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   Nota di contenuto   -- STEM/STEAM Education. -- The Relationship between Research Productivity and Teaching Effectiveness. -- Teaching Postgraduate Students User Experience Evaluation Through Eye Tracking Technology: An Experiential Learning Approach. -- Exploring the Impact of Digital Building Blocks on Spatial Self-Efficacy in Adults of Different Genders. -- A study on elementary school students in the middle grades using mBot robot cars explore local communities in an interdisciplinary curriculum. -- Play My Math: Second development cycle of an EdTech tool supporting the teaching and learning of fractions through music in algebraic notation. -- Virtual Game on Everyday Statistics. -- VR/AR/MR/XR in Education. -- Immersive Learning Environments:

Fostering Self-Directed Learning in Junior High School Students through Virtual Tours. -- Designing an AR e-book to support STEAM education. -- Applying the POEC Teaching Strategy to Virtual Reality Teaching Activities: A Case Study. -- The Empirical Research on the Impact of Applying VR Technology to Students' Skill Learning in Machining Processing Courses on Questionnaire Evaluation. -- Creating a virtual and physical learning environment for business management students - integrating AR and STEM teaching strategies. -- Effects of an Augmented Reality University Drug Prevention Board Game on University Students' Gaming Anxiety and Flow Experience. -- Exploring Virtual Collaboration Platforms for Product Design Courses: A Preliminary Evaluation Study. -- The impact of feedback mechanism in VR learning environment. -- Application and Design of Generative Artificial Intelligence in Education. -- Students' Perceptions of Study Efficacy, Effectiveness, and Efficiency: Effects of Voice assistant Use. -- Bridging Literature and Code: Empowering Students to Explore Digital Humanities through Generative AI. -- Enhancing Python Learning through Retrieval-Augmented Generation: A Theoretical and Applied Innovation in Generative AI Education. -- Use of taxonomy in planning teaching activities in higher education. -- The Impact of Integrating AI Chatbots and Microlearning into Flipped Classrooms: Enhancing Students' Motivation and Higher-Order Thinking Skills. -- GAI-assisted personal discussion process analysis. -- Enhancing Engagement and Motivation in English Writing through AI: The Impact of ChatGPT-Supported Collaborative Learning. -- Designing Social Robots for Learning: HRI Participatory Design Workshop. -- Investigating the driving factors of the use of generative AI among college students. -- AI in Teacher Education: Introductory Training for PreService Teachers involving Microsoft Copilot. -- Bridging STEM Education and Ubiquitous Learning: A Case Study on Developing a LINE Chatbot with Google's Gemini for Virtual Peer Collaboration. -- Leveraging OpenAI API for Developing a Monopoly Game-Inspired Educational Tool Fostering Collaborative Learning and Self-Efficacy.

| Sommario/riassunto | The two-volume set LNCS 14785 and 14786 constitutes the refereed 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 Artificial Intelligence in Education. |