Documents

ICEDS 2024 - 2024 5th International Conference on Education Development and Studies
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Abstract
The proceedings contain 16 papers. The topics discussed include: XR immersion for teaching and learning with precise visualization in user perspective; applying reflective game design frameworks (RGD) through the lens of design thinking in developing serious game; virtual reality representations of timelines in physics classes; the influence of CodeCombat on computational thinking in python programming learning at primary school; cyber gamification: implementing gamified adaptive learning environments for effective cyber security teams education: enhancing team skills and engagement through interactive learning environments; an experimental study on college students communicating China's stories with the assistance of AI translation; and analysis of the use of artificial intelligence tools in the training of future teachers.

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