1.	Record Nr.	UNINA9910510538403321
	Titolo	Innovative Technologies and Learning : 4th International Conference, ICITL 2021, Virtual Event, November 29 – December 1, 2021, Proceedings / / edited by Yueh-Min Huang, Chin-Feng Lai, Tânia Rocha
	Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2021
	ISBN	3-030-91540-9
	Edizione	[1st ed. 2021.]
	Descrizione fisica	1 online resource (605 pages)
	Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 13117
	Disciplina	370.285
	Soggetti	Education - Data processing
		Application software
		Social sciences - Data processing
		Artificial intelligence
		Computer engineering
		Computer networks
		Computers and Education
		Computer and Information Systems Applications
		Computer Application in Social and Behavioral Sciences
		Artificial Intelligence
		Computer Engineering and Networks
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Artificial Intelligence in Education -- sign Framework and Model for Innovative learning -- Education Practice Issues and Trends -- Educational Gamification and Game-based Learning.-nnovative Technologies and Pedagogies Enhanced Learning -- Multimedia Technology Enhanced Learning -- Online Course and Web-Based Environment; and Science -- Technology, Engineering, Arts and Design, and Mathematics.
	Sommario/riassunto	This book constitutes the refereed proceedings of the 4th International Conference on Innovative Technologies and Learning, ICITL 2021, held in November/December 2021. Due to COVID-19 pandemic the

conference was held virtually. The 59 full papers presented together with 2 short papers were carefully reviewed and selected from 110 submissions. The papers are organized in the following topical sections: Artificial Intelligence in Education; Augmented, Virtual and Mixed Reality in Education; Computational Thinking in Education; Design Framework and Model for Innovative learning; Education Practice Issues and Trends; Educational Gamification and Game-based Learning; Innovative Technologies and Pedagogies Enhanced Learning; Multimedia Technology Enhanced Learning; Online Course and Web-Based Environment; and Science, Technology, Engineering, Arts and Design, and Mathematics.