1. Record Nr. UNINA9911047719803321

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Titolo	Technology in Education. Smart and Innovative Learning : International Conference on Technology in Education, ICTE 2025, Shenzhen, China, December 10–12, 2025, Proceedings / / edited by Simon K. S. Cheung, Xiaojun Liu, Guoai Xu, Lam-For Kwok
Pubbl/distr/stampa	Singapore : , : Springer Nature Singapore : , : Imprint : Springer, , 2026
ISBN	981-9544-99-8
Edizione	[1st ed. 2026.]
Descrizione fisica	1 online resource (590 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 2752
Disciplina	371.334
Soggetti	Education - Data processing Social sciences - Data processing Artificial intelligence Application software Computers and Education Computer Application in Social and Behavioral Sciences Artificial Intelligence Computer and Information Systems Applications
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Keynotes -- Framing AI in Education 5.0: A Strategic Framework for Human-Centered Learning Ecosystems. -- Empowering Non-Technical Teachers as Designers of Virtual Experiential Learning: Insights from the EduVenture-VR Journey. -- Enhancing Learning through a Web-based OER: Application of Metamorphic Testing to John the Ripper. -- Embodied Intelligence in Education: Current Status and Trends. Intelligent Applications in Education -- Research on the Construction of the Agent-OPDE Instructional Model for Project-Based Deep Reading in Primary School Chinese Language Education. -- Simulated Realities: An AI Role-Play Analysis of Administrative Tensions in the Implementation of Agile-Blended Learning. -- The application of generative artificial intelligence (GAI) in tourism higher education: the interactive effects of feedback types and task types on university

students' intention to use. -- Exploring an AI-Enhanced Education Ecosystem Model: The Interplay and Synergy of Technology, Environment, and Scenario. -- Scaffolding Computer Programming Learning for Novice Learners using LLM as a Conversational Resource. -- Building Bridges to Student Growth: An LLM-Powered Feedback Generation System for Holistic Development. Smart Learning Environments -- The Construction of U-OCAET Classroom Model for Primary School Calligraphy Appreciation Empowered by "Platform + AI Agent". -- Augmented Reality Smart Glasses for Generic Learning Activities: An Exploratory Investigation. -- Enhancing Fire Safety Training through Immersive Technologies: Evaluating the Impact of the "Three R" Virtual Building Project in Hong Kong. -- Enhancing Student Engagement and Satisfaction in Tourism Education Through Virtual Reality: An Application of the Technology Acceptance Model. -- Application Pathways of Virtual Simulation Technology in Vocational Education. -- Design and Validation of a Game-Based Assessment Tool for Primary Students' Digital Literacy. Psychological and Pedagogical Issues -- Construction of an Interdisciplinary Thematic Learning Activity Design Framework for Computational Thinking Cultivation. -- Enhancing College Students' Adaptive Generative Learning Outcomes: A Multi-Agent System Approach Based on the "C-H-R" Collaboration Mechanism. -- The Research on the Construction of Primary School Mathematics Human-Machine Collaborative Precise Review Class Mode. -- Research on the Enhancement of University Professors' TPACK Competence Across Three Instructional Dimensions. -- Always Online: University Students' Perceptions of Screen Time, Mental Well-being, and Academic Focus. -- Study on the Influencing Factors of College Students' Critical Thinking in the Smart Classroom Environment. Technology in Vocational and Professional Education and Training -- A Lightweight Method for Process Evaluation in Educational Cyber Range Experiments. -- Analysis of Student Satisfaction in Hybrid Teaching of Python Course in Higher Vocational Colleges and Universities - Taking the New Business Major as an Example. -- Coupling–Coordination Analysis of Integrated Vocational–Technical Talent Cultivation Driven by Digital Transformation. .-Digital Tech Use and Employment Satisfaction among Vocational College Students: Chain Mediation via Experience and Engagement. -- The Influence and Trend of Technological Change on Vocational and Technical Education. -- From Higher Diploma to Master: A Smart-Tech Vertical Curriculum Framework in Cyber Technology Education. Digital technology, Innovation and Education -- Digital Learning Literacy and Educational Technology Adoption among University Students in the Artificial Intelligence Era. -- Balancing Innovation and Integrity: The Role of GenAI in Higher Education at a Taiwanese University. -- Effects of Personalized Generative AI on Student Creativity: Evidence from Creative Performance, Self-Efficacy, and Attention Allocation. -- Human-AI Collaboration in the STEM Classroom: A Systematic Literature Review of GenAI as a Complement in Higher Education. -- A Review of Large Language Model Evaluation Metrics in Education. -- Advancing Robotics Education: Trends, Innovations, and Practices.

Sommario/riassunto

This book constitutes the refereed proceedings of the 8th International Conference on Technology in Education, ICTE 2025, held in Shenzhen, China, during December 10–12, 2025. The 34 full papers included in this book were carefully reviewed and selected from 89 submissions. hey were organized in the following topical sections: Keynotes; Intelligent Applications in Education; Smart Learning Environments; Psychological and Pedagogical Issues; Technology in Vocational and Professional Education and Training; and Digital Technology,

Innovation and Education.