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**Logicamente: A virtual learning environment for logic based on learning objects.**

Blackburn, Patrick (ed.) et al., Tools for teaching logic. Third international congress, TICTTL 2011, Salamanca, Spain, June 1–4, 2011. Proceedings. Berlin: Springer (ISBN 978-3-642-21349-6/pbk). Lecture Notes in Computer Science 6680. Lecture Notes in Artificial Intelligence, 223-230 (2011).

Summary: Logic is a subject connected to several fields of study, by which it is possible to improve the understanding of information and the reasoning process in many domains. In most courses, it is remarkable how Logic represents a pedagogical challenge for both tutors and pupils, and the recorded number of cases of failures and of discontinuity is often high. One of the reasons for this situation is the gap between, on the one hand, the repetitive aspects of exercises for learning and, on the other hand, the inventive activities of researching or applying Logic to practical situations. Given the need to provide a solid basis for the subject at undergraduate level, and also to focus on inductive learning with creative skills, we propose the project Logicamente, a Virtual Learning Environment (VLE) for Logic composed of a growing collection of Learning Objects combined with the respective learning scripts, expositions, tasks and activities on subjects of Logic. The VLE illustrates fundamental concepts and algorithms from Logic, as well as allows students to conduct interactive experiments involving the understanding of various logical concepts belonging to topics ranging from Theorem Proving to Formal Semantics.

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