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Nota di contenuto	Project-based Learning for 3D Animation Course -- Exploration of C++ Teaching Reform Method Oriented by Ability Output -- An Effective Approach for Teaching Runtime Environments in a Compiler Construction Course -- On College Students' Satisfaction with Flipped Classroom in China in the Normalized Epidemic Era -- Research on the Reform and Construction of Computer Basic Courses Based on Big Data -- Exploration and Practice of Computer Fundamentals Course Based on Computational Thinking Competency Improvement -- Research on College Students' Network Security Education Under the Background of Ideological and Political Education -- Practice on Integrated Curriculum System of Prefabricated Building Based on X-Certificate -- Research on University Computer Education from the Perspective of Aesthetics -- A Study on Random Differentiation Methods for Homework Based on Fuzzy Test -- Data Analysis on Characteristics and Current Situation of Faculty Teaching Development in Newly-established Undergraduate Universities -- Exploration of Rose Curves with NetPad -- The Construction of Python Advanced Computing Virtual Teaching and Research Laboratory -- Design of Teaching Model for Intuitive Imagination Development Supported by NetPad -- Research on NetPad Teaching Mode Based on ARCS Motivational Model -- Practice of "Two

Learning and Two Education" Talents Cultivation Mode in Computer Innovation and Entrepreneurship Education -- Study on the Difficulties of Multi-campus University Student in the Practical Activities of Science and Technology -- Comparative Analysis of NMT and Human Translation-Poverty Alleviation Perspective -- How Can AI Promote the High-quality Training of "Belt and Road" International Chinese-language Talents -- Research on Co-Construction and Sharing Mode of Curriculum Resources Based on Limited Crowdsourcing and On-Demand Monopoly -- Experience Report on Innovative Experiments for Compiler Course -- Learning Styles Identification Model in a MOOC Virtual Learning Environment in China -- Intelligent Experimental Teaching Auxiliary Platform Based on BERT -- AI Interaction Design Driven Software Engineering: An Exploratory Experimental Teaching Method -- International Chinese Language Education Online Teacher Training Program and Practice -- On Developing the English Translation Competence of Non-English Majors Based on PACTE Translation Competence Model in the E-learning Era -- The Roles of Online Chinese Teacher Based on the Advance Organizer Theory -- Development of Teaching-Learning Materials Based on Bloom's Taxonomy -- Design Scheme of Network Security Experiment Based on Packet Tracer -- The Research on Culture Protection by Information Technology in Translation -- Teaching Reform and Practice for The Course of Web Application Development Technology Under The Background of Online Education -- Research on the Construction and Preliminary Application of Digital Teaching Resource Database -- Analysis and Prediction of the Factors Influencing Students' Grades Based on Their Learning Behaviours in MOOCs -- On English-Chinese Machine Translation Evaluation in Translating Attributive Clauses in Scientific Texts -- A Study on the Interaction Effectiveness of Teacher Discourse in Online Synchronous Elementary and Advanced Oral Chinese Courses -- A Dynamic Description of Learning Motivation of English Major Cases Upgrading from Junior Colleges to Undergraduates -- Post-editing Performance of English-major Undergraduates in China: A Case Study of C-E Translation with Pedagogical Reflections.- Assessing the AWE-Based Teacher-Assisted Feedback Model for College English Writing Teaching at the Application-Oriented University -- Research and Practice of Mixed Teaching Mode in Computer Network Course Based on SPOC -- Design and Practice of Virtual Experiments for Internet of Things Class -- A Framework of Chinese Vocabulary Smart Fragmented Learning System -- Design of Chinese Grammar Smart Learning System -- AI Translation Quality Evaluation of Attributive Clauses Based on Faithfulness, Expressiveness and Elegance Principle -- Reform of Blended-teaching Mode for Discipline English Based on Mobile Terminal -- Research and Practice about Innovative Experimental Course of Machine Vision Project Development -- Adaptive exercise recommendation based on cognitive level and collaborative filtering -- Construction and Practice of Virtual Simulation Experiment Teaching System of Wireless Sensor Networks -- Learning Situation Risk Cognition and Measurement Based on Data-driven -- A C Language Learning Platform Based on Parsons Problems -- Investigation and study of Teachers' Teaching Development Centers in Higher Institutions in Hunan Province -- Predicting Students Performance In SPOC-Based Blend Learning -- A Research on Wisdom Classroom Teaching Supported by Virtual Reality - Take the primary school science "Causes and Functions of Earthquakes" as an example -- Analysis and conclusion: Children's safety education games based on VR -- A Four-Step Teaching Pedagogy Of Gradient, Divergence And Curl In Electromagnetic Field And Waves Course -- Research on the

Virtual Teaching of History Subject in the Process of Meta-universe --
A multilevel mediation study on the effects of ICT self-efficacy on
adolescents' digital reading performance -- Deep Knowledge Tracking
Method Based on DKVTMN-DTCN Model.

Sommario/riassunto

This three-volume set constitutes selected papers presented during the 17th International Conference on Computer Science and Education, ICCSE 2022, held in Ningbo, China, in August 2022. The 168 full papers and 43 short papers presented were thoroughly reviewed and selected from the 510 submissions. They focus on a wide range of computer science topics, especially AI, data science, and engineering, and technology-based education, by addressing frontier technical and business issues essential to the applications of data science in both higher education and advancing e-Society.
