

Table of Contents

Wearable Technology and Gaming <i>Qing Li</i>	1
Bridging Natural Language and Code by Transforming Free-Form Sentences into Sequence of Unambiguous Sentences with Large Language Model <i>Nikita Kiran Yeole and Michael S. Hsiao</i>	4
Raspberry Pi Controller for Remote Laboratory Hardware Access <i>Adrian Sieber, Nicolas Hentschel, Isabel Heinze, Theo Kaminsky, Michelle Marasas, Rico Beier-Grunwald, Alexander Lampe, Marc Ritter, Christian Roschke, and Matthias Vodel</i>	11
Digital Peer Grading in Group Learning: Empirical Insights and Best Practices <i>Eduard Klein and Claus Noppeney</i>	16