

## About the Contributors

**Gianni Panconesi** graduated in Pedagogy. He holds a Master in “Methods and Technologies for e-Learning” and one on “Profile and Functions of the Consultant for School Improvement”, then he attended further Qualification Courses like: “Digital Didactics”, “IBSE approach in science education”, “Mobile devices in the classroom”, “Coding in your classroom” and “Learning how to learn and teach in Cyberspace”. He knows and uses the Virtual Worlds since 2007, owning a place in SecondLife and Opensim where hosts several training courses on scripting and on using software like Blender and Photoshop, supporting those who want to better know the Virtual Reality to understand its possible use in teaching and learning. He edited the publication “Handbook of Research on Collaborative Teaching Practice in Virtual Learning Environments” (IGI Global, 2017). He is co-founder of the Association “Esplica - non profit”, cultural and scientific divulgation Laboratory in the Digital Age, addressed to young people at the school and to adults in developing their LifeLongLearning. He has experience as a teacher in high school, has been a teacher in TFA university courses for the qualification of new teachers for Italian schools and has led courses for teachers of various schools for the knowledge of Virtual Worlds. He holds a qualification as TPP (Professional Communication Technician), is a journalist enrolled in the Journalists’ Order and deals with Media Literacy in a pedagogical-didactic perspective.

**Maria Guida** is a researcher at INDIRE, a public research institute whose main mission is to sustain the evolution of the Italian educational system through technology-enhanced teachers training, system actions for improvement and innovation. At INDIRE Maria has had an active role in teacher training National Programs (i. e. the mandatory training programs for Newly Qualified Teachers). She collaborated with the University of Florence too, as a tutor for Mathematics and Physics postgraduate students in the TFA, the specialization course for soon-to-be teachers. She has been working for years (2007 onward) in the research “Immersive Education”, which investigates 3D virtual environments and their educational potential. At European level she is involved in STEM education with a focus on the active and student-centered learning, which she has driven for years her research to, because she could identify it, through studies and experiences, as an element of strong contrast to the dropout phenomenon.

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**Lucia Bartolotti**, a teacher of English as a Foreign Language (EFL) in upper secondary schools for almost 30 years, is also a teacher trainer and the administrator of the Google Suite platform in her Institution. Being also an Edmodo Certified Trainer, during the first phase of the COVID-19 pandemic

(March to June 2020) she also voluntarily provided nationwide support and assistance to the schools that were using the Edmodo Learning Management System in order to reach their pupils.

**Annalisa Boniello** PhD Doctor in Earth Science, Doctor in Natural Science, Professor in Science, Director of Middle School

**Vanessa Camilleri**'s lectures at the Faculty of ICT. Her work is in the area of human-computer interaction, virtual reality applications, and serious games. Before she joined the Faculty of ICT she lectured at the Faculty of Education, where she was teaching Computing in Education, as well as Educational Technologies (including open education, and eLearning) for a number of years. These experiences have contributed to Dr Camilleri's strong beliefs in inter-Faculty collaboration. She is also a great believer in quality Education that is a key factor for success in today's world, and that is further enhanced by the digital possibilities and technology applications that are driving much of what makes up our society. Her publications are mostly in the areas of autonomous learning projects and possibilities and her current research interests are in the field of Virtual Worlds for Education and Serious Applications. She is also involved in 2 funded projects that deal with the the use of games for learning. Together with teaching, research constitutes a very important component in Dr. Camilleri's academic career. However this doesn't deter from where possible contributing to the Faculty's other administration duties such participation in sub-committees.

**Alessandro Ciasullo**, Ph.D., <https://orcid.org/0000-0001-6271-2554>, Researcher of Education at University of Naples Federico II, Department of Humanities, and member of the B.E.S. Bio Educational Sciences Research Group that promotes the diffusion of bioeducational sciences in pedagogical research. He teaches Education at courses for Pre-service Teachers PF24. Editorial coordinator for BEC Brain Education Cognition section of RTH Research Trends in Humanities international open access journal, he has published several national and international articles concerning bioeducational sciences, music learning, special needs environments design, emotions in education, and spatial education. URL: <https://www.docenti.unina.it/alessandro.ciasullo>.

