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| n. 1 doctoral scholarship  
D.M. n. 118/2023  
Inv. 4.1 “Public Administration” | [DM118-PA] Adaptive Intelligent Learning Environments  
(Main centre of activities: Università degli Studi di Napoli Federico II) | **Description of the activities**  
Mobile devices allow learners to immerse themselves in digital learning environments that ensure constant monitoring of knowledge progress across teacher-defined dimensions. The goal is the study and design of an adaptive environment that can stimulate and measure the development of specific skills.  
**Obligations of PhD students**  
Periods of study and research in Public Administrations, companies or research centres for at least **six (6) months**. Study and research period of **six (6) months abroad**. |
| n. 1 doctoral scholarship  
D.M. n. 118/2023  
Inv. 4.1 “Public Administration” | [DM118-PA] From chalk to the metaverse. Teachers' professional needs and training paths for the management of technological resources and processes at school.  
(Main centre of activities: Università degli Studi di Enna Kore) | **Description of the activities**  
The research is aimed at surveying teachers’ perceived skills, beliefs, attitudes, and expectations regarding the integration of ICT in teaching practice and exploring new training needs in order to foster and support the digital transition within educational institutions.  
**Obligations of PhD students**  
Periods of study and research in Public Administrations, companies or research centres for at least **six (6) months**. Study and research period of **six (6) months abroad**. |
| n. 1 doctoral scholarship  
D.M. n. 118/2023  
Inv. 4.1 “Public Administration” | [DM118-PA] Learning environment and digitalization  
(Main centre of activities: Università degli Studi di Napoli Parthenope, Dipartimento di Scienze Motorie e del benessere) | **Description of the activities**  
The research project explores the relationship between learning environments and digitization processes with particular reference to how these are affecting neurodevelopment and sociality. Therefore, it seems crucial to invest in research using the digital environment not only as a medium in the service of learning but as a constitutive component of education for full digital well-being.  
**Obligations of PhD students**  
Periods of study and research in Public Administrations, companies or research centres for at least **six (6) months**. Study and research period of **six (6) months abroad**. |
| n. 1 doctoral scholarship  
D.M. n. 118/2023  
Inv. 4.1 “NRRP Research” | [DM118-PNRR] Innovative learning environments for the implementation of guidance skills and autonomy in students, with and without fragility, in a lifelong learning perspective.  
(Main centre of activities: Università degli Studi Magna Graecia di Catanzaro) | **Description of the activities**  
The project aims at designing and implementing innovative learning environments, making use of technologies for education capable of supporting students in building their own orientation profile, i.e. to combine interests, aspirations, cognitive, emotional and relational skills, as well as to encourage teachers to practise orientation and inclusive teaching.  
**Obligations of PhD students**  
Study and research period of **six (6) months abroad**. |
### CURRICULUM T&LS3
#### EDUCATIONAL TECHNOLOGIES

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<td>[DM118-PNRR] Smart classroom and Artificial Intelligence in Education (AIED)  --- <em>(Main centre of activities: Università Europea di Roma)</em></td>
<td><strong>Description of the activities</strong>&lt;br&gt;The research moves within smart classrooms, learning environments characterised by the use of cobots, robots that cooperate with the teacher through AI systems. The goal will be to evaluate the impact of such environments, in terms of their effects on the learning process and inclusive dynamics. <strong>Obligations of PhD students</strong>&lt;br&gt;Study and research period of six (6) months abroad.</td>
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<td><strong>n. 1 doctoral scholarship</strong>&lt;br&gt;<strong>D.M. n. 118/2023</strong>&lt;br&gt;Inv. 4.1 “NRRP Research”</td>
<td>[DM118-PNRR] Technologies and museum education  --- <em>(Main centre of activities: Università degli studi di Salerno)</em></td>
<td><strong>Description of the activities</strong>&lt;br&gt;The research aims to examine how extended reality, artificial intelligence and cultural heritage digitization technologies can improve the teaching and learning experience in relation to the field of museum education. Specifically, activities will be aimed at designing, developing and implementing inclusive virtual learning environments (VLEs) for museum education. <strong>Obligations of PhD students</strong>&lt;br&gt;Study and research period of six (6) months abroad.</td>
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<td><strong>n. 1 doctoral scholarship</strong>&lt;br&gt;<strong>D.M. n. 118/2023</strong>&lt;br&gt;Inv. 3.4 “Digital and environmental transitions”</td>
<td>[DM118–TDA] Digital tools and resources for sustainable learning  --- <em>(Main centre of activities: Università degli Studi di Foggia)</em></td>
<td><strong>Description of the activities</strong>&lt;br&gt;Activities focus on the investigation and development of innovative digital tools to foster sustainable learning. Through the analysis of such tools, the aim is to understand how digital technology can enhance the learning experience, enabling students to acquire skills and knowledge in the context of sustainability. The research focuses on the design and effectiveness of interactive and engaging solutions to promote effective learning that is adaptable to current challenges. <strong>Obligations of PhD students</strong>&lt;br&gt;Periods of study and research in companies or research centres for at least six (6) months. Study and research period of six (6) months abroad.</td>
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<td><strong>n. 1 doctoral scholarship</strong>, provided and funded by partner Institutions or Universities</td>
<td>The role of immersive technologies for job orientation  --- <em>(Main centre of activities: Università degli Studi di Siena)</em></td>
<td><strong>Description of the activities</strong>&lt;br&gt;The project investigates the application of immersive technologies in the field of work orientation. Virtual and immersive environments enable the exploration of work contexts and participation in simulated professional practices. <strong>Obligations of PhD students</strong>&lt;br&gt;Study and research period of six (6) months abroad.</td>
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