International Journal of Information and Education Technology

CONTENTS

Volume 15, Number 3, 2025

Student Perceptions of VR Labs Modeled after Traditional Physical Labs in Non-Destructive Measurement Testing 419
Raymond Leonardo Chandra, Djamel Berkaoui, Patrick Querl, Koen Castermans, and Heribert Nacken

Exploring VR Animation for Chinese Opera Dissemination: An Immersive and Interactive Approach to Multicultural Education 428
Ting Li and Charles Sharma Naidu

The Impact of a Cloud-Based Blended PBLRQA Strategy on the Mathematical Conceptual Thinking Ability of Undergraduate Students 441
Anuchit Anupan and Benjamas Chimmalee

AR-Book and Its Role as a Learning Media in Enhancing Literacy and Numeracy Skills 451
Tetep, Ali Ismail, Iman Nasrulloh, and Sela Oktariza

Impact of the Use of Gamified Online Tools for Developing Logical Analysis Competences: A Study with Castor in the Educational Context 461
Yassine Karroumi, Fatima Ou-zennou, Khalid El Khattabi, and Souad Eddarouich

The e-Learning Status Quo in Jordan between Reality and Expectations: Viewpoints from Faculty Members at University of Petra 469
Khaleel B. Al Bataineh, Mouad M. Al-Natour, Alaeddin A. BaniKalef, and Zakaryia M. Almahasees

Exploring Student Acceptance of Virtual Laboratory in Learning: The Role of Perceived Relevance and Information Technology Experience 478
Doni Tri Putra Yanto, Ganefri, Sukardi, Hendra Hidayat, Hermi Zaswita, Jelpapo Putra Yanto, and Maryatun Kabatiah

The Impact of Gamification-Assisted Language Learning on EFL Students' Acquisition of Phrasal Verbs 488
Sulaiman Alnujaidi

AI Shaping the Future of Education: Science and Math Teachers' Satisfaction Level and Motivating Factors towards Integrating Artificial Intelligence in Teaching and Learning 496
Ali Khaled Bawaneh, Subreen M. Al-Salman, Talaat M. Ali Salem, and Awad Faek Altarawneh

ChatGPT in Education: Investigating Students Online Learning Behaviors 510
Anindita Pratita, Tri Lathif Mardi Suryanto, Arista Pratama, and Adi Wibowo

Podcasts Developed through the Successive Approximation Model 1 (SAM 1): A Tool for Teaching Research to Broadcasting Students 525
Shiela Mae C. Quero and Salvador P. Bacio, Jr.

University Students' Awareness and Attitudes toward the Use of Artificial Intelligence Applications (AIAs) in Learning: A Descriptive Study 539
Ibrahim A. El-Shara', Amal S. Saeed, and Yousef M. Arouri

E-Module Based on LI-PRO-GP Learning Model to Improve Students' Conceptual Understanding and Problem-Solving Abilities in Science Learning 549
Yuni Pantiwati, Aminudin, Lud Waluyo, Fendy Hardian Permana, Tasya Novian Indah Sari, and Endrik Nurrohman

Investigating the Role of Professional Self-Efficacy as Mediator between Teacher Self-Efficacy and Learning Analytics Use in Schools 565
Samsu Hilmy Abdullah, Mohd Hazwan Mohd Puad, Masrah Azrifah Azmi Murad, and Erzam Marlisah

The Effectiveness of Digital Education Based on the Use of Infographic Technology and Its Impact on Developing Visual Thinking Skills and Mathematical Achievement among Middle School Students 576
Mansour Saleh Alabdulaziz and Ali Abdullah Alhammadi

Can Mobile-Based Augmented Reality Improve Learning in Electrical Circuit Education? 595
Mukhlidi Muskhir, Afdal Luthfi, Hansi Effendi, Nizwardi Jalinus, Agariadne Dwinggo Samala, and Vladislav Slavov

Unravelling Physical Manipulatives in the Learning of Coding: Exploring Student Perceptions in the Nexus of Computer Programming and Robotics 605
Reginald Gerald Govender and Desmond Wesley Govender

Do Learning Patterns Differ by Gender in MOOCs? Exploring Gender-Based Differences Through Learning Analytics 617
Ali N. Alshammari

ChatGPT-4o's Reasoning Performance on Two-Tier Test of Static Fluid 629
I Komang Werdhiana, Sarintan Nurcahyati Kaharu, Rahmad Tule, and Jusman Mansyur

Development and Validation of Integer Boggler: A Basis for a Mobile Game-Based Application 640
Ramachandra C. Torres