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**Abstract:** The proceedings contain 59 papers. The topics discussed include: interactive games for improving pre-school children's linguistic awareness: design and field application; student intrinsic-motivational perceptions on a 3D immersive learning environment; estimation coefficients for evaluating the efficiency of IT facilitated online learning; a virtual model of migrant students' social and living skills development in the conditions of the host university: need analysis of migrant students; the construction of progressive management system of teaching practice base; assessing clarity and difficulty in online personalized learning of earth and space lessons using students' socioemotional skill levels; and design and development of a system for managing student research: a case study for the School of Information Technology, Mapua University.

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