Disability and Equity in Higher Education AccessibilitySmart Education and E-Learning
2021Learning Technology for Education ChallengesECGBL2015-9th European Conference on
Games Based LearningIncreasing Student Engagement and Retention in E-learning
EnvironmentsAdvances in Computer Communication and Computational SciencesManagement
Techniques for Employee Engagement in Contemporary OrganizationsIncreasing Student
Engagement and Retention Using Mobile ApplicationsTrends in E-learningOnline Tutor 2.0:
Methodologies and Case Studies for Successful LearningDesigning and Delivering Effective Online
InstructionE-Learning, E-Education, and Online TrainingEngaging StudentsAdministrative
Leadership in Open and Distance Learning ProgramsIncreasing Student Engagement and Retention
Using Online Learning ActivitiesInnovative Technologies and LearningMethodologies and Intelligent
Systems for Technology Enhanced Learning, 9th International ConferenceDigital Education: Out to
the World and Back to the Campuse-Learning and the Science of InstructionEmerging Trends,
Techniques, and Tools for Massive Open Online Course (MOOC) Management20 Strategies for
Increasing Student EngagementLearning and Collaboration Technologies. Learning and
TeachingSmart Education and e-Learning 2016Gamification in Education and BusinessSmall
Teaching OnlineProceedings of IAC-TLEI 2017SocializationDesign, Motivation, and Frameworks in
Game-Based LearningGamification-Based E-Learning Strategies for Computer Programming
EducationECEL2013- Proceedings for the 12th European Conference on E-LearningE-Learning
Technologies and Evidence-Based Assessment ApproachesE-LearningSoftware Data Engineering for
Network eLearning EnvironmentsConference Proceedings Trends in Business Communication
2020Open Learning and Teaching in Educational CommunitiesHandbook of Game-Based
LearningLeading Issues in e-learningTomorrow's ProfessorIntelligent Tutoring SystemsGamification
in Education: Breakthroughs in Research and Practice
This book is dedicated to applied gamification in the areas of education and business, while also
covering pitfalls to avoid and guidelines needed to successfully implement for a project. Using
different theoretical backgrounds from various areas including behavioral economics, game theory,
and complex adaptive systems, the contributors aim to help readers avoid common problems and
difficulties that they could face with poor implementation. The book’s contributors are scholars and
academics from the many areas where the key theory of gamification typically comes from.
Ultimately, the book’s goal is to help bring together the theories from these different disciplines to the
field of practice in education and business. The book is divided into four parts: Theory, Education,
Business, and Use Cases. Part I provides a foundation on the theory of gamification and offers insight
into some of the outstanding questions that have yet to be addressed. In Part II, the application and
value that gamification can bring within the education sector is examined. The book then changes
focus in Part III to spotlight the use of gamification within business environments. The topics also
cover educational aspects like improved learning outcomes, motivation, and learning retention at the
workplace. Finally Part IV concentrates on the applications and use of gamification through a series of
case studies and key elements that are used in real situations to drive real results. This book constitutes
the proceedings of the 3rd International Conference on E-Learning, E-Education, and Online Training,
eLEOT 2016, held in Dublin, Ireland, August 31 – September 2, 2016. The 25 revised full papers
presented were carefully reviewed and selected from 35 submissions. They focus on topics as
augmented reality learning, blended learning, learning analytics, mobile learning, virtual learning
environments. This two-volume set LNCS 10924 and 10925 constitute the refereed proceedings of the
5th International Conference on Learning and Collaboration Technologies, LCT 2018, held as part of
the 20th International Conference on Human-Computer Interaction, HCII 2018, in Las Vegas, NV,
USA in July 2018. The 1171 papers presented at HCII 2018 conferences were carefully reviewed and
selected from 4346 submissions. The papers cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of applications areas. The papers in this volume are organized in the following topical sections: designing and evaluating systems and applications, technological innovation in education, learning and collaboration, learners, engagement, motivation, and skills, games and gamification of learning, technology-enhanced teaching and assessment, computing and engineering education.

