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Nota di contenuto	Innovative Approaches to Enhancing Education and Student Well-being -- It was a Cool Story - Serious Games for Engaging High School Students in Reading Two Tales -- Tech for Student Well-being: Exploring Data-generated Insights in K-12 Education -- Low-cost Learning: Enabling Refugee NGOs to Lead Entrepreneurship Programs Independently -- STEM Self-efficacy for Pre-service Social Educators -- Innovations in Virtual Reality (VR) and Automated Technologies for Enhanced User Experiences -- An Automated Tool for Creating Clothing Catalog Databases: MyEyes-Fashion -- Instructional Design for Virtual Reality: Prototype Testing and Participant Experience Evaluation -- Co-designing VR Game Content for Sustainability Education -- Exploration Games: Can Game-Guided Systems Support Users in Automated Exhibition Sites? -- Exploring Innovative Approaches to Learning and Design -- Towards an Understanding of

the Role of Visualisation and Experimentation in Design Thinking Processes with Novice Designers -- A Teaching and Learning Blueprint for Increasing Engagement in Challenge-Based Learning -- Towards Computational Play: Designing Open-Ended Play-Responsive Environments Supporting Computational Thinking in Early Childhood Education and Care -- Innovative Learning Environments: Collaborative Approaches and Emerging Technologies -- Unveiling Design Leadership: A Case Study of Philips' Chief Design Officers Stefano Marzano and Sean Carney -- Co-designing with the Machine: Learning through Co-designing with Artificial Intelligent Agents -- Pioneering the Path to Success: An Analysis of the Challenges in Entrepreneurial Education -- Towards Organizational Design Principles - An Explorative Interdisciplinary Case Study Investigating Digitally Supported Learning Spaces in Higher Education -- A Participatory Research Approach Applying Video Stories and Sketches.

Sommario/riassunto

This book constitutes the refereed post-conference proceedings of the 8th EAI International Conference on Design, Learning, and Innovation, DLI 2023, held in Aalborg, Denmark, during November 6–7, 2023. The 16 full papers included in this book were carefully reviewed and selected from 48 submissions. They were organized in topical sections as follows: innovative approaches to enhancing education and student well-being; innovations in virtual reality (VR) and automated technologies for enhanced user experiences; exploring innovative approaches to learning and design; and innovative learning environments: collaborative approaches and emerging technologies.
