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Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1830
Disciplina	371.3344678
Soggetti	Education - Data processing Application software Social sciences - Data processing Database management Artificial intelligence Computers and Education Computer and Information Systems Applications Computer Application in Social and Behavioral Sciences Database Management Artificial Intelligence
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Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	SERIOUS GAMES AND VIRTUAL LEARNING ENVIRONMENTS -- Gamification Based on Disaster Education in Reducing Disaster Risk for Students in Disaster Prone Areas -- QRdice: QR-based Gamification Tool to Gamify Formative Assessment -- Virtual campuses with social learning environments: a future alternative for traditional campuses -- Knowledge Management Model in Virtual Classrooms to Measure Learning through Gaming -- Virtual Lab Workspace for Programming Computers -- Towards Agile STEM Education -- LEARNING PRACTICES AND METHODOLOGIES -- Online examination – a case study -- Learning Loss Factors Dominance in Elementary School students: Online learning in Indonesia -- Model Concept Sentence Learning Based on Multiethnic Daycare to Facilitate the Translation Ability Mathematical

Representations of Junior High School Students -- Pawai Budaya as a source of peace education in SingKawang city -- Educational Assessment Design for Web ProgrammingModule to Create Awareness on Sustainability Development Goals among Information Technology Undergraduate Students -- LEARNING TECHNOLOGIES -- A Self-Diagnosis Medical Chatbot for H5N1 Virus -- Science to Life: User Experience in Children Science Book with Augmented Reality (AR) -- An Interoperable License Management Component for Educational Content -- The Effectiveness of Integrated Online Problem-Based Learning (iON-PBL) Physics Module on Pre-university Students' Motivation and Problem-Solving Skills -- A Curriculum Framework for Introducing Hackathons in Engineering Studies -- LEARNING MEHTODOLOGIES AND MODELS -- CIRC Model based on Audiovisual Local Wisdom on Ability to Write Malay Pantun -- The students' perspective on assessment pattern catalog for a distant education -- A Study on Requirements for High School Teachers in Japan Based on the Regional Factors -- A Smart Pedagogical Framework Facilitated by Web Technologies for ICT Students' Motivation -- Educ-AI-ted - Investigating Educators' Perspectives Concerning the Use of AI in University Teaching and Learning -- The Planning and Practice of Online Philosophy Courses -- LEARNING TECHNOLOGIES PERFORMANCE -- Best-of-Breed: Service-Oriented Integration of Artificial Intelligence in Interoperable Educational Ecosystems -- Distance Learning Technology Acceptance, a case of Ph.D. students' experiences post COVID -- Influence of Using Electronic Textbooks and Language Immersion Teaching on Primary School Students' Interest in English Language Learning -- Lessons Learned: Measurement of the impact of Covid-19 post-pandemic -- How Teaching Quality and Students' Academic Emotions Influence University Students' Learning Effectiveness -- An analysis of online fatigue, problematic internet use, and perceived learning effectiveness among high school students in the Philippines.

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#### Sommario/riassunto

This book constitutes the refereed proceedings of the International Workshop on Learning Technology for Education Challenges, LTEC 2023, held in Bangkok, Thailand, during July 24–27, 2023. The 27 full papers included in this book were carefully reviewed and selected from 53 submissions. They were organized in topical sections as follows: serious games and virtual learning environments; learning practices and methodologies; learning technologies; learning mehtodologies and models; learning technologies performance.

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