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Nota di contenuto	-- Keynotes:. -- Building a Learner-Centric Citywide Digital Literacy Ecosystem: Train-the-Trainer, Community-Based Learning, and Gifted Education. -- Educational Technology trends in the AI era. -- How to design scientific, happy and effective educational games: Research on educational game design from the perspective of learning sciences. -- Blended Learning and AI: Enhancing Teaching and Learning in Higher Education. -- Digital Literacy: Evolution, Evaluation and Enhancement. -- Revolutionizing Education with AI:. -- Complexities of Using Large Language Model Generative AI in Health Education and Robots (ID20). -- New Dimensions: The Impact of the Metaverse and AI Avatars on Social Science Education (ID27). -- Construction and Implementation of Generative AI-based Human-Machine Collaborative Classroom Teaching Model in Universities (ID46). -- DMP_AI: An AI-Aided K-12

System for Teaching and Learning in Diverse Schools (ID64). -- A Case Study Examines How a New Content Integration Impacts Learning Outcomes with AI Experience Inputs (ID68). -- Blended Learning and Technological Innovations: -- Understanding characteristics of teacher-student dialogue in urban-rural blended synchronous classroom: A learning analytics perspective (ID7). -- Integrating a digital math vector game into a blended classroom: technological and instructional design principles (ID19). -- K12 Blended Learning in China of "Education+" era: from the perspective of ecology (ID31). -- AIGC empowered blended learning in university course design and implementation: A case study (ID43). -- Exploring preschool teachers' perceived challenges in using ICT in Hong Kong after the pandemic (ID63). -- Investigating Relationships Among Institutional Support, Perceived Technology Usefulness, Attitude Toward Using Technology and Teacher Professional Development Motivation: A Moderated Mediation Model (ID22). -- Advancements in Learning Analytics: -- An Analysis of Learning Analytics Approaches for Course Evaluation (ID25). -- Uncovering Students' Processing Tactics towards ChatGPT's Feedback in EFL Education Using Learning Analytics (ID38). -- Enhancing EFL Learners' Knowledge of L2 Requests during Mobile-mediated Text-based and Audio-based Dynamic Assessment (ID44). -- Investigating Learning Behaviors and Intervention Effectiveness of Students with Special Educational Needs (ID62). -- Study on the Influencing Factors of Middle School Students' Deep Learning Competencies in the Smart Classroom Environment (ID36). -- Innovative Approaches in Educational Research: -- A Study on the Design and Implementation of the Smart Site Safety System from the Stakeholders' Perspectives (ID51). -- Enhancing Youth Creativity through Computer-Supported Collaborative Learning: A Preliminary Investigation in Rural Chinese Elementary School (ID69). -- Leveraging deep learning for classifying learner-generated course evaluation texts (ID26). -- Analysis of Cyber Range Scenario Design--A Case Study (ID54). -- Capturing Teachers' Collaborative Talk Patterns in an Interdisciplinary Lesson Study: A Social Epistemic Network Signature Approach (ID39).

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### Sommario/riassunto

This book constitutes the refereed proceedings of the 17th International Conference on Blended Learning. Intelligent Computing in Education, ICBL 2024, held in Macao, China, during July 29 - August 1, 2024. The 26 papers presented in this volume were carefully reviewed and selected from 71 submissions. The selected papers are classified into four primary themes: revolutionizing education with AI; blended learning and technological innovations; advancements in learning analytics; and innovative approaches in educational research.

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