

75 Classroom Apps in a Snap!
(grades 6-8)

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In this Session

We are going to briefly discuss how mobile apps support differentiation and effective classroom instruction.

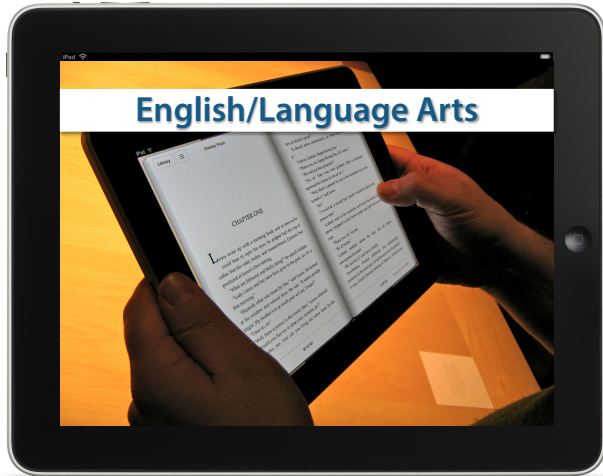
App-O-Rama: We're going to move FAST to cover 75 Apps in 75 Minutes.

Transforming Classroom Instruction with iPads.

http://www.youtube.com/watch?v=oYLirypK_Yo

 .org

And a fun reminder about app versatility
<http://www.youtube.com/watch?v=EhxxDir0y2U>



Shakespeare In Bits: Romeo & Juliet iPad Edition

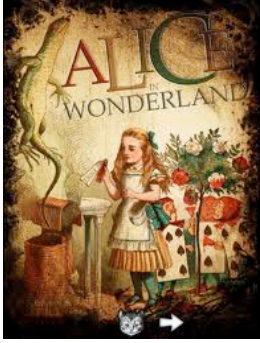


Offers a fully animated version Shakespeare's timeless classic.

Cost: \$14.99

Best for: Supporting readers who are struggling with unlocking Shakespeare's text.

Features: Offers fully animated version of the actual text.



A new take on the timeless classic. This is beautifully illustrated with wonderful animations.

Cost: \$8.99



Comic Life

One of my favorite apps since students can actually create stories with pictures through templates.

Spel It Rite
Free

Learn proper spelling through some seriously cool games, with tests hitting more than 3,000 of the most common words.

Wurdle
\$1.99

Both native speakers and ESL students benefit from playing the fun and engaging wurdle, as it builds up their vocabulary and spelling skills.

Apps for Research

Simple Outliner (Free)
Productivity
Updated Apr 15, 2011
FREE

iAnnotate PDF
Productivity
Updated Jun 15, 2011
\$9.99 BUY

NewsRack
News
Updated Jun 23, 2011
\$4.99 BUY

Sample from I Annotate

experts as long as he trusts the writer. A trusted writer therefore has a significant advantage in case the product quality cannot be verified in advance.

This example shows that trust plays a crucial role in computer mediated transactions and processes. However, it is often hard to assess the trustworthiness of remote entities, because computerized communication media are increasingly removing us from familiar styles of interaction. Physical encounter and traditional forms of communication allow people to assess a much wider range of **trustworthiness indicators** than is currently possible through computer mediated communication. This fact and dimension it adds to establish a traditional look-and-feel concept process involves some indicators that those who do it and formal physics. This stands in sharp contrast to the relative simplicity and low cost of establishing a good looking Internet presence which gives little evidence about the reliability of the organization behind it. The difficulty of collecting evidence about substance transaction partners makes it hard to distinguish between high and low quality service providers on the Internet.

Note how trust is implicit in the medium...

As a result, the topic of trust in open computer networks is receiving considerable attention in the **trust, reputation and e-commerce industry**.

There is a rapidly growing literature on the theory and applications of **trust, reputation systems** and the main purpose of this document is to provide a survey of the developments in this area. An earlier brief survey of reputation systems has been published by Mei et al. [9]. **Overview of agent transaction systems are also relevant because their critical role to reputation systems [25, 22, 26].** There is considerable confusion around the terminology used to describe these systems, and we will try to describe proposals and developments using a consistent terminology in this study. There also seems to be a lack of coherence in this area, as indicated by the fact that authors often propose new systems from scratch, without trying to extend and enhance previous proposals.

Section 2 attempts to define the concepts of trust and reputation, and presents an update for research.

Section 5 we describe different trust classes, of which provision trust is a class of trust that refers to service provision. Section 6 describes four categories for reputation and trust scenarios that can be used in trust and reputation systems. Section 7 describes centralized and distributed reputation system architectures, and Section 8 describes some reputation computation methods, i.e. how ratings are to be computed to derive **reputation values**. Section 9 provides an overview of reputation systems in commercial and live applications. Section 10 discusses the main problems in reputation systems, and provides an **initial step of solutions that propose solutions** to these problems. The study is rounded off with a discussion in Section 11.

Note how trust is implicit in the medium...

Reputation of trust can also be quite confusing because the term is being used with a variety of meanings [4]. Two common definitions of trust which we will call **reliability trust** and **decision trust** respectively will be used in this study.

As the name suggest, reliability trust can be interpreted as the reliability of something or somebody, and the definition by Gambetta [27] provides an example of how this can be formalized:

Definition 1 (Reliability trust). Trust is the subjective probability by which an individual, *A*, expects another individual, *B*, performs a given action which its welfare depends.

This definition includes the concept of **dependence on the trusted party**, and the reliability (probability) of the trusted party in turn by the trusting party.

Composition Apps

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Productivity
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