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Abstract
The proceedings contain 39 papers. The topics discussed include: on the teaching mode of 'multi-dimensional interaction' in calculus; low-cost remote laboratory for robotics undergraduate learning during covid context; research on solutions to improve self-worth awareness skills to enhance self-study of students in the post-covid period; student vocabulary advancement in a seamless Chinese vocabulary learning environment; microlearning interactive teaching to enhance Chinese university students' financial literacy; objective evaluation of students' mental state according to the communication level in online classes; content is king, form is gold - on the reform of online teaching content and innovation of teaching mode; a study on game-based Chinese vocabulary learning tool powered by knowledge graph; research on the influence of competition mechanism in gamification test on learning experiences and learning effects; applying game-based learning to improve English abilities: a meta-analysis study; and exploration on hybrid teaching mode of photoshop image processing course in higher vocational colleges.

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