**Letizia Cinganotto** is a full time Researcher at INDIRE (National Institute for Documentation, Innovation and Educational Research), Italy. She holds a PhD in Synchronic, Diachronic and Applied Linguistics. She has far-reaching experience in continuous professional development for teachers, teacher trainers, head teachers. She is a member of different working groups and scientific committees on CLIL and languages both at national and international level. Her main research areas are language learning/teaching, CLIL, Technology-Enhanced Language Learning, school innovation, teacher training. She has presented papers at national and international conferences and published articles and chapters in peer-reviewed journals and recently four volumes on CLIL. She is a reviewer and a member of the Editorial Board of different peer-reviewed journals. She is a member of the ECML "Pluriliteracies" consultancy team.

**Ivonne Citarella**, Sociologist, collaborating since 1988 with the National Council by publishing surveys on the theme of the female labor market and immigration. She publishes surveys on Italian local welfare with La Sapienza University of Rome. She publishes the survey conducted on the spread network of antispeciesism, too. Since 2009 she comes close to virtual platforms in which conducts a

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survey, still in progress, on social and personal relationships and expertises that activates in it and bring the economic benefits in real life sometimes becoming the main source of income. Her current research projects are oriented to the use of virtual platforms in education in particular their application in the training paths of alternation work-school.

**Murat Coban** graduated from Erzurum Atatürk University, Kazım Karabekir Faculty of Education, Department of Computer Education and Instructional Technologies (CEIT) in 2004. In the same year, he was appointed as a Computer Teacher to Bayburt. He worked in Bayburt between 2004-2009. In 2009, he started to work as a lecturer at Ağrı İbrahim Çeçen University (AİÇÜ) Vocational School. He completed his graduate education at Atatürk University, Department of CEIT in 2012 and started his PhD education. After completing his doctorate education in 2017, the researcher has started to work as a lecturer at AİÇÜ, Faculty of Education, Department CEIT. The researcher works on subjects such as digital games, augmented reality, virtual worlds, virtual reality and instructional design.

**Alessandra Conti** is Prof. in primary school, Expert in Counseling and Olistic Science.

**Nevio Danelon**, Ph.D., was a Postdoctoral Associate in the Department of Art, Art History & Visual Studies at Duke University where he researches and experiments with the use of digital technologies applied to cultural heritage visualization and archaeological investigation. Nevio began his scholarly inquiry in history during his MA in Ancient History at the University of Pisa, Italy and then he received his Ph.D. in Oriental Studies defending a doctoral dissertation in Egyptian archaeology. His Ph.D. project dealt with the topographic reconstruction of Memphis, the dynastic capital of Egypt, by collating classical sources and the clues emerging from satellite imagery. In addition, he gained experience on architectural and virtual environments modeling working as a render artist and 3D modeler in Italy. He has joined the Department of Art, Art History & Visual Studies at Duke University in 2013 as a visiting scholar thanks to a scholarship for the Regium@Lepidi project and the support of Lions Club Reggio Emilia. He is now a core member of the Dig@Lab, digital archaeology laboratory, where he takes part in different archaeological excavations and projects in Vulci (Italy), Rome, Catal Hoyuk (Turkey), and Knossos (Crete).

**Muhammet Demirbilek** is an Associate Professor of Educational Technology in the Faculty of Education at Suleyman Demirel University in Isparta /Turkey. He earned his doctoral and master's degree in Educational Technology from the University of Florida. He also holds B.S. and M.S. degrees in electronics engineering from Istanbul University. He worked as a graduate faculty and visiting Assistant Professor in Digital Worlds Institute at University of Florida (2013-2014) and Post-Doctoral Researcher at Games, Learning, and Society (GLS) at the University of Wisconsin-Madison (2008-2009). His research interests include the impact of digital media and computer games and simulations on teaching and learning. How new media (e.g web 2.0, online social networks, mobile media) . His recent research interests are the effects of online bullying, learning analytic, big data analysis, using mobile games to improve social skills of kids with autism. How augmented reality games on handheld computers designed and used for formal and informal education. How social media, online social networks, and mobile media restructure thinking, values, actions, education, community, and culture.

