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Nota di contenuto	Application and Design of Innovative Learning Software -- Increasing Students' Interest and Learning Achievement Using Cooperative Learning (Students Team Achievement Division) through Edmodo -- The influence of interactive and non-interactive E-book on the Learning Effectiveness of High and Low Achievement Nursing students -- Using an Augmented-Reality Board Game for Drug Addiction Prevention at a University in Taiwan -- The Impact of Game-based Situated Learning System in Oral Health Education -- The Application of Augmented Reality to the Education of Chemistry – Take the Course of Nature Science in Junior High School as an Example -- The study on problem solving of using blocks vehicle in STEAM course for lower elementary grades -- A System to Support the Learning of English Collocations via Video Materials: A Preliminary Study -- An Empirical Research on

Exploring the Trans-disciplinary Autocorrelationships among The Social-media Technology, MOOCs and Higher-education Sustainability -- ETAR: An English Teaching Assistant Robot and Its Effects on College Freshmen's In-Class Learning Motivation -- Engaging Students in a Flipped English Classroom by Conducting an Interactive Response System and its Effects on Students' Learning Achievement and Learning Motivation -- Visual Attention Analysis During Program Debugging Using Virtual Reality Eye Tracker -- The Effects of Collaborative Learning on Students' English Learning Motivation and Style -- The Designing of Constructivist Web-based Learning Environment to Enhance Problem Solving Process and Transfer of Learning for Computer Education Student -- Artificial Intelligence & Data Mining in Education -- Using process mining techniques to discover student's activities, navigation paths, and behavior in LMS Moodle -- Scaffolding Learning for the Novice Players of Go -- An Image Recognition Practice for Using Mobile Phone during Class -- Building a Chinese facial expression database for automatically detecting academic emotions to support instruction in blended and digital learning environments -- Augmented and Virtual Reality in Education -- Obtaining Managerial Skills in Virtual Reality -- Design and Development of Constructivist Augmented Reality (AR) Book Enhancing Analytical Thinking in Computer Classroom -- Effect of Augmented Reality on Astronomical Observation Instruction -- Enhanced Learning of Jazz Chords with a Projector Based Piano Keyboard Augmentation -- Computational Thinking in Education -- Improving Programming Education Quality with Automatic Grading System -- Tasks for Assessing Computational Thinking Skills at Secondary School Level -- The Effects of Interactive Learning Environment to Enhance the Algorithmic Thinking for Data Structure -- Design and Evaluation of an Interactive Teaching Platform for Guided Instruction in Programming with Real-Time Compilation -- Design and Framework of Learning Systems -- Designing framework of Constructivist Digital Learning Environment Model to Enhance Creative Thinking for Undergraduate Students -- User-Centered Design of Mobile Application Model for Academic Library Services -- Theoretical Framework of Constructivist Web-Based Learning Environment Model to Enhance Mathematical Problem Solving -- The Designing Framework of Constructivist Learning Environment Model to Enhance Information Processing and Reduce Cognitive Load for Students' Primary Grade 5 -- Underpinning knowledge and skills for educators to enhance cyber safety awareness in South African schools -- Conceptualising a dynamic technology practice in education using Argyris and Schön's Theory of Action -- An Innovative BERT-based Readability Model -- Framework for Knowledge Asset Management In Community Projects In Higher Education Institutions -- Theoretical Domain Framework to Identify Cybersecurity Behaviour Constructs -- The South African ICT Security Awareness Framework for Education (SAISAFE) -- Educational Data Analytics Techniques and Adaptive Learning Applications -- Research on the Application of Graphic Method in Formative Evaluation of Teaching Chinese Characters to Foreign Students -- An Empirical Analysis on Standards for Selecting News about Current Events for Case-based Teaching of International Laws -- Augmented reality to promote understanding and cognizing in learning of engineering drawing -- Student performance evaluation based on online discussion -- Building a Simulated Test Activity to Facilitate Online Assessment of IoT Security: A case study of IP Camera -- AutoThinking: An adaptive computational thinking game -- A Case Study of Taiwan - AI Talent Cultivation Strategies -- A Case Study of The Impact of Digital Learning on the Quality of Life of People with Disabilities -- Evaluation,

