### **Preface**

Web-based application systems, as well as other complex hypermedia systems with a large variety of users, suffer from an inability to satisfy heterogeneous needs. A Web course presents the same static explanation of a concept to students with widely differing knowledge of the subject. A Web bookstore offers the same selection of bestsellers to customers with different reading preferences. A Web museum offers the same "guided tour" and the same narration to visitors with very different goals and interests. A remedy for the negative effects of the traditional "one-size-fits-all" approach is to enhance a system's ability to adapt its own behavior to the goals, tasks, interests, and other features of individual users. Starting in the 1990s, many research teams began to investigate ways of modeling features of the users of hypermedia systems. This has led to a number of interesting adaptation techniques and adaptive hypermedia systems. The Web, with its clear demand for personalization, served as a real booster for this research area, providing both a challenge and an attractive platform.

The International Conference on Adaptive Hypermedia and Adaptive Webbased Systems has continued and joined together two successful workshop series: the Workshops on Adaptive Hypertext and Hypermedia and the Workshops on Adaptive Systems and User Modeling on the World Wide Web previously held in conjunction with such international conferences as User Modeling, ACM Hypertext, and World Wide Web Conference. These workshops were so well-received by the international community that the organizers decided to proceed with a separate conference in the year 2000.

Due to its interdisciplinary nature, the conference has attracted a large number of submissions from researchers with very different backgrounds such as hypertext, user modeling, machine learning, natural language generation, information retrieval, intelligent tutoring systems, cognitive science, and Web-based education. Continuing the tradition of earlier workshops, AH 2000 provided a forum in which researchers and practitioners with different backgrounds could exchange their complementary insights. Overall AH 2000 embodied 4 invited talks, 22 full-paper presentations (selected from 55 submitted), 31 short-paper presentations, and 4 presentations at the Doctoral Consortium. With the exception of some of the invited talks, all presented papers can be found in these proceedings.

The logistics involved in organizing the first full conference of this kind were not trivial. The help from many people and organizations was important to make the conference and the proceedings reach fruition. ITC-irst was glad to host the first European attempt to put together researchers of this field in a conference devoted to this topic. The European Commission sponsorship was very important. We gratefully acknowledge it and consider it a sign of the strategic relevance of this theme. We thank the Program Committee members and the external reviewers for their excellent job in reviewing the unexpectedly large number of

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submissions. We gratefully acknowledge the help from AH 2000 cooperative societies - AI\*IA Associazione Italiana per l'Intelligenza Artificiale, Association for Computing Machinery and its Special Interest Groups SIGART, SIGCHI, SIGIR, and SIGWEB, International Artificial Intelligence in Education Society, and User Modeling Inc. All of them have helped us to deliver the information about AH 2000 to a large number of researchers worldwide. Finally, we are thankful to IJCAI for providing a "conference seeding grant" that has enabled a number of students to attend AH 2000 and to Kluwer Academic Publishers (the publisher of User Modeling and User-Adapted Interaction) for supporting the best paper award.

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Peter Brusilovsky Oliviero Stock Carlo Strapparava

# Organization

AH 2000 was organized by ITC-irst Trento, Italy and sponsored by the European Commission: High Level Scientific Conference Program.

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