**Jean-Paul DuQuette** was born in Newport Beach, California in 1972. He has an M.A. in English as a Second Language from the University of Hawaii and an Ed.D from Temple University, Philadelphia. He studies language learning and education in virtual world environments. He is a founding member of Cypris Chat in Second Life, an English learning community active since 2008. Jean-Paul uses ethnographic research of existing virtual world groups to explore the affordances of online games and sandbox environments. He currently teaches English and linguistics at the University of Macau, and lives there with his wife Miwa and his son Alexander.

**Laura Fedeli** is associate professor in didactics and special pedagogy in the Department of Education, Cultural Heritage and Tourism at the University of Macerata (Italy). She has a Master of Science in Instructional Technology and Distance Education and a PhD in E-Learning, Knowledge Management, and Psychology of Communication. Her field of research is mostly focussed on teacher training and educational technology, areas of interest that she has also explored through her commitment to several European projects. She has authored books, book chapters, and articles from an international perspective on the above-mentioned fields.

**Mario Fontanella** is an IT technician in high schools and has been involved in communication, telecommunications, and information technology since 1983. His main area of interest concerns technological evolution in the humanistic context (digital humanities). He collaborates as a volunteer in the Edu3D learning community, mainly in the documentation of organized events and as a tutor in video shooting courses from virtual worlds.

**Maurizio Forte**, PhD, is William and Sue Gross distinguished Professor of Classical Studies Art, Art History, and Visual Studies, Bass Chair and Director and founder of the DIG@Lab at Duke University. His main research topics are: digital archaeology, classical archaeology and neuro-archaeology. He was professor of World Heritage at the University of California, Merced, (School of Social Sciences, Humanities and Arts) and Director of the Virtual Heritage Lab. He was Chief of Research at CNR (Italian National Research Council) of “Virtual Heritage: integrated digital technologies for knowledge and communication of cultural heritage through virtual reality systems”, Senior Scientist at CNR’s Institute for Technologies Applied to the Cultural Heritage (ITABC), and Professor of “Virtual Environments for Cultural Heritage” in the “Master of Science in Communication Technology-Enhanced Communication for Cultural Heritage” at the University of Lugano. He received his bachelor’s degree in Ancient History (archaeology), and a Diploma of specialization in Archaeology, from the University of Bologna, and his PhD in Archaeology from the University of Rome “La Sapienza”. He has coordinated archaeological fieldwork and research projects in Italy as well as Ethiopia, Egypt, Syria, Kazakhstan, Peru, China, Oman, India, Honduras, Turkey, USA and Mexico. Since 204 he is director of the Vulci 3000 Project.

**Richa Goel** is Assistant Professor-Economics and International Business at Amity International Business School, Amity University Noida. She is a Ph.D. in Management and has a journey of almost 18 years in academic and consistently striving to create a challenging and engaging learning environment where students become life-long scholars and learners. Imparting lectures using different teaching strategies, she is an avid teacher, researcher, and mentor. She has to her credit a number of publications in reputed national and international journals accompanied with participation in conferences. She is serving as a

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member of review committee for conferences journals and acting as Lead Editor of Annual International Referred Journal and Research Coordinator with Amity International Business School. Her area of interest includes Economics, Business Law, Human Resource Management and Diversity Management.

