

























## References

1. M. Andergassen et al.: The evolution of e-learning platforms from content to activity based learning: The case of Learn@WU, Interactive Collaborative Learning (ICL), International Conference, Florence, pp. 779-784 (2015)
2. D. R. Garrison, E-Learning in the 21st Century - A framework for research and practice, New York: Taylor & Francis (2011)
3. K. Bontcheva, H. Cunningham, I. Roberts, V. Tablan: Web-based Collaborative Corpus Annotation: Requirements and a Framework Implementation, New Challenges for NLP Frameworks (LREC), Malta (2010)
4. Haslhofer, B., Jochum, W., King, R., Sadilek, C., Scheller, K. : The LEMO Annotation Framework: Weaving Multimedia Annotations with the Web, International Journal on Digital Libraries 10(1), pp. 15-32 (2009)
5. Stephen J.H. Yang, Jia Zhang, Addison Y.S Su, Jeffrey J.P Tsai: A Collaborative Multimedia Annotation Tool for Enhancing Knowledge Sharing in CSCL, Interactive Learning Environment, 19(1), pp. 45-62 (2011)
6. Lui, R., Lo, K. and Yiu, S.: Evaluating and Adopting e-Learning Platforms. International Journal of e-Education, e-Business, e-Management and e-Learning, vol.3 (2013)
7. H. Q. Yu, C. Pedrinaci, S. Dietze, and J. Domingue: Using Linked Data to Annotate and Search Educational Video Resources for Supporting Distance Learning, IEEE Transactions on Learning Technologies, vol. 5, no. 2, pp. 130-142 (2012)
8. Fares Belhadj, Vincent Boyer, Guilain Delmas, Myriam Lamolle, Chan Le Duc, et al., Learning Café: a semantic multimedia collaborative platform for e-learning, IEEE International Workshop on Multimedia Technologies for E-Learning (MTEL) - IEEE International Symposium of multimedia (ISM), Anaheim, United States. 6p., (2013)
9. S. Poslad, Human-Computer Interaction, in Ubiquitous Computing: Smart Devices, Environments and Interactions, John Wiley & Sons, Ltd, Chichester, UK. doi: 10.1002/9780470779446.ch5 (2009)
10. E. Newcomer, G. Lomow, Understanding SOA with Web Services (Independent Technology Guides), Addison-Wesley Professional (2004)
11. Ostreika, Armantas; Vasiu, Radu; Gudoniene, Daina; et al.: An Ontology Oriented Approach for E-Learning Objects Design and Improvement, 21st International Conference ICIST 2015, CCIS v. 538, p 138-150 (2015)
12. Fabio Bellifemine, Giovanni Caire, Agostino Poggi, Giovanni Rimassa: JADE: A software framework for developing multi-agent applications. Lessons learned, Information and Software Technology, .v.50 n.1-2, p10-21 (2008)
13. P Garaizar, M A Vellido, D López: Benefits and pitfalls of using HTML5 APIs for online experiments and simulations”, International Journal of Online Engineering , 8 (SPECIAL ISSUE 1) 20 – 25 (2012)
14. Henning Heitkotter, Tim A. Majchrzak, Benjamin Ruland and Till Weber: Evaluating Frameworks for Creating Mobile Web Apps, WEBIST, 209-221 (2013)
15. P. Fraternali, G. Rossi and F. Sánchez-Figueroa: Rich Internet Applications, in IEEE Internet Computing, vol. 14, no. 3, pp. 9-12 (2010)
16. Benjamin, K., Bochmann, G.v., Jourdan, G.V., Onut, I.V.: Some modeling challenges when testing rich internet applications for security. In: Proceedings of the 2010 Third International Conference on Software Testing, Verification, and Validation Workshops. ICSTW '10, Washington, DC, USA, IEEE Computer Society 403-409 (2010)
17. Vert, Silviu; Andone, Diana: Open Educational Resources in the context of the Linked Data Web, 10th International Scientific Conference on eLearning and Software for Education, Let's build the future through learning innovation!, vol 1, pp 304-310 (2014)