theory and applications of intelligent learning environment.

Human beings are distinguished from each other mainly by the skills they possess to understand ideas or solve problems. This ability is closely linked to what we call intelligence. Artificial Intelligence (AI), has made that a computer can simulate an "intelligent" behavior, coming to solve problems that classical computing could not solve. The achievements in this area can be applied in almost any area of knowledge, including education, which has helped the development of tools such as Intelligent Tutoring Systems, Pedagogical Agents, and Computer Games in educational environments.

Today, learning and adaptive systems incorporate not only cognitive factors but also emotional or affective states of students. That means, that in order to build a modern learning systems we would need to study different fields of knowledge as pedagogy, computer science, educational psychology, and artificial intelligence. The aim of this book is to present different research works in some of the most interesting fields of intelligent learning systems.

In addition to the section devoted to intelligent learning environments, the volume also includes a selection of regular papers.

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Ramón Zatarain Cabada María Lucía Barrón Estrac Yasmín Hernández Pérez ()

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