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Nota di contenuto	Students' Perceived Engagement in a Technology-Enhanced Flipped Language Classroom Metora: A Gamification Designed to Learn the Method of Journalism Interview Scoring Music for Montage Movies Constructing Montage Editing Technique in a Short Movie The Role of Paper Prototyping in Designing Visual Novel Game as Learning Media for Children Correlation Between Motivation and Achievement of Competencies in the Hands-On Learning Method The Effect of Blended Training Model to Improving Learning Outcomes: A Case in Micro Learning Object Training The Most Important soft skill for Students 21st Century Learning: Contribution Technology-Enhanced in Classroom Engagement Experiences on Using Gamified Platform in Pre-service Teacher Education Investigating Learners' Perception of Learning Analytics Dashboard to Improve Learning Interaction in Online Learning System Online Project-Based Learning for Improving the Innovative Initiation during Diffusion and Innovation Course Interactive Multimedia Analysis in Thematic Learning: A Study of Practical Aspect Cultural Literacy: Getting to Know Digital-Based Folklore Literacy for Young Children: Thematic-Based Electronic Smart Book Stimulation on Early Childhood Education Institution The Implementation of Educational Technologists' Competencies in Improving Learning Quality The Comparative Analysis of Using Communication Technology and Direct Techniques in Building School Public Relation The Effectiveness of

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