**Kelly Hannel** is Doctor degree in Computers in Education at Federal University of Rio Grande do Sul in 2017.

**Fabricio Herpich** has a Ph.D. in Informatics in Education at the Graduate Program in Informatics in Education (PPGIE) at the Federal University of Rio Grande do Sul (2019). Master in Computer Science in the Graduate Program in Informatics at the Federal University of Santa Maria (2015). Specialist in Web Applications by the Federal University of Rio Grande (2015). Graduated in Internet Systems at the Federal University of Santa Maria (2013). He works in different projects and academic research related to the area of information technology in education, in themes of implementation of immersive virtual environments in 3D, augmented reality, applications for mobile devices, and, currently, neuroscience applied to education.

**Sharad Khattar** is currently serving as an Associate Professor in Amity University, Noida since Dec 2011. His fields of interest are Operations Management, Decision Sciences and Service quality Management. His degrees and qualifications include M.Tech (Industrial Engineering and Management) from IIT, Kharagpur, MBA(Finance), B.Tech (Electronics) from Military College of Electronics and Mechanical Engineering, B.Sc from JNU, Delhi and PG course in Management from IMT, Ghaziabad. Before taking up his present appointment he has served in Armed Forces as an equipment advisor in engineering corps, scientist in Defense and Research Development Organization (DRDO) and also had a stint in the Corporate in the Technical Equipment support department.

**Lidija Kralj** is an e-Learning and project manager, professor of Mathematics and Computer Science with 30 years of experience. Past three years she was the Assistant Minister in the Ministry of Science and Education, leader of comprehensive curricula reform, and several international and national projects in Croatia. Lidija is a member of expert workgroups for the development of national education strategy, primary education curriculum, the use of ICT in education, and the Computer science curriculum. Expert in EU workgroups for safer internet and digital education, author of digital learning resources, online courses, webinars and textbooks, advisor and teacher trainer for 20 years.

**Simona Lamonaca** is a literature and social studies teacher in secondary education school Istituto Rinnovata Pizzigoni in Milan. She is graduated in Modern Literature at the Study's University in Milan and in Violin at Conservatory of Music in Bari. Before she started to work in the school she was journalist: for seven years she was editor in chief of the italian magazine "Musica e dischi". She is very fond of technology. She had experimented in her personal life the power of virtual Worlds, Social Networks and many other web tools giving new possibilities in people's communication. So she brought these instruments in her daily work, because she believes that they are a powerful way to improve learning today. She used her journalist past for the creation and direction of a Communication Lab 2.0 at school, and her web tool's knowledges in creative projects with her students, for example using virtual worlds in didactic.

**Amir Manzoor** holds a PhD in Management Sciences. He is a graduate of NED University, Pakistan, Lahore University of Management Sciences (LUMS), Pakistan and Bangor University, United Kingdom. He has more than 15 years of diverse professional and teaching experience working at many renowned national and international organizations and higher education institutions. His research interests include E-commerce, Strategic Management, Enterprise Resource Planning (ERP), Project Management, Supply Chain Management, Data Analysis, and Technology applications.

**Alberta Mazzola** is a certified psychologist and psychotherapist. She graduated in “Dynamic and Clinical Psychology for Person, Organization and Community” and achieved a Diploma in “Psychoanalytic Psychotherapy, Clinical Intervention and Analysis of Demand”. She is the founder and director of “Studio Confini. Psychology and psychoanalysis” (Italy), where she actually works, providing psychosocial research-intervention projects for the development of coexistence systems, as well as psychological counselling and psychoanalytic psychotherapy.

**Martha Mendez** is e-learning consultant and Educational coach. Gamification and virtual reality expert. Linguist, researcher skilled in higher education, in English virtual instruction and in Corporate Training. An experienced curriculum designer and developer for undergraduate and graduate programs. Educational technology resources and material creator for e-learning and b-learning methodologies. International presenter in EdTech. Published author and book and article reviewer for different publishing companies and international conferences. Facilitator of communicative skills and communicative interaction in English and Spanish through video-conferencing platforms. Martha is a Certified Gamification Expert and designer and holds a Master’s degree in Applied Linguistics to English as a foreign language and a Master’s degree in Teaching English as a Foreign Language from Universidad de Jaen (Jaen, Spain). She is a Specialist in Applied Linguistics in English Teaching from Universidad La Gran Colombia (Bogotá, Colombia) and a Professional in Modern Languages, Universidad de Los Andes (Bogotá, Colombia).

