**Literature review summary.**

* ***Item-Based Collaborative Filtering Recommendation Algorithms* [Badrul Sarwar, George Karypis, Joseph Konstan, and John Riedl]**

This paper analysis different item based recommendation generation algorithms and techniques for computing item similarities and for obtaining recommendations form them. It also compares the k nearest neighbour approach

* ***Intelligent agent-based systems for personalized recommendations in Internet commerce.* ( Wei po Lee, Chih-Hubg Liu, Cheng-Che Lu)**

This paper discusses the techniques and use of the personalized recommendation in the internet entertainment industries.Two techniques have been discussed based on consumers preference and on the capacity to adapt to changes of interests.Second techniques concentrate on finding optimal products for a consumer by using the ephemeral information provided by him and the built-in expert knowledge.

* ***A personalized recommender system based on web usage mining and decision tree induction* (Yoon Ho Choa,\*, Jae Kyeong Kimb,1, Soung Hie Kima,2)**

This discusses the methodology for personalized recommendations in e-commerce and developed a recommender system implementing the methodology. Decision tree induction is used to calculate and recommend the products with clickstream as the data.

* ***A Dataset of Scratch Programs: Scraped, Shaped and Scored* [Efthimia Aivaloglou∗, Felienne Hermans∗, Jesus Moreno-Le ́ on ́ †, and Gregorio Robles‡]**

The scratch dataset containing the scratch programs is scraped from scratch project repository and analysed for different usages.

* ***Youth Computational Participation in the Wild: Understanding Experience and Equity in Participating and Programming in the Online Scratch Community* [DEBORAH A. FIELDS, YASMIN B. KAFAI, MICHAEL T. GIANG,]**
* ***A Classification of Programming Styles in Scratch* [Leonel Morales Diaz and Leonel Morales Diaz ]**
* ***Analyzing Student Work Patterns Using Programming Exercise Data* [Jaime Spacco, Paul Denny, Brad Richards, Robert Duvall]**
* ***A Utility-based Semantic Recommender for Technology-Enhanced Learning* [Andrea Zielinski]**
* ***Recommender Systems and Scratch: An integrated approach for enhancing computer programming learning* [ Jesennia Cardenas-Cobo, Amilkar Puris, Pavel Novoa-Hern ́ andez, Jos ́ e A. Galindo and David Benavides ]**
* ***A Personalized e-Learning Material Recommender System* [ Jie Lu ]**
* ***Meta-Mender: A meta-rule based recommendation system for educational applications* [ Vicente Arturo Romero Zaldivara,\*, Daniel Burgosa,b** **]**
* ***Exploring user-based recommender results in large learning object repositories: the case of MERLOT* [ Miguel-Ángel Siciliaa \*, Elena García-Barriocanala, Salvador Sánchez-Alonsoa ,Cristian Cechinelb ].**
* ***Recommending Exercises in Scratch: An Integrated Approach for Enhancing the Learning of Computer Programming* [ Jesennia Cardenas, Pavel Novoa-Hernández, Amilkar Puris, David Benavides ]**
* ***The Effects of Teaching Programming via Scratch on Problem Solving Skills: A Discussion from the Learners’ Perspective* [ Filiz KALELIOĞLU1, Yasemin GÜLBAHAR2 ]**