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Nota di contenuto	1 When Innovation Meets Technology at the University -- 2 Game-Based Learning in Mobile Devices in the Classroom -- 3 Virtual Reality for Immersive Learning Experiences -- 4 Augmented Reality for Participative Learning -- 5 Software Programming Through Building Blocks -- 6 Virtual Labs to Improve User Practice and Learning Outcomes -- 7 Social Networks Integrated in Formal Academic Programmes -- 8 A Student-Centred Approach as Multimedia Creator -- 9 Quality Research Through Peer-Assessment -- 10 Alternative Digital Credentials, Fully Integrated -- 11 Blockchain in Management Processes -- 12 Blockchain in Educational Methodologies -- 13 Technology and Practical Tools in the Classroom, to Improve the Teaching Skills -- 14 Case Study 1: Practical Use of Educational Technology in the Classroom -- 15 Case Study 2: Practical Use of Educational Technology in the Classroom.
Sommario/riassunto	Educational Technology is the right couple to a radical innovation. Thanks to the appropriate technology in the right context with the best fit to the target audience, education can be drastically improved,

meaning a better performance, competence achievement, match with the user's expectations and with the market needs. Serious games, Virtual reality, Augmented reality, Remote labs, Online learning, Blockchain, Mobile learning and many other key technologies allow for a better explanation of so many subjects, and even more: for a complete student involvement and a full teacher engagement into the educational system. Technology gives another angle to the same content, provides the user with a personalised experience and pushes the limits of knowledge a little further, every time. This book presents a number of radical innovations through technology, from experienced cases studies, to be replicated and inspired by; a powerful resource handbook for cutting-edge education.
