



Programme

9.45 –10.00	Joining the conference	
Chair: Zanda Rubene		
10.00 –10.05	<i>Linda Daniela</i>	Opening
10.05– 10.15	<i>Klīnta Ločmele</i>	Young people's media literacy: main problems and the power of the educational system to address them
10.15 –10.25	<i>Inga Lapina, Galina Robertsons</i>	Digital Transformation in Higher Education: Drivers, Success Factors, Benefits and Challenges
10.25 –10.35	<i>Dalia Baziukė, Aida Norvilienė</i>	Artificial intelligence and learning analytics in digital teaching and learning tools used in general education schools: the case of Lithuania
10.35 – 10.45	<i>Katrina Elizabete Purina-Bieza, Edīte Sarva</i>	Types of Digital Learning Solutions Most Used by Educators in Latvia
10.45– 10.55	<i>Arta Rūdofla, Linda Daniela, David Scaradozzi, Laura Screpanti</i>	Innovative Educational Robotics Strategies for Primary School Experiences
10.55– 11.05	<i>Lina Jakučionienė</i>	Digital transformation of communication: changes in the need of competencies of communication professionals due to the impact of digitalization processes
11.05 – 11.15	<i>Linda Daniela, Daiga Ivsiņa</i>	Empowering Higher Education in Adopting Digital Learning
11.15 – 11.25	<i>Andrew Chiou</i>	Realising the Challenges in Adopting VR/AR Technology in Learning and Teaching
11.25 – 11.55	Break	
Chair: Linda Daniela		
11.55 – 12.05	<i>Santa Dreimane</i>	Systematization of Gamification Elements
12.05 – 12.15	<i>Guranda Khabeishvili</i>	Integrating the Gamification Elements to Promote Learner Agency (A Case Study of Higher Education Institutions (HEIs))
12.15 – 12.25	<i>Anžela Jurāne-Brēmane</i>	Development of the Models for Assessment in Digital Environment
12.25 – 12.35	<i>Serkan Ucan Basak Calik</i>	A Digital Transformation Model for Higher Education from a Student-centred Learning Ecosystem Perspective
12.35 – 12.45	<i>Lana Dreimane, Zīnta Zālīte-Supe</i>	Teaching interior design in augmented reality

12.45 – 12.55	<i>Aleksandra Batuchina, Julija Melnikova, Gita Šakytė-Statnickė, Gražina Šmitienė</i>	The benefits of learning analytics for education: a study of the experiences of teachers in Norway and Lithuania
12.55 – 13.05	<i>Santa Dreimane</i>	The Model of Gamified Learning Process
13.05 – 13.15	<i>Eglė Pranckūnienė, Rūta Girdzijauskienė, Liudmila Rupšienė</i>	Learning Analytics for Personalized and In-depth Learning
13.15 – 13.45	Break	
Chair: Santa Dreimane		
13.45 – 13.55	<i>Zinta Zālīte-Supe</i>	Instructional design map for immersive fencing training in virtual reality
13.55 – 14.05	<i>Renata Bilbokaitė, Ieva Bilbokaitė- Skiauterienė, Monika Marmokaitė</i>	Quality Aspects of Students' Self-learning Through Films
14.05 – 14.15	<i>Arta Rūdolfā, Linda Daniela</i>	Robotics Activities to Motivate High School Students to Choose Stem Careers
14.15 – 14.25	<i>Tatiana Ginzburg, Linda Daniela</i>	Looking for the best of all worlds: using different modalities in an English as a Foreign Language Programme
14.25 – 14.35	<i>Bingbing Xu</i>	Digital Education in the Post-Pandemic era: Analysis of the EU's Digital Education Action Plan (2021-2027)
14.35 – 14.40	Conclusions	