**Matthew Montebello** is a full professor at the Department of Artificial Intelligence at the Faculty of ICT, University of Malta and an adjunct professor at the College of Education at the University of Illinois in Urbana Champaign. Before joining the University in 1999 with a PhD in Computer Science he was already heavily involved in Education in secondary schools after graduating in 1990 at the University of Malta B.Ed.(Hons) degree. Having obtained an extensive teaching experience and having been involved with the introduction of computer labs through the Ministry of Education, he proceeded to switch to the Computer Science domain when he pursued his post-graduate studies obtaining a Masters and a Doctorate at the Cardiff University in Wales in 1996 and 1998 respectively. Furthermore in 2009 and 2016 he also completed an M.A. and an Ed.D. (Higher Education) specialising in the application of Artificial Intelligence to e-learning.

**Nofal Nagles Garcia** is Industrial Engineer, expert in autonomous learning and Ph.D in Business Science. He has an extensive experience in the design, creation, and orientation of courses for open and distance education, and especially in e-learning. His experience is also related to Operations Management, Technology Management, Knowledge Management, Innovation, Strategic Thinking, Strategic Management, Organizational Transformation, Organizational Resilience, Trends and prospects of virtual education, Autonomous learning, among others. He is skillful in the creation and design of learning

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activities focused on the development of competencies, design and development of instructional material in various formats including multimedia, hypermedia for face-to-face and distance education. Nofal is a researcher and a published author. He holds a Ph.D degree in Business Science from Universidad Antonio de Nebrija and he is a specialist in Quality Management Process and Innovation from Universidad EAN, a specialist in pedagogy for autonomous learning from Universidad UNAD, and an industrial Engineer from Universidad de America.

**Ana Nobre** is currently an Professor at the Open University where she has been teaching since 1998, having previously been a professor at the Sorbonne University. He completed his PhD in Didactologie des Langues et des Cultures Étrangères. As a researcher, she dedicates herself to Didactics of eLearning, to Open Education and Open Educational Resources and recently to Gamification.

**Felipe Backer Nunes** is Doctor in Informatics in Education (PPGIE) at the Federal University of Rio Grande do Sul (UFRGS). Master in Computer Science from the Post Graduation Program in Informatics (PPGI) of the Federal University of Santa Maria (UFSM) (2014). Has experience with Virtual Worlds, Pedagogical Agents, Virtual Learning Environments, Distance Education, Mobile and Ubiquitous Computing, Context and Quality of Context, Learning Trajectories. Currently, I work with Virtual Worlds and Intelligent Agents applied in education in different areas of teaching. As future directions, I intend to continue in this area of research and expand the scope of work to research involving serious games applied in education using Unity.

**Natalie Nussli**, Ed.D., is a graduate from the Monterey Institute of International Studies and the University of San Francisco. She is now a faculty member at the University of Applied Sciences and Arts Northwestern Switzerland (FHNW) at the Institute of Primary Education where she currently trains pre- and in-service primary school teachers. Natalie emphasizes the importance of inquiry-based learning, reflective practice, and feedback processes in her teaching. Her research interests revolve around teacher training in three-dimensional virtual worlds, the use of virtual discussion groups to promote reflective practice, culturally responsive teaching in virtual learning environments, intentional design of online teaching and learning environments, and the unique affordances of virtual worlds for special education purposes.

**Michelina Occhioni** is a chemist graduated from Università del Salento with a Biology major, After her degree, she has been working for 13 years in a chemical plant laboratory with analytical expertise in water and oil analysis, gas-chromatography, Infrared and X-ray fluorescence spectroscopies and pollution problems. In the period 2001-2019 she has been a mathematics and science teacher in Middle Schools (K6 – K8 grade) in Apulia (Italy), with a strong interest in developing new teaching methods for science education. In 2011 she started a server to run and manage Techland, a virtual world she created for educational purposes based on Opensimulator. She is also the promoter of the website [www.virtualscience.it](http://www.virtualscience.it). Currently, she is carrying out a PhD program on Geoscience Education at the International School of Advanced Studies of University of Camerino (Italy), where her research project concerns the use of Virtual Worlds in Geoscience teaching and she published several scientific papers on this topic. She is also actively involved in teachers' professional updating.

