	Bibliometric Study An Exploratory Test Design and Execution Learning Approach: A Definition of Syllabus and Teaching Plan Understanding Geolocation Data: Learning Scenarios for School Informatics Game Design Tools: A Systematic Literature Review: Choice of a Game Design Tool for an Experimentation in the Nursing Field Development and Evaluation of a Trusted Achievement Record of Accomplishments for Students in Higher Education using Blockchain
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Soggetti	Education - Data processing Social sciences - Data processing Application software User interfaces (Computer systems) Human-computer interaction Data mining Computer vision Computers and Education Computers and Education Computer Application in Social and Behavioral Sciences Computer and Information Systems Applications User Interfaces and Human Computer Interaction Data Mining and Knowledge Discovery Computer Vision
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	Students' Perceptions of Computer Science and the Role of Gender Adaptive Kevin: A Multipurpose AI Assistant for Higher Education Comparing Multi-Objective GA and PSO for the Pedagogical Activities Sequencing from Bloom's Digital Taxonomy.
Sommario/riassunto	This book constitutes the refereed post-proceedings of the 14th International Conference on Computer Supported Education, CSEDU 2022, Virtual Event, April 22–24, 2022. The conference was held virtually due to the COVID-19 crisis. The 8 full papers included in this book were carefully reviewed and selected from 181 submissions. The papers included in CSEDU 2022 proceedings contribute to the understanding of relevant trends of current research on Computer Supported Education, including: Emerging Technologies in Education for Sustainable Development, Instructional Design, Pre-K/K-12 Education, Machine Learning, Learning with AI Systems, Higher Order Thinking Skills, Game-Based and Simulation-Based Learning, Educational Data Mining, Course Design and eLearning Curriculae and Constructivism and Social Constructivism.