A Social Media Data Analysis Study Regarding the Effect of the COVID-19 Pandemic on Online Learning
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Study Habits, Communication Levels, and Teaching Modality Preferences Before and During Coronavirus Pandemic – A Comparative Analysis of United States and Russian University Students
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Learning and Gaming in a Media Enriched Prolog MOOC
Mike Brayshaw, Phininder Balaghan, University of Hull, UK

A Gamified Augmented Reality Application for Improving Students’ Engagement, Motivation and Knowledge Acquisition
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Challenges and Prospects of Augmented Reality Learning Environment (ARLE): An Assessment of Applications, Recent Developments and Needs for STEM Education
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Professionalism in Practice: The Impact of COVID-19 and Future Directions
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