

11:10 – 13:00

Sala Latini



SPECIAL TRACK 1: Inclusion and immersive approaches for higher education – I'M IN TALES

Chair: Riccardo Magni & Venusia Covelli & Daniele Di Mitri

- Silvio Pagliara (Università degli Studi di Cagliari, Associazione GLIC Centri Ausili), Katerina Mavrou (European University Cyprus), Chrystalla Papademetri (European University Cyprus), Maria Mouka (European University Cyprus), Lorenzo Desideri (AIAS Bologna Italy), Inge Piedfort (MODEM Thomas More), Erika Inderst (Smarted), Raffaele Di Fuccio (UniPegaso), Marianna Efstatiadou (European University Cyprus), Giulia Mignardi (IC Torgiano Bettona, Italy), Riccardo Magni (GLIC Centri Ausili, Italy), Vilma Ferrari (Imotec) and Silvia Mazzoni (IC Torgiano Bettona, Italy).
I'm in Tales MOOC on Tangible User Interfaces and the UDL Model: A Case Study Design.
- Silvio Pagliara (Università degli Studi di Cagliari, Associazione GLIC Centri Ausili), Katerina Mavrou (European University Cyprus), Lorenzo Desideri (AIAS Bologna onlus), Erika Inderst (Smarted), Raffaele Di Fuccio (Pegaso University), Marianna Efstatiadou (European University Cyprus), Vilma Ferrari (Institute of Mobile Technologies for Education and Culture), Riccardo Magni (GLIC Centri Ausili, Italy), Silvia Mazzoni (IC Torgiano Bettona, Italy), Giulia Mignardi (IC Torgiano Bettona, Italy), Maria Mouka (European University Cyprus), Chrystalla Papademetri (European University Cyprus) and Inge Piedfort (MODEM Thomas More).
'Touching' Stories: Towards the Development of Tangible User Interfaces Story-Building Authoring Tool for Inclusive Education.
- Venusia Covelli (eCampus University), Laura Panizza (eCampus University), Miriam Trezzi (eCampus University), Elisa Zugno (eCampus University) and Alessandra Marelli (eCampus University).
Students with Special Needs at University: E-learning as a contribute to inclusion.

- Marco Cremaschi (Università di Milano - Bicocca), Elia Guarnieri (Università di Milano-Bicocca) and David Chieregato (University of Milan - Bicocca).

Fortnite Creative: A Platform for Video Game Usability Research.

- Nadia Di Leo (Università degli Studi di Foggia), Martina Rossi (Università degli Studi di Foggia), Anna Teresa Musicco (Università degli Studi di Foggia) and Giusi Antonia Toto (Università degli Studi di Foggia) *Playing and learning in the blink of an eye: integrating eye-tracking technologies into game-based special needs education*
- Christian Schmidts (Berlin University of the Arts), Johannes Pointner (Berlin University of the Arts) and Daniel Devatman Hromada (Berlin University of the Arts) *Extended Educational Environments for Past, Present and Future Students of Design & Computation M.A.*
- Angelo Rega (Pegaso Telematic University, Napoli, Italy), Raffaele Di Fuccio (Pegaso Telematic University, Napoli, Italy), Grazia De Angelis (Pegaso Telematic University, Napoli, Italy) and Carolina Mele (Pegaso Telematic University, Napoli, Italy).

Does using ChatGpt for educational purposes require information on students' learning styles? An exploratory study conducted with learning tutors for students with special educational needs.