24/11/2021 25/11/2021 (two days)	**P [14:00-14:30] - All posters** Developing Data Literacy Competences at University: The Experience of the DEDALUS Project Measuring Satisfaction Levels of Business Management Students Using Multiple Types of Technologies in an e-Learning Environment Effectiveness of Virtual Lab Teaching in Developing Higher Order Thinking Skills Interdisciplinary Teaching and Learning Activity: How the Use of Personal Experiences, Art, History, ICT and Team Work Enhance Motivation Honest Dashboards: Weekly Course Status for Continuous Monitoring Online and Offline Learning and Evaluations - A Comparative Study
22/11/2021	**S1 [14:00-15:00 CET] -** Investigating Threshold Concept and Troublesome Knowledge in Cyber Security Case Study: The Use of Trello for Collaborative Work in Laboratory Practice on Engineering Subjects Remote Electronic Engineering Teaching During Lockdown: Lessons Learned
23/11/2021	**S2 [14:00-15:00 CET] -** On Line Teaching Revolution are We Ready for It? Developing Online English Training for Indonesian Female Home Workers Theories Integrated With Technology Acceptance Model (TAM) in Online Learning Acceptance and Continuance Intention: A Systematic Review
23/11/2021	**S3 [15:00-16:00 CET] -** Effects of Hybrid Education in Pre-Service EFL and Bilingual Primary Teachers' Digital Literacy Multiple Motivation With Gamification of Online STEM Modules Application of the Illustrated Didactic Guide of Guadalajara Museum in Blended Higher Education
24/11/2021	**S4 [10:00-11:00 CET] -** Technology Acceptance Model Analysis of User Behavioral Intentions on IoT Smart Board Devices Education Sector Robo Advisory: Does Specialization of Study Affect Awareness? Comparisons of Student's Self-Learning Performances Using Java and Kotlin Languages in Android Programming Learning Assistance System
24/11/2021	**S5 [12:00-13:00 CET] -** Design of the Seven Stages of Educational Game to Generate Gamification Intention to Utilize Mobile Game-Based Learning in Nursing Education From Teachers' Perspective: A Theory of Planned Behavior Approach A Preliminary Investigation on Learning Basic Chemistry Using Virtual Reality
22/11/2021	**F1 [11:30-13:00 CET] -** Lecturers' Intention to Use Online Video Conferencing Tools: The Role of Perceived Severity Effects of Online Heutagogy Learning Environment Towards ESL Students' Creativity in PowerPoint Presentation Mobile Bookkeeper: Personal Financial Management Application With Receipt Scanner Using Optical Character Recognition
23/11/2021	**F2 [11:30-13:00 CET] -** Personalized Learning Based on Learning Analytics and Chatbot Prediction of Electronics Engineering Student's Learning Style Using Machine Learning

24/11/2021	The Role of Pronunciation English Learning Applications in Vietnam: An Experimental Study
	F3 [14:30-16:30 CET] -
	Analytics and Predictive Models of Student's Activity in Off/On-Line Learning Environments
	Using VR in Education: The Current Situation in the UK
	A Novel, Fully Modular Educational Robotics Platform for the Internet of Things Applications
	Predicting the Performance of Mathematics' Students Through Data Mining Techniques for Enhanced Education Systems
25/11/2021	**F4 [14:30-16:00 CET] -**
	Interactive and Adaptive Learning Content Authoring Framework for an M-Learning Toolkit
	The Digital Testing of Undergraduate Students' Awareness of Business English Vocabulary
	ClassRoute: Bridging the Digital Academic-Content Divide