

CURRICULUM T&LS3
EDUCATIONAL TECHNOLOGIES

Doctoral SCHOLARSHIP positions	4
Doctoral positions WITHOUT scholarship	0

Available positions	Main centre of activities	Research topic and description
Doctoral SCHOLARSHIP position	Università degli Studi di Catania	<p>Teacher Training and the Use of Digital Technologies in Upper Secondary Schools</p> <p><u>Description</u> The topic concerns the analysis of the training processes of upper secondary school teachers in relation to the application of digital technologies in teaching processes, in an attempt to make knowledge accessible to each and every one. The doctoral candidate will firstly elaborate an epistemological reflection of the initial and in-service training of secondary school teachers, in the light of legislative provisions and then, will investigate, through the use of quantitative and qualitative analysis tools their digital skills applied in teaching processes, highlighting which educational technologies are used in didactics, with the aim of highlighting the strengths and weaknesses in relation to the improvement or otherwise of the results achieved by each and every one, and proposing operational solutions through the use of digital technologies.</p>
Doctoral SCHOLARSHIP position	Università degli Studi di Macerata	<p>Designing inclusive educational environments: gamification and artificial intelligence in the immersive classroom</p> <p><u>Description</u> This research project aims to explore the educational potential of integrating gamification and artificial intelligence within immersive environments, such as immersive classrooms. The aim is to analyse how these technologies, combined, can contribute to the construction of dynamic, engaging and personalized educational experiences, capable of adapting in real time to the individual needs of students. In particular, the research will focus on how immersive classrooms - three-dimensional and multisensory digital environments - can be enhanced by intelligent systems and playful mechanisms to improve motivation, attention and learning effectiveness. The project will also investigate the sustainability and scalability of these solutions in the educational context, considering factors such as cost, accessibility of technologies, training of teaching staff and integration with existing curricula.</p>

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Doctoral SCHOLARSHIP position	Università degli Studi di Napoli Federico II	<p>Adaptive Intelligent Learning Environments</p> <p><u>Description</u> The continuous advancement of increasingly powerful and accessible technological devices enables learners to engage at any time with a personalized and continuous learning environment. These environments, enhanced through the integration of Artificial Intelligence, can be enriched by both physical artificial agents—offering tangible immersive experiences—and virtual agents operating in traditional settings or within Extended Reality (XR) environments. By leveraging advanced learning analytics techniques for the continuous monitoring of learning processes, the project aims to design and develop an adaptive learning environment capable of fostering motivation and promoting the development of specific competencies in learners. These competencies range from technical skills (hard skills) to transversal abilities (soft skills), within a framework of personalized, dynamic, and learner-centered education.</p>
Doctoral SCHOLARSHIP position	Università degli Studi di Salerno	<p>Virtual learning environments, didactics and AI</p> <p><u>Description</u> This doctoral project aims to explore the educational implications of using new forms of AI in school contexts. The aim is to design immersive learning environments through the use of specific technological solutions that can become an integral part of innovative and personalized educational pathways and experiences.</p>