**Kevin Oh**, Ph.D., is an associate professor at the University of San Francisco in the Learning and Instruction department. After completing his doctorate in special education at the University of Virginia, Kevin accepted a position at the University of San Francisco where he currently trains pre-service and in-service teachers in general education and special education programs. In his current position, Kevin emphasizes the importance of teacher training and the critical role of using data to provide important feedback for in-service teachers. In sum, he prepares teachers to utilize technology appropriately and effectively, and to investigate how technology can be integrated into the curriculum for high-need students with disabilities in urban school settings.

**Maria Oliveira** is Bachelors in Computer Science, specialist in Informatics in Education, It has master in Production Engineering and PhD in Informatics in Education at the Federal University of Rio Grande do Sul - Brazil. Has experience in university education, high school and digital literacy in Education of Young and Adults. Currently she works at the Federal Institute of Education, Science and Technology Farroupilha and acts in the areas of computer programming, database, media in education. His current research focuses in the collaborative learning in digital environments and has as future interests the investigation of affective aspects in peer learning in professional education.

**Claudio Pacchiega** is a Senior Scala/Developer, PhD in Computer Science, expert in BigData and Artificial Intelligence solutions for companies. Since 2007 disseminator in SecondLife, OpenSim and from 2011 to 2018 consultant for Italian Educational Ministry (INDIRE) for teaching new technologies, Virtual Worlds, 3D Modeling, Virtual Reality. Currently heavily involved in VR and Virtual Reality divulgation teaching to teachers and schools how to produce their Virtual Content from scratch using state of art Software like Blender3D, Unity. founded the Edu3d community of practice.

**Eleonora Paris** is a Professor of Mineralogy at University of Camerino (Italy), teaching to geology and cultural heritage students, carrying out studies about new materials from waste and environmental mineralogy. Moreover, she coordinates a research group on Geoscience Education which includes a PhD program dedicated to in-service science teachers. The group published several papers and book chapters on Geoscience education.

**Valentina Pennazio** is Associate Professor in Special Pedagogy and Didactics at the Department of Education, Cultural Heritage and Tourism at University of Macerata (Italy). She has been involved in several researches and European projects in the field of inclusion for students with disabilities (specifically autism spectrum, motor disabilities) and investigates on the effectiveness in the use of technologies in the early childhood school contexts with a focus on robotics. She is author of books, book chapters and articles with an international impact in the above-mentioned fields.

**Stephen Petrina** is a Professor in the Department of Curriculum and Pedagogy at the University of British Columbia. He specializes in how we learn media & technology across the lifespan, and especially how students and teachers innovate in classrooms, labs, workshops, makerspaces, and virtual spaces. He has published in various fields including Media Studies, Science and Technology Studies (STS), Science, Technology, Engineering, and Mathematics education (STEM), and Curriculum Studies. He is currently researching the philosophy of media and technology for children and youth.

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**Seema Sahai** is an Associate Professor in IT & Operations at Amity International Business School, Amity University Noida. She is a Ph.D. in Management and has a journey of 23 years in academic and consistently striving to create a challenging and engaging learning environment. She has to her credit a number of publications in reputed national and international journals accompanied with participation in conferences. She has a corporate experience of 2 years and has many projects to her credit. She is Head of the Department of IT & Operations at AIBS. She has been organising the Women Leadership Summit during INBUSH (International Business Horizon) research conference at AIBS for the last 5 years.

