

Special Issue

Artificial Intelligence and Games Science in Education

Message from the Guest Editors

The Special Issue "Artificial Intelligence and Games Science in Education" is OPEN! This Special Issue is aimed at providing selected contributions on advances in AIED, encompassing technical, pedagogical, ethical, and cultural aspects for making meaningful inferences on the impact of AI in teaching and learning. Potential topics related to the Special Issue include, but not limited to:

- Experiences of and approaches to using AIED in teaching and learning;
- Design and orchestration of digital pedagogies for AIED;
- Ethical and multicultural aspects of AIED;
- Personalised and adaptive learning experiences through AIED;
- Autonomous assessment and feedback;
- AIED tools, applications, and models;
- AI embedded in serious games, game-based learning, and gamification;
- AIED context and modes of learning;
- Teachers' digital competencies for empowering AI-based teaching and learning;
- Subject-specific AIED applications.

Guest Editors

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Deadline for manuscript submissions

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Message from the Editor-in-Chief

The concept of *Information* is to disseminate scientific results achieved via experiments and theoretical results in depth. It is very important to enable researchers and practitioners to learn new technology and findings that enable development in the applied field.

Information is an online open access journal of information science and technology, data, knowledge and communication. It publishes reviews, regular research papers and short communications. We invite high quality work, and our review and publication processing is very efficient.

Editor-in-Chief

Prof. Dr. Willy Susilo

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