Assessment and Test -- More than just Fame: Learning from Internet Celebrities --- Uses and Gratifications Perspective -- Dimensions of a Learning Organisation in the IT Sector and Secondary Schools in the Czech Republic -- Exploring the interplay between students' co-regulated behaviors and their collective decision-making abilities on a SSI context -- The Roles, Behaviors and Expectations of the Participants in the Development of Student Graduateness -- Innovative Learning in Education -- Learning with the Semantic Web: The Case of a Research Methodology Semantic Wiki -- Enhancing the quality of essays through a student peerreview process -- The Design and Development of Constructivist Web-based Learning Environment Framework to Enhance Digital literacy for Higher education -- Cyber safety awareness – through the lens of 21st century learning skills and game-based learning -- A Systematic Literature Review of Qualitative Gamification Studies in Higher Education -- Analysis of Students' Learning Emotions using EEG -- Teaching Effectively with the Multi-screen Multimedia Integrated System -- Integrating the Combination of Blockchain and RPG into Undergraduate Learning -- Mobile Learning -- Design and Development of Constructivist Web-based Learning Environment with Augmented Reality to Enhance Critical Reading for First-Year Information Technology Students of Two-Year College in Cambodia -- Conceptualizing Factors that Influence South African Students' Intention to Choose Mobile Devices as Tools for Learning -- Chinese Key-Image Learning: An App Designed with Handwriting Evaluation and Instant Feedback to Support Chinese Character Learning -- Augmented Reality Technique Assists Target Language Learning -- Needs Analyses and Initial Design of The Handheld Chinese Reading System for Classic Literature -- New Perspectives in Education -- Employing Blockchain Technology in Instructional Design and Learning Content Creation -- Foreseen More than a Century Grand Vision regarding Science and Technology from the Dream of Red Chamber -- Innovative Technologies and Learning in a Third-Year Computing Module -- Teachers' Beliefs About Technology in The Classroom From Early Implementation Phase in 2003 To Contemporary Practise In 2016 -- Knowing What, Knowing How, or Knowing Where? How Technology Challenge Concepts of Knowledge -- Online Course and Web-Based Environment -- A Data Visualization for Helping Students Decide Which General Education Courses to Enroll: Case of Chulalongkorn University -- Experiences of the Flipped Classroom method Does it make students more motivated? -- The Framework for Development of Constructivist WebBased Learning Environment Model to Enhance Critical Thinking for primary students -- Innovative Technologies and Learning in a Massive Open Online Course -- Learner's Creative Thinking Learning with Constructivist Web-Based Learning Environment Model: Integration between Pedagogy and Neuroscience -- Pedagogies to Innovative Technologies -- Focus on Personalized Collaborative Learning: What Can We Learn from the Indigenous Sámi Teachers' Supplementary Study Program on Digital Learning Tools? -- The Relationship between Academic Stress and Health Status --- The moderating Role of Social Support -- A Teacher's Reflection of a PBL-based Curriculum -- Design and Development of Interactive Learning Environment Model to Enhance the Creative Problem Solving Thinking for Computer Education Students -- The Investigation on Creative Thinking into Projected-base Programming Course for College Students -- Social Media Learning -- Integrating social media into problem-based learning to improve students' learning performance -- Students' Innovative Education Practices supported by Facebook -- Between Research and Action: The Generative Sense of Technology -- Locus of

Control and Usage of Social Media on Academic Achievement among Police College Students in Taiwan -- Analysis of Fake News and the Level of Cognitive Perception of Undergraduate Students in the University in Thailand -- Technologies Enhanced Language Learning -- Scenario-Based Learning Exemplification with a Dynamic Video Retrieving Tool for the Second Language Teaching -- Using Digital Map Tools to Assist Learning of Argumentative Essay Writing -- Application of Artificial Intelligence to the Small Open Online English Abstract Writing Course -- Impact of speech-enabled language translation application on perceived learning emotions in lectures in English as a medium of instruction -- The Effects of Virtual Learning Environment on High School Students' English Learning Performance and Attitude -- Technology and Engineering Education -- Encouraging Active Learning for System Engineering Students using Role-Exchanging Activities -- Employability table for Mechanical and Mechanical College Students in Science and Technology Colleges after Graduation: Analysis of Employability of Graduates and Employers -- The Development of Simulation-based Laboratory Lessons in Electronics Industrial Instrumentation to Enhance Ill-Structured Problem Solving for Engineering Students -- Teaching Propositional and Syllogistic Logic Using Elearning.

Sommario/riassunto

This book constitutes the refereed proceedings of the Second International Conference on Innovative Technologies and Learning, ICITL 2019, held in Tromsø, Norway, in December 2019. The 85 full papers presented together with 4 short papers were carefully reviewed and selected from 189 submissions. The papers are organized in the following topical sections: application and design of innovative learning software; artificial intelligence and data mining in education; augmented and virtual reality in education; computational thinking in education; design and framework of learning systems; educational data analytics techniques and adaptive learning applications; evaluation, assessment and test; innovative learning in education; mobile learning; new perspectives in education; online course and web-based environment; pedagogies to innovative technologies; social media learning; technologies enhanced language learning; and technology and engineering education.