



## Programma/Programme

<b>Vadītājs/Chair: Prof. Zanda Rubene</b>		
10.00–10.05	<i>Prof. Linda Daniela</i>	Opening
10.05–10.20	<i>Inga Linde</i>	TEACHERS' FEEDBACK ON THE USE OF SUPPLEMENTARY MATERIALS FOR DEVELOPING STUDENTS' SELF-REGULATED LEARNING AND PROBLEM SOLVING SKILLS
10.20–10.35	<i>Edīte Sarva</i>	MODEL FOR PEDAGOGICAL-DIGITAL COMPETENCE DEVELOPMENT IN E-LEARNING
10.35–10.50	<i>Edgars Berzins</i>	MISSION (IM)POSSIBLE: LEVERAGING OPENAI FOR NARRATIVE COMPETENCE ASSESSMENT IN EDUCATIONAL SETTINGS
10.50–11.05	<i>Ketlīna Tumase, Arta Rūdolfā, Linda Daniela</i>	DEVELOPMENT OF STUDENTS' COMPUTATIONAL THINKING WITH EDUCATIONAL ROBOT IN PRESCHOOL EDUCATION
11.05–11.20	<i>Tatiana Ginzburg</i>	FLIPPED, BLENDED, AND EXPERIENTIAL LEARNING: INSIGHTS FROM TEACHING ENGLISH TO UNIVERSITY FACULTY
11.20–11.35	<i>Edmunds Vanags, Linda Daniela</i>	ARTIFICIAL INTELLIGENCE IN PEDAGOGY: SYSTEMATIC REVIEW OF AI-BASED FEEDBACK FOR SELF-REGULATED LEARNING
11.35–12.00	Break	
<b>Vadītājs/Chair: Prof. Linda Daniela</b>		
12.00–12.15	<i>Santa Dreimane</i>	THE MODEL OF GAMIFIED LEARNING PROCESS
12.15–12.35	<i>Santa Dreimane</i>	APPROBATION OF THE PEDAGOGICAL MODEL OF GAMIFICATION THROUGH PARTICIPATORY ACTION RESEARCH
12.35–12.50	<i>Ieva Tenberga</i>	ENHANCING GEOGRAPHY EDUCATION THROUGH VIRTUAL

		<b>REALITY: EXPLORING PEDAGOGICAL AND TECHNOLOGICAL PRINCIPLES</b>
<b>12.50–13.05</b>	<b><i>Olena Saprunova</i></b>	<b>IMPLEMENTATION WAYS OF PEDAGOGICAL TECHNOLOGIES IN HIGHER EDUCATION</b>
<b>13.05–13.20</b>	<b><i>Valters Kaže, Anna Strazda</i></b>	<b>MACHINE-LEARNING SOLUTION FOR LINKING PERSONAL VALUES AND SKILLS FOR SUSTAINABLE EDUCATION AND LABOUR MARKET DEVELOPMENT</b>
<b>13.20–13.35</b>	<b><i>Solvita Burr</i></b>	<b>“FINALLY, OUR WORK IS SOMETHING REAL”: STUDENT-CREATED ONLINE LEARNING MATERIALS FOR LESS COMMONLY TAUGHT LANGUAGES</b>
<b>13.35–13.50</b>	<b><i>Rihards Erdmanis</i></b>	<b>THE SPECIFICITY OF THE ADMINISTRATIVE CONTRACT IN GENERAL EDUCATION</b>
<b>13.50–14.05</b>	<b>Conclusions, discussions</b>	