Editorial

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Biographical notes: Lorna Uden is a Professor Emeritus of IT Systems in the Department of Computing at the School of Digital, Technologies and Arts at The University of Staffordshire. Her research interests include artificial intelligence, technology learning, HCI, activity theory, big data, knowledge management, web engineering, multimedia, e-business, service science and innovation, mobile computing, cloud computing, neuroscience, social media, intelligent transport systems, internet of things, and problem-based learning.

Jeremiah Sullins is a Professor of Psychology and Cognitive Neuroscience at Harding University. As a cognitive psychologist, his primary interests are in the learning sciences. His research focuses on emotions with branches extending into learning/educational technologies, pedagogical strategies, tutorial dialogue/ interaction, feedback mechanisms, and question-asking.

Welcome to the V20 N1 issue of *IJLT*. This issue consists of five papers. The first paper titled 'Development and validation of the online learning experience scale for art majors in Chinese tertiary education' is by Puyiqiu Liu, Zheng Huang, Yun Feng Zhang and Xiao Shu Xu. The COVID-19 pandemic brought about unprecedented changes positioning online learning as one of the most vital learning approaches in contemporary times. With students at the centre of online courses, their learning experience has emerged as a focal point in research. Assessing students' learning experience and genuine feelings in online courses through online learning experience scales is of significant importance. This study aimed to develop and validate the Online Learning Experience Scale for Art students (OLESA) in higher education. The findings indicate that the OLESA scale, demonstrating reliability and validity, can effectively measure and analyse the online learning experiences of students majoring in the arts.

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The second paper titled 'Implementation of educational gamification in blended learning environment: experiments of field from multi-trial in medical sciences groups' is by Mohsen Keshavarz and Leili Mosalanejad. Using educational games is one of the fun and effective teaching methods that can be used in the current era of education. Boring educational environments lead learners from creativity and flourishing to repetition and unconditional acceptance. Therefore, considering the many advantages that gamification has had for learners and the role that it plays in increasing the enjoyment, goal of the study was the implementation of educational gamification in a blended learning environment. Results showed that learning through games and combined learning models is important for flexibility in using content in independent and active education.

The third paper titled 'A practical study on the use of MOOC for geo-informatics education on the edX platform' is by Xiaojing Song. MOOCs have been hailed as the greatest innovation in education since the invention of printing. MOOCs have proliferated over the past two years with the rise of many related platforms. This study aimed to explore how to use MOOC design geo-informatics distance learning programs and improve upon them. Results found that 'Introduction to urban geo-informatics' was identical to other MOOCs in terms of drop-out rate, completion rate, and usage of learning materials.

The fourth paper titled 'A multi-criteria course recommendation system based on the skyline BNL and top-kws algorithms' is by Aicha Er-Rafyg, Abdellah Idrissi and Kaoutar El Handri. In today's digital age, online courses have become a valuable tool for learners to acquire new skills and knowledge. The global outbreak of COVID-19 has further accelerated the adoption of online learning as education service providers are focused to move their courses online to ensure the continuity of education. The primary objective of this paper was to introduce a novel approach that integrates the previous course recommendation system with the top-k algorithm, providing learners with a streamlined process to identify courses aligned with their preferences. The results demonstrate promising performance.

The fifth paper titled 'Investigating the adoption of e-learning as a sustainable solution in higher education using the TAM model' is by Anshita Chelawat, Richal Tuscano, Roshani Prasad and Seema Sant. E-learning has grown in popularity in recent years because of its advantages including accessibility, flexibility, and customisation. Considering the benefits associated with e-learning, the Indian higher education system is making considerable efforts to employ e-learning modality. This study aims to explore factors predicting the use of e-learning as a sustainable solution in Indian higher education institutions by employing a modified version of the technology acceptance model. The findings of the current study add a new perspective in the existing branch of research as it has successfully concluded the use of e-learning as a sustainable solution.