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Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 12785
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Social sciences - Data processing Computer engineering Computer networks Education - Data processing Electronic commerce User Interfaces and Human Computer Interaction Computer Application in Social and Behavioral Sciences Computer Engineering and Networks Computers and Education e-Commerce and e-Business
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Quiz Tools in Algorithms Courses: Applying Educational Gamification Design Principles and Encouraging Students' Interaction -- FLCARA: Frog Life Cycle Augmented Reality Game-based Learning Application -- Preschool Children Scientific Concept and Developing their Creativity -- Transforming Classic Learning Games with the Use of AR: The Case of the Word Hangman Game -- Educational Video Game Design for Teaching and Learning Musical Harmony -- A Video Game-Like

Approach to Supporting Novices in Learning Programming -- Completeness and Collaboration in the Early Design Phase of Learning Games: Do Ideation Cards Provide Scaffolding? -- Mobile Game-Based Learning in Distance Education: A Mixed Analysis of Learners' Emotions and Gaming Features -- Tangible Solutions for Learning Basic Math Skills: Exploring Concepts of Emotions and Enaction -- University Student Surveys using Chatbots: Artificial Intelligence Conversational Agents.-An Overview of the Use of Chatbots in Medical and Healthcare Education -- Studying how to Apply Chatbots Technology in Higher-Education: First Results and Future Strategies -- 'Are you OK?' Students' Trust in a Chatbot Providing Support Opportunities -- Usability and User Experience of a Chat Application with Integrated Educational Chatbot Functionalities -- Envisioned Pedagogical Uses of Chatbots in Higher Education and Perceived Benefits and Challenges -- Towards a New Chemistry Learning Platform with Virtual Reality and Haptics -- Effect of Height in Telepresence Robots on the Users' Spatial Awareness -- Driving Success: Virtual Team Building through Telepresence Robots -- Design of Children's Entertainment & Education Products Based on AR Technology -- Heritage Augmented Reality Applications for Enhanced User Experience - A Case Study of AR Videogames for Children at Archeological Site of Empuries, Spain -- EvaluationDesign for Learning with Mixed Reality in Mining Education based on a Literature Review -- Acceptance of Social and Telepresence Robot Assistance in German Households -- Student Response Systems in Remote Teaching -- E-Learning and M-Learning Technological Intervention in Favor of Mathematics -- Teaching Lung Pathology during a Pandemic: Can Further Developments of an Online Quiz Primer Improve the Engagement of Students in a Completely on-Line Delivery? -- How to Asses Empathy during Online Classes -- CodeLab: an Online Laboratory for Learning to Code -- Engaging Students in Online Language Learning during a Pandemic -- The Global Challenge of Designing E-learning Tools for Computational Thinking: a Comparison between East Asia and Scandinavia -- The Effects of the Sudden Switch to Remote Learning Due to Covid-19 on HBCU Students and Faculty -- From Studios to Laptops: Challenges in Imparting Design Education Virtually.-Teaching-Learning in the Industrial Engineering Career in Times of COVID-19 -- Designing Learning Environments in a Digital Time – Experiences in two Different Subjects at NTNU, Norway Autumn 2020 -- Rapid Response to the Needs of ESL Students of a Technical University in the Time of Emergency Covid-19 Transfer to Online Classes: ITMO University Case Study.

Sommario/riassunto

This two-volume set LNCS 12784 and 12785 constitutes the refereed proceedings of the 8th International Conference on Learning and Collaboration Technologies, LCT 2021, held as Part of the 23rd International Conference, HCI International 2021, which took place in July 2021. Due to COVID-19 pandemic the conference was held virtually. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The papers of LCT 2021, Part II, focus on Games and Gamification in Learning; Chatbots in Learning; AR, VR and Robots in Learning.
