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Nota di contenuto	-- Flexible Learning: From Theory to Practical Implications. -- Human-AI Co-Innovation: Navigating the Innovative Problem-Solving Landscape with the Process Model and Technology Empowerment. -- Online Learning, Innovation Learning, and Digital Learning. -- Does More Frequently Mean Better? The Current Teacher View of the Use of Digital Technologies in Higher Education. -- Empowering Open

Educational Practices through Open-Source Software: A Grounded Theory Approach in the Context of a University in Hong Kong. -- The Practice of Digital Education: Findings and Lessons Based on Urgent Outreach Activities. -- A Study of Improvements in Educational Accessibility and Adaptability using Digital and Intelligent Education. -- Artificial Intelligence in Education. -- Mapping the Landscape of AI Implementation in STEM and STEAM Education: A Bibliometric Analysis. -- Can Generative AI Really Empower Teachers' Professional Practices? Comparative Study on Human-Tailored and GenAI-Designed Reading Comprehension Learning Materials. -- Can Generative AI Really Empower Teachers' Professional Practices? A Quasi-Experiment on Human-GenAI Collaborative Rubric Design. -- Empowering Assessors in Providing Quality Feedback with GenAI Assistance: A Preliminary Exploration. -- Institutional Strategies and Practices. -- Assessing College Students' Peer Feedback Literacy. -- The Relationship between Mentor Role and Teachers' Practical Knowledge in the Process of Mentor-Apprentice Dialogue – Based on Epistemic Network Analysis. -- Graduate Study Program Improvement: A Case Study of Industrial Engineering Programs. -- Specific aspects of MOOC's use in Czech universities. -- Learning Analytics in Education. -- Identification of potential at-risk students through an intelligent multi-model academic analytics platform. -- An investigation into the application of learning analytics in collaborative learning. -- Enhancing a Probabilistic Auto-Regressive Model with Gaussian Noise and Savitzky–Golay Filter for the Data Generation of Small-scale Education Datasets. -- Smart Learning Environments. -- Review study "Virtual reality in biology education". -- Use of Virtual Reality for Improving Students' Learning Attention in Higher Vocational Education. -- A Study on the Effectiveness of a VR Training Programme in the Property Management Industry. -- A Virtual Reality Serious Game for Improving Pet Dog Care Skills.

Sommario/riassunto

This book constitutes the refereed proceedings of the 7th International Conference on Technology in Education, ICTE 2024, held in Hradec Kralove, Czech Republic, during December 2–5, 2024. The 21 full papers presented in this volume were carefully reviewed and selected from 65 submissions. They were organized in the following topical sections: online learning, innovation learning, and digital learning; artificial intelligence in education; institutional strategies and practices; learning analytics in education; smart learning environments.
