Increased emotional engagement in game-based learning – A machine learning approach on facial emotion detection data

An icon that everyone wants to click
How perceived aesthetic qualities predict app icon successfulness

Supporting the development of students' technological understanding in craft and technology education via the learning-by-doing approach

Comparing Three Methods to Capture Multidimensional Service Experience in Children's Health Care
Video Diaries, Narratives, and Semistructured Interviews

How do academics experience use of recorded audio feedback in higher education? A thematic analysis

An exploration of longitudinal studies of digital learning

Code ABC hackathons
Teachers as tinkerers

Teacher's Perceptions and Readiness to Teach Coding Skills
A Comparative Study Between Finland, Mainland China, Singapore, Taiwan, and South Korea

Collaborative Writing and Knowledge Creation in a Social Media Online Community

Compute mindlessly. Not! map consciously

Osaamisperustaisuuden arviointia tentillä

Designing serious games for special user groups-design for somebody approach

Code notes
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Evaluating the effectiveness of a game-based rational number training - In-game metrics as learning indicators

How to move away from the silos of business management education?

Exploring the educational potential of a game-Based math competition

Urbanisoituva yliopistokampus informaalin oppimisen mahdollistajana
Translated title of the contribution: : The urbanizing university campus in enabling informal learning

An architect's perspective

Design principles for simulation games for learning clinical reasoning
A design-based research approach

Elementary math to close the digital skills gap

Gamification, quantified-self or social networking? Matching users' goals with motivational technology

Gamified crowdsourcing
Conceptualization, literature review, and future agenda

Vygotsky's Zone of Proximal Development in Connection with Technology-Enhanced Learning Environments

Comparison of time metrics in programming

Using and collecting fine-grained usage data to improve online learning materials

Plagiarism in take-home exams
Help-seeking, collaboration, and systematic cheating

Children designing videos
Tools, pedagogical models, and best practices for digital storytelling and media-making in the classroom

Preventing keystroke based identification in open data sets

A teacher? A mentor? A friend? - Teacher mentoring experience at Tampere University of Technology

From theories to game mechanics
Developing a game for training rational numbers

Hobbyists as a super group of user-centred innovation - Case CreamSound guitar amplifier

Internet of Things
Opportunities for vocational education and training: Presentation of the pilot project

Vygotsky's zone of proximal development in connection with technology-enhanced learning environments

Learning by playing
A cross-sectional descriptive study of nursing students' experiences of learning clinical reasoning

Affective experiences and student engagement in higher education

Students as mystery shoppers
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Dynamic software updating techniques in practice and Educator's guides
A review

First-principles data set of 45,892 isolated and cation-coordinated conformers of 20 proteinogenic amino acids

Computer-supported collaborative learning
Praxes in new cell-oriented configurable PC-classroom

Digital storytelling promoting twenty-first century skills and student engagement

Enhancing old laboratory experiment using flipped learning
Towards self-regulating collaborative groups in blended learning environment

How to benefit from learning logs in engineering education?

Leadership instead of grading - The new goals of assessment

Learning logs in product development education

Self-regulation and competence in work-based learning

STACK assignments in university mathematics education

When teaching gets tough – Professional community inhibitors of teacher-targeted bullying and turnover intentions

Teachers professional agency and learning-from adaption to active modification in the teacher community

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What contributes to first-year student teachers sense of professional agency in the classroom?

Enhancing the experience of online users of open education

Cultural influence on online community use
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Design principles for collaboration platforms for open education

Dynamic text presentation in print interpreting - An eye movement study of reading behaviour

Preoperative simulation for the planning of microsurgical clipping of intracranial aneurysms

Analysis of source code snapshot granularity levels

Automatically detectable indicators of programming assignment difficulty

Understanding social OER environments-A quantitative study on factors influencing the motivation to share and collaborate

Challenges and instructors' intention to adopt and use open educational resources in higher education in tanzania

Comprehensive school teachers' professional agency in large-scale educational change

Eye tracking in computing education

Investigating perceived barriers to the use of open educational resources in higher education in tanzania

Overcoming cultural distance in social OER environments

Professional knowledge, skills and competencies of the new graduates and the engineering professionals - Comparison of the importance in working-life

Strategies for academic engagement perceived by Finnish sixth and eighth graders

Students' emotional and cognitive engagement as the determinants of well-being and achievement in school

Teachers' professional beliefs about their roles and the pupils' roles in the school

Reducing teacher burnout
A socio-contextual approach

How do ninth-graders perceive their involvement in the most meaningful episodes of their school career?

How do students solve parsons programming problems? - Execution-based vs. line-based feedback

The innovations in learning and education SAVI

Touch gestures in communicating emotional intention via vibrotactile stimulation

Do comprehensive school teachers perceive themselves as active professional agents in school reforms?

A Mobile learning application for parsons problems with automatic feedback

Exploring facilities management - Towards future campuses

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Knowledge management through learning model in industrial projects

A systemic perspective on school reform
Principals' and chief education officers' perspectives on school development

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Integrated design framework
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