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**Abstract:** The proceedings contain 56 papers. The topics discussed include: application and development of educational big data in university course learning; an investigation into students' motivation and learning effectiveness in gamified learning experiences via Kahoot! at a higher education institution in Vietnam; towards educational recommender systems for self-directed learning: profiling student achievement goals and identity formation to inform recommendation evaluation metrics; research on the design and practice of STEAM course based on intelligent technology in primary school; digital emotional intelligence (DEI) and learning achievement through digital storytelling in digital learning ecosystem for student teachers; design and implementation of speciality English teaching based on smart classroom; and student satisfaction of the blended learning implementation in email marketing course: a case study at a vocational college in Vietnam.

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