1.	Record Nr.	UNISALENTO991000174089707536
	Autore	Titone, Renzo
	Titolo	Schedario Educhandicap : 50 schede individualizzanti "I" / F. Cipolla, G. Mosca, R. Titone
	Pubbl/distr/stampa	Modena : Centro Programmazione Editoriale, 1993
	Descrizione fisica	50 p. ; 35 cm + 70 schede socializzanti
	Altri autori (Persone)	Cipolla, Francesco Mazzotta, M.
	Soggetti	Didattica Fanciulli minorati - Sviluppo logico-linguistico Handicap e Scuola Scuola dell'obbligo - Programmazione educativo-didattica
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	E' allegata una guida operativa

2.	Record Nr.	UNINA9910865248103321
	Titolo	Innovation and Technologies for the Digital Transformation of Education : European and Latin American Perspectives / / edited by Francisco José García-Peñalvo, María Luisa Sein-Echaluce, Ángel Fidalgo-Blanco
	Pubbl/distr/stampa	Singapore : , : Springer Nature Singapore : , : Imprint : Springer, , 2024
	ISBN	9789819724680 9819724686
	Edizione	[1st ed. 2024.]
	Descrizione fisica	1 online resource (390 pages)
	Collana	Lecture Notes in Educational Technology, , 2196-4971
	Disciplina	371.3
	Soggetti	Educational technology Education - Data processing International education Comparative education Digital Education and Educational Technology Computers and Education International and Comparative Education
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references.
	Nota di contenuto	-- Early exploration about generative AI's impact on engineering education: a focus on the Spanish context -- Supporting Bachelor Thesis Management in Computer Science: A Comparative Study of Large Language Models in Academic Advising -- Enhancing the Students' Motivation and Learning in Network Engineering Courses through Artificial Intelligence Tools and Applications -- Artificial Intelligence in Education: Unveiling Opportunities and Challenges -- Flip Teaching active methodology as a means to prevent fraudulent use of ChatGPT by students -- Innovations for laboratory sessions in engineering: Pre-lab H5P videos and re-porting results through ad hoc applications -- Designing and Evaluating Personalized Learning Itineraries: An Experience at the University -- Artificial Intelligence for Identifying Social Values and Soft Skills in Service-Learning Activities -- Real-time simulator for training, practicing and evaluating the

cardiopulmonary resuscitation maneuver with a focus on effective learning. -- Enhancing ICT Education: A Comprehensive Study on the Implementation and Impact of Remote 3D Labs in High Secondary Education -- Service-Learning in higher education in the age of digital transformation and artificial intelligence -- Proposal for an analysis and data extraction model for a case of a child with autism spectrum disorder -- Serious game adventure for learning data exploration Skills -- Computational thinking state in 3rd early childhood education and 1st primary education -- Strengthening computational thinking in Colombian rural education through project-based learning -- A methodology framework for Android programming courses -- A service-learning approach to promote STEM studies among secondary school girls -- Integrating Service-Learning Initiatives for Social and Local Sustainability in Engineering Educational Contexts -- Linking research, technology and sustainability to improve the learning of how ecological processes impact human health -- Active Learning and Teamwork: A Winning Combination for Management Skills Development -- Examining Competency Alignment: A Scholarly Approach to Engineering Practice Scripts -- Learning Experience Design in Engineering Education -- Co-creation Process with Generative Artificial Intelligence. An Experiment in Product Design -- Efficient Teamwork Supervision using Moodle -- Empowering student data privacy in schools through open educational resources -- Exploring the use of Learning Analytics in a Flipped Classroom setting: A case study -- Circular economy competencies in international higher education settings: A methodological assessment based on digital activity recognition -- Integrating networking, artificial intelligence, and plant occurrence mapping in botanical learning: An evaluation of the use of iNaturalist in a university arboretum -- Integration of sustainability concepts in environmental engineering teaching through activities based on audiovisual tools -- Opportunity to develop the competence of knowing being in adolescents during the process of acquiring Spanish as a second language -- Navigating Urban Futures: Exploring the Synergy of Geospatial Technology and Urbanism in Education and Practice -- Fermi problems: Mathematical modeling from laboratory online Synchronous experiences for engineering students -- Emerging digital media and cooperative learning: a pedagogical transition in telesecundaria -- Cooperative Learning and the Development of Social Skills in Preschool Children -- University Learning Experience Between Physical and Virtual Environments, an Analysis from the Post-Pandemic Context -- Teaching Experiences Focused on Promoting Business Sustainability and En-hance Social Responsibility -- Comparing Knowledge Management Skills in Engineering and Education Under-graduates: Impact of Degree Design -- Initial secondary-school economics teacher training in the practical use of ICT: different european models.

Sommario/riassunto	This book provides a critical overview of the current use of learning technologies for educational innovation and examines global trends in educational innovation. It also shares experiences in educational innovation with learning technologies in Europe and Latin America. Despite increasing concerns about the use of technology in education, this book discusses how these can be addressed by focusing on fundamental principles such as personalization, collaboration, engagement, accessibility, and professional development.