Keynote: Designing interactive technologies for smart learning environments

Interactivity plays an important role in the way we experience information in the era of ICTs. The same applies in educational contexts. The way we design learning environments based on interactive systems and technologies heavily influence the experience of both the educator and the learner. Digital technologies and recent developments in the design of interactive systems alter the way we understand and perform the learning and teaching processes in various educational contexts (classroom, online, virtual and augmented environments). This speech will discuss the most current developments in the area and a number of relevant challenges in designing interactive learning environments. It will outline examples and projects that show the potential of this research field, but also point a number of future research and design challenges.