Smart Learning Environments and ergonomics: An approach to the state of the question

1. Introduction

2. Methodology

3. Results

4. Conclusions

3. Results

Emerging nature of this research line

- SLEs: Concept that stems from smart education. (digitalization of education + face-to-face education)
- Curricular integration of ICTs by means of tech rich.
- Discipline aimed at adapting a physical or virtual space to the individual characteristics of its user population.

4. Conclusions

- Augmented reality and virtual reality
- Large screens where interactive content can be projected
- Interface or virtual world to favor learning
- Real-time communication between educational agents through social networks
- Recording and transmission of sessions on the Internet
- Learning paths according to needs

Possibility to reduce the distance between VIRTUAL and FACE-TO-FACE environments.

ESSENTIAL to facilitate access to information manipulation.

Lack of works

Still a young area in educational implementation and few works written. Primary and Secondary Education, but more numerous in Higher Education.

More evident. Works 1, 3, and 16.

4. Conclusions

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