

1. Record Nr.	UNINA9910887810703321
Titolo	Higher Education Learning Methodologies and Technologies Online : 5th International Conference, HELMeTO 2023, Foggia, Italy, September 13–15, 2023, Revised Selected Papers // edited by Gabriella Casalino, Raffaele Di Fuccio, Giovanni Fulantelli, Paolo Raviolo, Pier Cesare Rivoltella, Davide Taibi, Giusi Antonia Toto
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	3-031-67351-4
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (815 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 2076
Disciplina	371.334
Soggetti	Education - Data processing Computers and Education
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Online pedagogy and learning methodologies and Learning technologies data analytics and educational big data mining and their applications -- Exploring programming language choices to boost student interest in coding and educational robotics -- Digital evolutions the role of AI in educational perspectives -- Get in (multi) touch with the tangent -- Internationalisation experience on a digital platform and its impact on self efficacy the results on a sample of Initial Teacher Education students -- Smart Systems for Context-aware Education -- Digital multisensory storytelling as educational didactic methodology for emotional literacy -- Automated Online Assessment and Cloud Based Programming: Advancing Computer Engineering Education -- Leveraging Explainable AI Methods and Tools for Educational Data -- BotBid From Botany to Big Data Combining Citizen Science and Innovative Teaching Methodologies -- Detecting the usage of Large Language Models exploiting Generative Adversarial Networks -- Ontology for Constructively Aligned Collaborative and Evolving Engineer Knowledge management Platforms -- Augmented Didactic The Potential of Gesture in Mobile Learning to Enhance Learning -- Emotions and Art in Higher Distance Education and Performing art

based methodology to improve online learning experiences -- Digital Twins and E Learning Navigating Challenges and Opportunities -- Emotions in practice studying lectures and seminars in on line and offline education -- Performing art based Methodology for Empathetic Transposition into Online Learning Experiences -- E learning for providing augmented mathematics education at University level -- Improving student online interactions and teacher's ability to manage them with the Quick Chat Moodle Plugin -- Promoting meaningful learning in topology supported by undergraduate students' video creations -- The feedback in a Formative Assessment path development of communicative skills in a workshop online -- Online resources for training pre service primary school teachers in mathematics -- Mathematics interpretative tasks and formative assessment a digital device for teachers training -- SuperCyberKids the importance of promoting Cybersecurity Education among teacher education students -- Cybersecurity for Teens (CS4T) a project by Ludoteca of Registro it -- Learning CyberSecurity with Story Driven CTF Challenges CyberTrials 2023 -- SuperCyberKids Enhancing Cybersecurity Education in K 12 Through Digital Game Based Learning -- Effects of High performance Artificial Intelligence systems and Immersive Technologies in Education -- Take No Shortcuts Stick to the Rubric A Method for Building Trustworthy Short Answer Scoring Models -- AI driven Inclusion Exploring Automatic Text Simplification and Complexity Evaluation for Enhanced Educational Accessibility -- Artificial Intelligence for Personalized Learning in K 12 Education A Scoping Review -- Exploring undergraduates' attitudes towards ChatGPT Is AI resistance constraining the acceptance of chatbot technology -- Empowering Higher Education with ChatGPT Innovating University Instructional Design -- Using Conversational AI to Foster AI Literacy in Secondary Education -- The Future of Learning Exploring the Intersection of Posthumanism E Health Technologies and Artificial Intelligence in Education Innovations -- The Digitalisation of Reinforcement Learning and Token Economy in e Health -- Personalized feedback in university contexts exploring the potential of AI based techniques -- Artificial Intelligence Ethics and Well being The Challenges of the Future in Education -- Technology based learning interventions in higher education for combating inequalities and increasing the psychological well being of youngsters -- Pre service teachers' perception of digital competences and innovative teaching methods -- Kahoot and student generated formative assessment a pilot study -- Cognitive Activation with Kahoot A tool to Enhance Participation and Metacognition for University Students -- The role of e tutors in higher education a case study research project -- Innovative Inclusive University -- What is the role of technologies for inclusive education A systematic review -- Examining the Effects of the Loghat and Moodle E Learning Platforms on Students' Learning Experiences at the Faculty of Sciences in the Digital Age Ben M'sick Faculty of sciences in Casablanca Morocco -- Music of Nature case study of an innovative teaching methodology -- Towards an innovative and inclusive university through faculty development -- An ecological integrated framework for an Inclusive Academia -- What factors contribute to the success of adult training in distance learning A multi dimensional analysis -- How To Assess Job Satisfaction And Self Efficacy In Teachers' Professional Training With Best Questionnaire A Perspective Article -- Beyond borders: exploring immersive environments and new didactic approaches in higher education -- Who Fears the Big Bad Climate Change Analysis of Emotional Reactions to Global Warming in Virtual Reality -- An Innovative Approach to Virtual Reality and Game

Based Learning for Primary School -- Preserving privacy in multimodal learning analytics with visual animation of kinematic data -- A 3D Visual Programming Language for Tangible Coding in Extended Reality -- The FRAVAL project Rethinking Assessment as Learning between schools and Universities -- Learning Technologies and Faculty Development in the digital framework -- Technology Enhanced Assessment and Feedback from literature review and analysis of practices to the design of a MOOC to scaffold academic development processes -- The Impact of the Digital Environment on Faculty Development A Literature Review -- Assessing the impact of the TILD faculty development program through pre post analysis of teacher syllabi -- Monitoring Faculty Development With Data Beyond Data -- Synergy between school and museum for innovative didactics.

Sommario/riassunto

This volume constitutes the refereed proceedings of the 5th International Workshop, HELMeTO 2023, held in Foggia, Italy, during September 13–15, 2023. The 52 full papers were carefully reviewed and selected from 107 submission. They are categorized in the following sections: Online pedagogy and learning methodologies and Learning technologies data analytics and educational big data mining and their applications, Smart Systems for Context-aware Education, Emotions and Art in Higher Distance Education and Performing art based methodology to improve online learning experiences, E learning for providing augmented mathematics education at University level, SuperCyberKids the importance of promoting Cybersecurity Education among teacher education students, Effects of High performance Artificial Intelligence systems and Immersive Technologies in Education, The Future of Learning Exploring the Intersection of Posthumanism E Health Technologies and Artificial Intelligence in Education Innovations, Technology based learning interventions in higher education for combating inequalities and increasing the psychological well being of youngsters, Innovative Inclusive University, Beyond borders: exploring immersive environments and new didactic approaches in higher education, Learning Technologies and Faculty Development in the digital framework.
