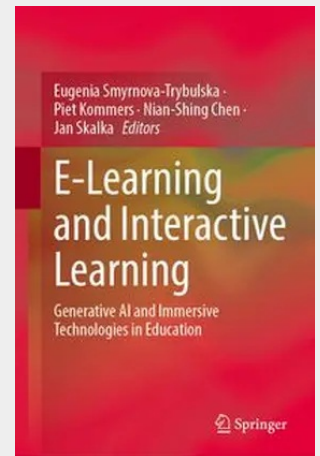


E-Learning and Interactive Learning

Generative AI and Immersive Technologies in Education

This edited volume offers a timely contribution to the evolving discourse on digital transformation in education. Bringing together leading scholars, practitioners, and emerging researchers, it showcases work presented at the international conference Theoretical and Practical Aspects of Distance Learning (Cieszyn/Katowice, Poland, 2025). The chapters examine how generative AI, gamification, and immersive technologies (AR/VR) are reshaping pedagogical models, competence development, ethics, inclusivity, and digital security. The volume provides a broad exploration of e-learning—from AI-supported STEM and humanities instruction to MOOC design, robotics, coding, lifelong learning, and the cultivation of digital and soft skills. Its interdisciplinary and international reach, spanning contributions from across Europe and beyond, highlights shared challenges and opportunities in global digital education. By integrating theoretical insights with case studies and practical solutions, the volume offers guidance for navigating Education 5.0, sustainability, and global mobility. It serves as a valuable resource for scholars, educators, and policymakers seeking to understand and shape AI-enhanced learning.

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