

1. Record Nr.	UNINA9910483239703321
Titolo	Educating Engineers for Future Industrial Revolutions : Proceedings of the 23rd International Conference on Interactive Collaborative Learning (ICL2020), Volume 1 // edited by Michael E. Auer, Tiia Rüütmann
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2021
ISBN	3-030-68198-X
Edizione	[1st ed. 2021.]
Descrizione fisica	1 online resource (xx, 808 pages) : illustrations
Collana	Advances in Intelligent Systems and Computing, , 2194-5365 ; ; 1328
Disciplina	607.1 607.11
Soggetti	Computational intelligence Education - Data processing Computational Intelligence Computers and Education
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cross-disciplinary Remote Course For Mixed Group Of Students And Professionals -- Realization Of Elite Education At Engineering Higher Education Institution -- Innovative Common Study Block Framework for joined collaborative curriculums development -- Optimizing Experimental Science Learning Outcomes Through the Inquiry Based Method and Team Making Using a Sociometric Software Tool -- The Lessons of Forced Distance Learning: Software Engineering Approach in the Gap of Generations of Educational Software -- The EPUM Platform: A Novel Collaboration Paradigm -- The MopBot Cleaning Robot – An EPS@ISEP 2020 Project -- Case Study in Experiential Learning - From Chaos to Order: Sensemaking With the Interactive Timeline Tool in Architecture and Civil Engineering Studies -- Reection Assignment as a Tool to Support Students' Metacognitive Awareness in the Context of Computer-Supported Collaborative Learning -- Smart Bicycle Probe – an EPS@ISEP 2020 Project -- Using Gitlab Interactions To Predict Student Success When Working As Part Of A Team.
Sommario/riassunto	This book contains papers in the fields of collaborative learning, new

learning models and applications, project-based learning, game-based education, educational virtual environments, computer-aided language learning (CALL) and teaching best practices. We are currently witnessing a significant transformation in the development of education and especially post-secondary education. To face these challenges, higher education has to find innovative ways to quickly respond to these new needs. There is also pressure by the new situation in regard to the Covid pandemic. These were the aims connected with the 23rd International Conference on Interactive Collaborative Learning (ICL2020), which was held online by University of Technology Tallinn, Estonia from 23 to 25 September 2020. Since its beginning in 1998, this conference is devoted to new approaches in learning with a focus on collaborative learning. Nowadays the ICL conferences are a forum of the exchange of relevant trends and research results as well as the presentation of practical experiences in Learning and Engineering Pedagogy. In this way, we try to bridge the gap between 'pure' scientific research and the everyday work of educators. Interested readership includes policymakers, academics, educators, researchers in pedagogy and learning theory, school teachers, learning industry, further and continuing education lecturers, etc.

---