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Smart Learning Environments

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This edited volume brings together curated studies capturing the transformation of educational technology in an era shaped by artificial intelligence, data analytics, creative computing, and platform-based learning. The chapters show how education is moving beyond digitization toward systems that adapt, analyze, generate, and interact with learners and institutions. A central theme is AI and machine learning. From intelligent tutoring systems and conversational agents to learning analytics and multimodal data, the contributions show how AI personalizes learning, automates feedback, supports creativity, and informs understanding of learner behavior. The chapters also highlight that technology alone does not ensure pedagogical transformation, showing the tension between enhancing traditional practices and redesigning learning. Game-based and creative pedagogies form a second theme. Chapters explore how games, narrative environments, creative platforms, and playful assessment reduce learner anxiety, increase engagement, and support deeper understanding, aiding motivation, assessment, creative production, reflective learning. The volume also addresses platforms and institutions. Chapters on IoT-based practicum environments and generative AI for educational management show how learning connects to industry, data infrastructures, and institutional decision-making. Together, these contributions provide a critical view of contemporary EdTech for researchers, educators, designers and policymakers.



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