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Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14785
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Soggetti	Artificial intelligence Application software Computer engineering Computer networks Education - Data processing Artificial Intelligence Computer and Information Systems Applications Computer Engineering and Networks Computers and Education
Lingua di pubblicazione	Inglese
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Note generali	Includes index.
Nota di contenuto	-- Artificial Intelligence in Education. -- Investigating the Impact of Integrating Prompting Strategies in ChatGPT on Students Learning Achievement and Cognitive Load . -- Tutor-bot: A Question-Answering Educational Robot based on Deep Learning. -- Capacity for the Usage of Disruptive Technologies in Higher Education. -- Enhancing ChatGPT in POE Inquiry Learning for STEM Education to Improve Critical Thinking Skills. -- Personalisation is Not Guaranteed: The Challenges of Using Generative AI for Personalised Learning. -- ChatGPT Assessment Design for Postgraduate Students. -- Insights into Precision Education through Multimodal Learning Analytics in STEM Education. -- Investigating the Acceptance of Large Language Model

Technology on Nursing Interviews among Nurse-Interns. -- Computational Thinking in Education. -- Effects of Computational Thinking and Collaborative Project-Based Learning on Student Attitudes Toward Learning: A Design and Implementation Study. -- Empowering Visual Programming and Motor Board Instruction in STEAM Education: Integrating Computational Thinking and Scaffolding Learning for Improving Learning Performance and Engagement of Students. -- Computational thinking and creative programming activities enhance the information literacy of freshmen. -- Design and Framework of Learning Systems. -- Exploring learning in basic logic using stored Log Data and Exam Data. -- Sequence analysis as a tool for visualizing students' patterns of taking tests in interactive E-Book environment. -- Exploring Collaborative Learning Constructs in the Metaverse: A Pilot Study. -- A Study on the Current Situation, Problems and Needs Assessment for Development of Adaptive Digital Technology System for Testing Information and Communication Technology Competency & Digital Literacy Skills for Teacher and Administrator. -- Pedagogies to Innovative Technologies and Learning. -- On portfolio assessment, group work, and quasi-anonymization: What structural information do anonymized reports reveal?. -- Developing Reading Literacy with Digital Texts. -- Exploring the Relationship Between Collaborative Learning Factors and Perceived Learning. -- Artificial Intelligence Literacy to Enhance Teacher Critical Thinking. -- ERP logs and its use for Process Mining student learning purposes. -- Digital discussion game on values: development, use and possibilities for measuring its functionality. -- Strategies in Digital Child Protection. -- Exploring Teaching Experiences in Technology and Engineering MOOCs with High Enrollments in Medium Sized Public Universities. -- Exploring the Impact of the Pingtung Wannian River Basin Educational App on the Learning Motivation of Upper Elementary Students: An Analysis Based on the Technology Acceptance Model. -- Exploring the Integration of Phenomenon-based Learning Approach in Programming and Critical Thinking Intent. -- The Effect of Integrating Task Scaffolding into Make Code Arcade With WiFiBoy on Students' Learning Motivation, Cooperative Tendency, and Altruistic Behaviors in Programming Learning. -- The Impact of Prior Knowledge on the Motivation and Effectiveness of Using the English Sentence Rearrangement Practice System. -- Collaborative Problem-solving on Learning Performance in Simulation-based Learning: A Quasi-experimental Study. -- Extracting the Semantic Representation of Chinese-Japanese Homophones with Word2Vec for Teaching Chinese as a Second/Foreign Language. -- Does the PBL Teaching Strategy Suit Higher Education Students with Disabilities? Exploring Financial Literacy Education: Based on PjBL and PmBL. -- Effects of ASQ-based E-books on Nursing Students' Learning Performance. -- CD-ROM in Chinese Character Education: Streamlining Material Complication with Multi-level Features. -- Embodied learning – are we losing it?. -- Cultivating Critical Thinking: A Competitive, Web-Enhanced Gaming Experience.

Sommario/riassunto

The two-volume set LNCS 14785 and 14786 constitutes the refereed post-conference proceedings of the 7th International Conference on Innovative Technologies and Learning, ICITL 2024, Tartu, Estonia, during August 14 -16, 2024. The 60 full papers included in this book were carefully reviewed and selected from 131 submissions. They were organized in topical sections as follows: Part One : Artificial Intelligence in Education; Computational Thinking in Education; Design and Framework of Learning Systems and Pedagogies to Innovative Technologies and Learning. Part Two : STEM/STEAM Education; VR/AR/MR/XR in Education; and Application and Design of Generative

