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Nota di contenuto	Designing Learning Experiences -- Security and Privacy in Academic Data Management at Schools: SPADATAS Project -- The Rallye Platform: Mobile Location-based Serious Games for Digital Cultural Heritage -- An e-Learning Application for Children Suffering from Autism -- Two-phases AI Model for a Smart Learning System -- Learning System for Relational Algebra -- Design and Simulation of an IoT Intelligent University Campus for Academic Aim -- Behavioral Coding for Predicting Perceptions of Interactions in Dyads -- Towards Accessible, Sustainable and Healthy Mobility: the City of Barcelona as Case Study -- Augmenting Online Classes with an Attention Tracking Tool May Improve Student Engagement -- A Review on Modular Framework and Artificial Intelligence-based Smart Education -- Technology and Education as Drivers of the Fourth Industrial Revolution Through the Lenses of The New Science of Learning -- How do we Move Back?' – A Case Study of Joint Problem-Solving at an Interactive Tabletop Mediated Activity -- Designing a Pedagogical Strategy for the Implementation of Educational Technology in Collaborative Learning Environments -- Discovering Best Practices for Educational Video Conferencing Systems

-- Experimental Design and Validation of i-Comments for Online Learning Support -- Tailoring Persuasive, Personalised Mobile Learning Apps for University Students -- Understanding the Learning Experience -- Investigating the Critical Nature of HE Emergency Remote Learning Networks During the COVID-19 Pandemic -- Decoding Student Error in Programming: An Iterative Approach to Understanding Mental Models -- What do Students Think about Learning Supported by e-Schools Digital Educational Resources? -- A Human or a Computer Agent: The Social and Cognitive Effects of an e-Learning Instructor's Identity and Voice Cues -- The Study on Usability and User Experience of Reading Assessment Systems: A Preliminary Research -- Learning with Videos and Quiz Attempts: Explorative Insights into Behavior and Patterns of MOOC Participants -- Doctoral Education in Technology-Enhanced Learning: the Perspective of PhD Candidates and Researchers -- Analyzing Students' Perspective for Using Computer-Mediated Communication Tools for Group Collaboration in Higher Education -- Exploring Factors Affecting User Perception of Trustworthiness in Advanced Technology: Preliminary Results -- Am I like me? Avatar Self-Similarity and Satisfaction in a Professional Training Environment -- Mapping the Factors Affecting Online Education during the Pandemic in Greece: Understanding the Importance of Designing Experiences through Different Cultural and Philosophical Approaches -- Usability Study of a Pilot Database Interface for Consulting Open Educational Resources in the Context of the ENCORE Project -- Technology-supported Teaching -- Digital Skills during Emergency Remote Teaching, for VUCA Environments -- Definition of a Learning Analytics Ecosystem for the ILEDA Project Piloting -- Scenarios, Methods, and Didactics in Teaching Using Video-Conferencing Systems and Interactive Tools: Empirical Investigation on Problems and Good Practices -- Will ChatGPT get you caught? Rethinking of Plagiarism Detection -- Choosing a Modern Teaching Approach and Supporting Technology -- Lesson-Planning Groupware for Teachers: Situated Participatory Design -- Main Gaps in the Training and Assessment of Teamwork Competency in the University Context -- Prototyping the Learning Analytics Dashboards of an Adaptive Learning Platform: Faculty Perceptions versus Designers' Intentions -- Operationalising Transparency as an Integral Value of Learning Analytics Systems -- From Ethical and Data Protection to Technical Design Requirements -- Towards Personalized Instruction: Co-designing a Teacher-Centered Dashboard for Learning Engagement Analysis in Blended Learning Environments -- Supporting Creativity in Learning -- Preliminary Study on Students' Experiences in Design-Based Interdisciplinary Learning -- Supporting Collaboration in Challenge-Based Learning by Integrating Digital Technologies: Insights from a Design-Based Research Study -- Evaluating the Development of Soft Skills through the Integration of Digital Making Activities in Undergraduate Computing Courses -- AgroEdu through Co-Crafting: Incorporating Minecraft into Co-Design Activities for Agricultural Education -- Design and Assessment of a Tool for Improving Creativity and Imagination in School Children -- Digital Fabrication in Arts and Crafts Education: A critical review.

Sommario/riassunto

This two-volume set of LCT 2023, constitutes the refereed proceedings of the 10th International Conference on Learning and Collaboration Technologies, LCT 2023, held as Part of the 24th International Conference, HCI International 2023, which took place in July 2023 in Copenhagen, Denmark. The total of 1578 papers and 396 posters included in the HCII 2023 proceedings volumes was carefully reviewed and selected from 7472 submissions. The papers of LCT 2022 Part I are organized in topical sections named: Designing Learning Experiences;

