

Guest Editorial: **Special Issue on “IoT in Flipped Classrooms for Modern Education”**

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Internet of things (IoT) in Flipped classrooms is the most creative form of modern education in which the global curriculum system takes special consideration. It explores the impact on student learning and improvement based on organized computer-assisted interactive idea mapping, as it is used as an in-class Auxiliary IoT tools in flipped classroom teaching for modern education. The advent of IoT in modern teaching strategies fulfills the requirements and priorities to understand the subject. Other than education values or inventing libraries or researching the field, the IoT has attracted enthusiastic educational professionals due to flipped classroom concepts using Augmented Reality (AR) and Virtual Reality (VR), or secure education spaces for the modern education system. The application of instructional data mining and learning processing has been continually taken into account with the advent of IoT in Flipped Classroom Models and the accelerated growth of research analyses to take advantage of learner data to optimize the process. IoT Flipped classrooms can effectively allow students to become efficient in learning. Also, significance of IoT Technology has been utilized in educational institutions, as it can be the key driver to enhance educational outcomes. The contribution of the articles included in this issue will be explained below.

In this paper titled as “Application of Intelligent Virtual Reality Technology in College Art Creation and Design Teaching” by Yan Zhang has proposed a Graphical paradigm can be an effective supplement to natural paradigm. The author here has proposed a new interactive intelligent virtual reality (VR) paradigm to alleviate deep conflicts in virtual scenes by adding aperture blur and adjusting the distance between components and subjects by taking VR finding different and augmented reality (AR) Tetris scenes as examples. He also compares two deep conflict mitigation methods from six dimensions for bringing about learning, accuracy, ease of use, authenticity and comfort. He also introduces non photorealistic rendering technology into virtual scene construction, and non-photo realistic rendering to improve artistic style of virtual environment.

The contribution entitled as “Application of Internet of Things Framework in Physical Education System” by Lixun Hu et al has proposed the usage of the

Internet of Things (IoT) framework in the physical education system. The author has also proposed a new framework called the IoT-based Physical Activity Recognition (IPAR) model. He has further used physical action recognition using data from a single tri-axial accelerometer for recognizing action and medical parameters like accelerometer, oxygen level, pulse rate, and temperature.

In the third article titled as “Online Art Design Education System based on 3D Virtual Simulation Technology” by Chao Yang has proposed an SVR-SA model combining support vector machine regression analysis and simulated annealing algorithm. The new algorithm used high prediction accuracy, small error, and meets engineering design requirements. In addition, the author has shown the characteristics of art design, to efficiently connects virtual reality technology with art design process, designs online art education functional modules, and conducts system performance verification.

The subsequent article named as “Design and Research of Intelligent Screening System for Graduate Recruitment based on Big Data assisted Ontology-based Blockchain Design” by Jie Guo et al has proposed a big data assisted ontology-based blockchain design (BDOBD) as an intelligent screening system for evaluating job candidates using ontological mapping. BDOBD follows three steps for screening applicants for recruitment. The system collects and constructs the ontology document on candidates in the first step. In the second step and third step the criteria for candidates Job openings and requirements are shown for retrieving qualified applicants.

Finally, the contribution entitled as “Research on Handwritten Note Recognition in Digital Music Classroom Based on Deep Learning” by Yanfang Wang has used deep Gaussian process model, a non-parametric model and a deep Gaussian matching network for small batch handwritten note recognition. This framework can adaptively learn a deep structure and effectively map the labeled support set and unlabeled samples while avoiding overfitting due to insufficient training data. Further, Gaussian Processes (GP) type of supervised learning system that can be used to solve problems like regression and probabilistic classification. The results shows that handwritten note

recognition effect is better and effective using this model.

We believe that all papers included in this Special Issue will have an excellent and valuable scientific contribution. Furthermore, all the articles that are approved for publication have undergone a keen examination and review process to meet the standards of the journal. We would like to thank all the authors for the exemplary hard work they have done while writing these articles and effort they have made to modify them based on reviewer's comments. Finally, we thank the Editor-in-Chief of the Journal of Internet Technology (JIT), for allowing us to publish this Special Issue, and for his strong supports throughout the entire publication process. We are very proud for the final outcome of our joint efforts, and believe that readers of JIT and other audiences will value our contributions.

Guest Editors



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