

1. Record Nr.	UNINA9910983060703321
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Titolo	Advanced Technologies and the University of the Future // edited by Eduardo Vendrell Vidal, Uriel R. Cukierman, Michael E. Auer
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	9783031715303 3031715306
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (507 pages)
Collana	Lecture Notes in Networks and Systems, , 2367-3389 ; ; 1140
Altri autori (Persone)	CukiermanUriel R AuerMichael E
Disciplina	370
Soggetti	Education Computational intelligence Education - Data processing Education - Research Computational Intelligence Computers and Education Research Methods in Education
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Breaking the Bottleneck: Generative AI as the Solution for XR Content Creation in Education -- Learning on Zoom as an AR Experience -- A science based environment for lexical language learning -- Adaptive AR- or VR-Neurofeedback for Individualized Learning Enhancement -- Development of an AI competence matrix for AI teaching at universities -- Implementing ethical considerations into AI supported student counselling:a case study -- The use of Artificial Intelligence applications to teach Ethics.
Sommario/riassunto	This book offers a comprehensive framework, compiling solutions and evidence from various sections that illustrate how technology can shape both the learning experience and the organizational structure of higher education institutions. The integration of technology in higher education, including advancements such as AI, large language models (LLMs), the metaverse, and gamification techniques, has sparked

significant interest among academics and researchers. This technological evolution is not only influencing research and teaching but is also transforming universities at every level. The book envisions the university of the future, providing ideas to foster collaboration and enhance research. The full text is structured into 32 chapters organized into five sections, each exploring different technologies that can or have been applied in higher education. Extended Reality (XR): It includes the reality-virtuality continuum, which includes augmented reality (AR), mixed reality (MR), virtual reality (VR), haptic devices, and more recently the metaverse. Artificial Intelligence (AI): It includes everything related to the automated analysis of large volumes of information and its application in the form of learning analytics, adaptive learning and automatic learning (machine learning) and also chatbots, which have emerged into mainstream conversation due to the appearance of ChatGPT. Digital Transformation (DX): It is understood as the possibility of taking advantage of the available technologies to change the programs and the organization of teaching and learning. This subject also includes themes such as information security and privacy and open badges. Gamification: It refers to the incorporation of serious game elements, like point and reward systems, to tasks as incentives for people to participate. Emerging Technologies in Higher Education: It encompasses a comprehensive spectrum spanning research endeavors, application development, first-hand accounts, and detailed descriptions of educational tools.

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