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Nota di contenuto	-- Generative Intelligence and Healthcare Informatics. -- Elevating Medical Efficiency and Personalized Care through the Integration of Artificial Intelligence and Distributed Web Systems. -- Human Interaction, Games and Virtual Reality. -- Cognitive Engagement Detection of Online Learners Using GloVe Embedding and Hybrid LSTM. -- Assessing Cognitive Workload of Aircraft Pilots through Face Temperature. -- Profiles of Performance: Game-Based Assessment of Reading Comprehension Skill. -- Towards Neuro-Enhanced Education: A Systematic Review of BCI-Assisted Development for Non-academic Skills and Abilities. -- From Novice to Expert: Unraveling the Impact of Experience on Cognitive Load and Physiological Responses in Aviation Pilots. -- Kahoot! as a Tool to Maintain Students' Attention and

Increase Retention Rates: An Experience Report with Computer Science Students. -- Adoption of digital games as pedagogical aids for teachers and pupils in primary schools to overcome learning problems in arithmetic. -- Educational games for Computational Thinking: Evaluation of the Scaffolded aMazeD game. -- Neural Networks and Data Mining. -- MonaCoBERT: Monotonic Attention based ConvBERT for Knowledge Tracing. -- Detection of Pre-Error States in Aircraft Pilots Through Machine Learning. -- Mining Discriminative Sequential Patterns of Self-Regulated Learners. -- Analysis of machine learning models for academic performance prediction. -- Simplifying Decision Tree Classification through the AutoDTrees Web Application and Service. -- LBKT: A LSTM BERT-based Knowledge Tracing Model for Long-Sequence Data. -- Educational Support for Automated Classification of UML Diagrams using Machine Learning. -- Model Decomposition of Robustness Diagram with Loop and Time Controls to Petri Net with Considerations on Resets. -- Well-handledness in Robustness Diagram with Loop and Time Controls. -- Generative Intelligence and Metaverse. -- Enhancing Reinforcement Learning Finetuned Text-to-Image Generative Model using Reward Ensemble. -- Multi-scale Intervention Planning based on Generative Design. -- Security, Privacy and Ethics in Generative Intelligence. -- Exploring Inclusivity in AI Education: Perceptions and Pathways for Diverse Learners. -- Generative Intelligence for Applied Natural Language Processing. -- A Rule-based Chatbot offering Personalized Guidance in Computer Programming Education. -- Deploying ChatGPT for automated tagging of Greek dialogue data of university students. -- Paraphrase Generation and Identification at Paragraph-Level. -- Educational Knowledge Graph Creation and Augmentation via LLMs. -- Semi-Automatic Construction of Bidirectional Dialogue Dataset for Dialogue-based Reading Comprehension Tutoring System using Generative AI.

Sommario/riassunto	This book constitutes the refereed proceedings of the 20th International Conference on Generative Intelligence and Intelligent Tutoring Systems, ITS 2024, held in Thessaloniki, Greece, during June 10–13, 2024. The 35 full papers and 28 short papers included in this book were carefully reviewed and selected from 88 submissions. This book also contains 2 invited talks. They were organized in topical sections as follows: Generative Intelligence and Tutoring Systems; Generative Intelligence and Healthcare Informatics; Human Interaction, Games and Virtual Reality; Neural Networks and Data Mining; Generative Intelligence and Metaverse; Security, Privacy and Ethics in Generative Intelligence; and Generative Intelligence for Applied Natural Language Processing.