

1. ICETT 2024 - 2024 10th International Conference on Education and Training Technologies

Accession number: 20243817074540

Source title: ACM International Conference Proceeding Series

Abbreviated source title: ACM Int. Conf. Proc. Ser.

Part number: 1 of 1

Issue title: ICETT 2024 - 2024 10th International Conference on Education and Training Technologies

Issue date: April 11, 2024

Publication year: 2024

Language: English

ISBN-13: 9798400717895

Document type: Conference proceeding (CP)

Conference name: 2024 10th International Conference on Education and Training Technologies, ICETT 2024

Conference date: April 11, 2024 - April 13, 2024

Conference location: Macau, China

Conference code: 202347

Publisher: Association for Computing Machinery

Abstract: The proceedings contain 27 papers. The topics discussed include: exploration of blended learning (B-Learning) mode based on peer instruction(PI) concepts-taking the Chinese higher education iClass teaching platform as an example; visualization of hotspots and frontiers in online gamified learning—based on Citespace knowledge map analysis; research and design of blended learning of EDA technology course based on CDIO; gamified E-quizzes and interaction among undergraduate social work students in China during the COVID-19 pandemic: exploring the mediating role of online learning self-efficacy; exploring university students' continuous engagement intention in online gamified learning: mediation of self-efficacy and output quality; the application of platform-based blended learning (B-Learning) in higher education – taking iClass and OWL from China and Canada as examples; and StenogrApp: e-learning android application in recognition of basic Gregg shorthand using machine learning.

Abstract type: (Edited Abstract)

Page count: 186

Database: Compendex

Data Provider: Engineering Village

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