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Technology -- We Know What You Did Last Semester: Learners' Perspectives on Screen Recordings as a Long-Term Data Source for Learning Analytics -- Teaching Simulation Literacy with Evacuations: Concept, Technology, and Material for a Novel Approach -- Design of conversational agents for CSCL: comparing two types of agent intervention strategies in a university classroom -- Exploring Human–AI Control over Dynamic Transitions between Individual and Collaborative Learning -- Exploring Student-Controlled Social Comparison -- New Measures for Offline Evaluation of Learning Path Recommenders -- Assessing the Impact of the combination of Self-directed learning, Immediate feedback and Visualizations on Student Engagement in Online Learning -- CGVis: A Visualization-Based Learning Platform for Computational Geometry Algorithms -- How to Design Effective Learning Analytics Indicators? A Human-Centered Design Approach -- Emergency Remote Teaching: Capturing Teacher Experiences in Spain with SELFIE -- Utilising Learnersourcing to Inform Design Loop Adaptivity -- Fooling it - Student Attacks on Automatic Short Answer Grading -- Beyond indicators: A scoping review of the academic literature related to SDG4 and educational technology -- Pedagogical underpinnings of open science, citizen science and open innovation activities: a state-of-the-art analysis -- Knowledge-Driven Wikipedia Article Recommendation for Electronic Textbooks -- InfoBiTS: A mobile application to foster digital competencies of senior citizens -- Student Awareness and Privacy Perception of Learning Analytics in Higher Education -- User Assistance for Serious Games Using Hidden Markov Model -- Guiding Socio-technical Reflection of Ethical Principles in TEL Software Development: The SREP Framework -- Git4School: a Dashboard for Supporting Teacher Interventions in Software Engineering Courses -- Exploring the design and impact of online exercises for teacher training about dynamic models in mathematics -- Interactive Concept Cartoons: Exploring an Instrument for Developing Scientific Literacy -- Quality Evaluation of Open Educational Resources -- Designing Digital Activities to Screen Locomotor Skills in Developing Children -- Towards Adaptive Social Comparison for Education -- Simulation Based Assessment of Epistemological Beliefs about Science -- An Approach to Support Interactive Activities in Live Stream Lectures -- Educational Escape Games for Mixed Reality -- Measuring Learning Progress for serving Immediate Feedback needs: Learning Process Quantification Framework (LPQF) -- Data-driven Game Design: The Case of Difficulty in Educational Games -- Extracting Topics from Open Educational Resources -- Supporting Gamification with an Interactive Gamification Analytics Tool (IGAT) -- OpenLAIR an Open Learning Analytics Indicator Repository Dashboard -- CasualLearn: A smart application to learn History of Art -- Applying Instructional Design Principles on Augmented Reality Cards for Computer Science Education -- Extending Patient Education with CLAIRE: An Interactive Virtual Reality and Voice User Interface Application.

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