**Rita Tregon** Graduated in Classics at the University of Padua and science of legal services at the University of Perugia, teacher of Latin and Greek in Treviso. Earned a Master Degree of Trainer for Communication at the University of Chieti. Certified in the Feuerstein Method. Trainer of managers and teachers in innovative education programs and school system improvement. Former member of the Lab. for Educational Research of the University of Venice, teaching in the courses that enable teachers to teaching at the Universities of Venice and Verona. Tutor in the Department of Political Science, Communication and International Relations at the University of Macerata. Priority areas of research and testing are Digital Literacy, Media Education, assessment of skills, assessment for the improvement of school systems. Enrolled in the National Institute of Documentation and Educational Research register as national school improvement consultant. Designer and coordinator of Web 2.0 class, Digital Officer at her school, expert EACEA (KA3-ICT) and digital author for over a decade dealing in digital storytelling, multi-cross-media communication, VW pedagogies, video annotation.

**Michael Thomas** is Professor of Education and Chair of the Centre for Educational Research (CERES) at Liverpool John Moores University in the UK. He is the author or editor of over thirty books and peer reviewed special editions and founding editor of four book series, including *Advances in Digital Language Learning and Teaching* (Bloomsbury), *Digital Education and Learning* (Palgrave), and *Global Policy and Critical Futures in Education* (Palgrave Macmillan). Among his other books on CALL are *Project-Based Language Learning with Technology* (Routledge 2017) and *Language Teaching with Video-Based Technologies* (Routledge 2020).

**Michelangelo Tricarico** is a doctor in electronic and communications engineering, in the field of virtual worlds he participated in the development of various activities by collaborating with various teachers of all levels. He is currently tutor within the virtual learning community, Edu3D.

**Roberto Trinchero** is Full Professor of Experimental Pedagogy at the Department of Philosophy and Education of the University of Turin. His research interests are in empirical research in education, cognitive enhancement, evidence-based practice in education and evaluation.

**Michael Gr. Voskoglou** (B.Sc., M.Sc., M.Phil., Ph.D. in Mathematics) is currently an Emeritus Professor of Mathematical Sciences at the Graduate Technological Educational Institute of Western Greece. He used to be a Visiting Researcher at the Bulgarian Academy of Sciences (1997-2000), a Visiting Professor at the Universities of Warsaw (2009), of Applied Sciences of Berlin (2010) and at the National Institute of Technology of Durgapur, India (2016). Prof. Voskoglou is the author of 16 authored and 3 edited books and of more than 500 papers published in reputed mathematical journals and proceedings of international conferences of about 30 countries in the five continents (2020 Google Scholar Citations:

2401, H-index 21). He is also the Editor in Chief of the “International Journal of Applications of Fuzzy Sets and Artificial Intelligence” (ISSN 2241-1240), reviewer of the AMS and member of the Editorial Board or referee in many mathematical journals. His research interests include Algebra, Fuzzy Sets, Markov Chains, Artificial Intelligence, Philosophy of Science and Mathematics Education.

**Julie Willcott** is currently acting as Education Product Manager for zSpace. Prior to 2015, she spent 20 years teaching science at the high school and community college level. In 2013 she was recognized as an Apple Distinguished Educator for her innovative uses of technology in education.

**Jennifer Jing Zhao** is a Research Associate and President of Canada-China Comparative Education and Cultural Society. As a research associate and instructional designer, her research focus is Media and Technology Studies in the Department of Curriculum and Pedagogy at the University of British Columbia. With the emphasis on design and engineering cognition, she explores the interconnections between technology and learning within a How We Learn Media & Technology (across the lifespan) Framework in New Media Research Laboratory (n-MRL) at Faculty of Education in the University of British Columbia. She also reviews educational programs focusing on curriculum and learning designs, manages eLearning and educational resources, facilitates faculty professional development and delivers workshops. As the President of Canada-China Comparative Education and Cultural Society, Jennifer Jing Zhao facilitates research exchange and partnership, dedicated to make educational and cultural research more accessible and useful to society, facilitates cooperation among universities and governments in Canada and China, and further supports educational and social innovation in Canada and China.