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Heritage -- Augmented Reality in Higher Education: Interactions in LLM-based Teaching and Learning -- Intelligent Workgroup Formation for Object-Based Learning and Digital Storytelling: Maximizing Knowledge Acquisition and Promoting the 4Cs -- AI in Early Learning and How it Affects Higher Education and Workplace Learning -- Using Mixed Reality Scenarios to Assess Danielson's Fourth Domain.

Sommario/riassunto

New technologies provide us with new opportunities to create new learning experiences, leveraging research from a variety of disciplines along with imagination and creativity. The Learning Ideas Conference was created to bring researchers, practitioners, and others together to discuss, innovate, and create. The Learning Ideas Conference 2024 was the 17th annual conference and was held as a hybrid event. The conference took place from June 12th–14th, 2024, both in New York and online, and included the ALICE (Adaptive Learning via Interactive, Collaborative and Emotional Approaches) Special Track, and a Special Session from IGIP, the International Society for Engineering Pedagogy. Topics covered in this book include, among others: uses of artificial intelligence in learning, online learning methodologies, case studies in university and corporate settings, new technologies in learning (such as, along with AI, virtual reality, augmented reality, holograms, and more), adaptive learning, and project-based learning. The papers included in this book may be of interest to researchers in pedagogy and learning theory, university faculty members and administrators, learning and development specialists, user experience designers, and others.