Handbook of Research on Integrating Machine Learning Into HPC-Based Simulations and Analytics
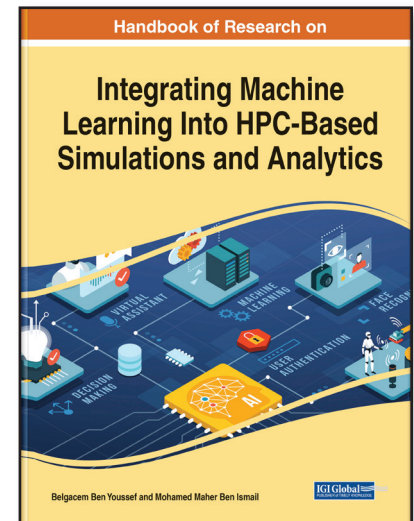
Part of the Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series

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Description:

Recent evolutions, such as pervasive networking and other enabling technologies, have been increasingly changing human life, knowledge acquisition, and the way works are performed and students learn. In this societal change, educational institutions must maintain their leading role. They have therefore embraced digitally enhanced learning to provide increased flexibility and access for their students.

Handbook of Research on Integrating Machine Learning Into HPC-Based Simulations and Analytics provides insights into the transformation of education in the digital era and responds to the needs of learners of any context and background through relevant studies that include sound pedagogical and content knowledge. Covering key topics such as hybrid learning, media, remote learning, and social media, this major reference work is ideal for administrators, policymakers, academicians, researchers, scholars, practitioners, librarians, instructors, and students.

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Topics Covered:

- Digital Practices
- Educational Technologies
- Game-Based Learning
- Hybrid Learning
- Innovative Technologies
- Massive Open Online Learning
- Media
- Mobile Learning
- Remote Learning
- Social Media

Subject: Education

Classification: Handbook of Research

Readership Level: Advanced-Academic Level (Research Recommended)

Research Suitable for: Advanced Undergraduate Students; Graduate Students; Researchers; Academicians; Professionals; Practitioners

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