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Titolo	Artificial Intelligence—Based Games as Novel Holistic Educational Environments to Teach 21st Century Skills // by Spyros Papadimitriou, Maria Virvou
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Nota di contenuto	21st Century Skills via Prosocial Educational Games: An Overview -- Computer games for Entertainment and Education: A Literature Review -- User-player and Student Modelling in Personalized Educational Games: A Literature Review -- Fuzzy Logic and Applications in Education and Games -- EPATHLO Educational Game Suite and Fuzzy Reasoning -- Playing Educational Games in Web - Reusability - Interoperability -- Authoring Intelligent Educational Games with Fuzzy Reasoning -- Practicing Soft Skills for Programming through an Intelligent Adventure Game -- General Data Protection Regulation and Adaptive Educational Games -- Contributions and Discussions on Advancing 21st Century Skills Through EPATHLO.
Sommario/riassunto	This book offers a visionary look at how AI can promote learning for modern skillsets by examining the fusion of AI, prosocial gaming, personalisation, ethics, and education. The book introduces the EPATHLO Suite, a novel AI platform that personalises both educational content and gameplay, creating tailor-made learning experiences and entertainment for each student. By blending personalised games with education, these AI-driven environments make learning more dynamic and enjoyable, while focusing on prosocial behaviour development,

encouraging cooperation, empathy, and ethical understanding. It also provides roles for human teachers, as content creators of the EPATHLO Suite authoring tool. The book highlights the importance of twenty-first-century skills—such as critical thinking, collaboration, communication, and creativity—while also addressing ethical issues like data privacy (including GDPR compliance). It provides practical AI-driven solutions and reviews relevant literature, offering a comprehensive understanding of these interconnected fields. This book is an indispensable resource for those looking to explore these state-of-the-art topics. It is ideal for academics, researchers, students, educators, game designers, programmers, and professionals in the educational gaming industry who want to understand AI's role in shaping the future of education with games. Whether readers aim to enhance their classroom, develop new learning technologies, or better grasp the evolving technology of educational games with AI, this book offers valuable knowledge and practical tools for success.
