

Editorial

The year 2020 gave us the opportunity to discover new ways to set up learning environments for students in distance education. The pandemic provoked by the SARS-CoV-2 virus forced all teachers, from K-12 to bachelor and graduate level in college and universities, to improvise virtual classrooms in order to continue education.

The development of learning environments and educational technology based on computers is not a new area and, fortunately, many researchers had already dedicated countless hours to create new environments and tools to support learning.

Computer science and specifically artificial intelligence provide methods and techniques that can be applied in the educational field to change and adapt the learning process, providing a personalized learning environment for each student.

Students have many possibilities to access educational resources to learn new topics, to collaborate with peers, to solve problems using fun tools, as well as many other activities. Artificial intelligence techniques applied in the development of software systems have shown it is possible to provide software systems that students can use to gain knowledge and learn at their own pace in different virtual or digital environments.

In this issue, our goal is to offer researchers an opportunity to show how they are exploring new ways of applying AI techniques into educational systems.

In this volume, we present eight research works in some of the most interesting fields of intelligent learning environments. The papers were carefully selected by the editorial board on the basis of three reviews by the members of the Technical Committee. The reviewers considered the originality, scientific contribution to the field, soundness and technical quality of the papers.

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