This book constitutes the refereed proceedings of the First International Conference on Innovative Technologies and Learning, ICITL 2018, held in Portoroz, Slovenia, in August 2018. The 66 revised full papers presented together with 4 short papers were carefully reviewed and selected from 160 submissions. The papers are organized in the following topical sections: Augmented and Virtual Reality in Education; Collaborative Learning; Design and Framework of Learning Systems; Instructional Strategies; Learning Analytics and Education Data Mining; Mind, Brain and Education; Pedagogies to Innovative Technologies; Personalized and Adaptive Learning; Social Media and Online Learning; Technologies Enhanced Language Learning; Application and Design of Innovative Learning Software; Educational Data Analytics Techniques and Adaptive Learning Applications; and Innovative Thinking Education and Future Trend Development.

This book includes key insights that reflect ‘Advances in Computer and Computational Sciences’ from upcoming researchers and leading academics around the globe. It gathers high-quality, peer-reviewed papers presented at the International Conference on Computer, Communication and Computational Sciences (IC4S 2018), which was held on 20-21 October, 2018 in Bangkok. The book covers a broad range of topics, including intelligent hardware and software design, advanced communications, intelligent computing techniques, intelligent image processing, and web and informatics. Its goal is to familiarize readers from the computer industry and academia with the latest advances in next-generation computer and communication technology, which they can subsequently integrate into real-world applications. A comprehensive introduction to the latest research and theory on learning and instruction with computer games. This book offers a comprehensive introduction to the latest research on learning and instruction with computer games. Unlike other books on the topic, which emphasize game development or best practices, Handbook of Game-Based Learning is based on empirical findings and grounded in psychological and learning sciences theory. The contributors, all leading researchers in the field, offer a range of perspectives, including cognitive, motivational, affective, and sociocultural. They explore research on whether (and how) computer games can help students learn educational content and academic skills; which game features (including feedback, incentives, adaptivity, narrative theme, and game mechanics) can improve the instructional effectiveness of these games; and applications, including games for learning in STEM disciplines, for training cognitive skills, for workforce learning, and for assessment. The Handbook offers an indispensable reference both for readers with practical interests in designing or selecting effective game-based learning environments and for scholars who conduct or evaluate research in the field. It can also be used in courses related to play, cognition, motivation, affect, instruction, and technology. Contributors Roger Azevedo, Ryan S. Baker, Daphne Bavelier, Amanda E. Bradbury, Ruth C. Clark, Michele D. Dickey, Hamadi Henderson, Bruce D. Homer, Fengfeng Ke, Younsu Kim, Charles E. Kinzer, Eric Klopfer, James C. Lester, Kristina Loderer, Richard E. Mayer, Bradford W. Mott, Nicholas V. Mudrick, Brian Nelson, Frank Nguyen, V. Elizabeth Owen, Shashank Pawar, Reinhard Pekrun, Jan L. Plass, Charles Raffale, Jonathon Reinhardt, C. Scott Rigby, Jonathan P. Rowe, Richard M. Ryan, Ruth N. Schwartz, Quinnipiac Valerie J. Shute, Randall D. Spain, Constance Steinkuehler, Frankie Tam, Michelle Taub, Meredith Thompson, Steven L. Thorne, A. M. TsaaasThe conference proceedings Trends in Business Communication 2020 presented here show a small selection of the wide range of current research topics in the field of marketing and communication. The spectrum of topics ranges from leadership communication, communication in agile organisations and tweeting CEOs to new developments in e-learning and current requirements for online shareholder meetings to sustainable consumer behaviour, communication in times of home office and new aspects of social media topics. All contributions were presented orally at the international online conference "Trends in Business
Communication” on 4 December 2020, the full papers were subjected to a peer review process. Editors The editors are all researchers and lecturers at the University of Applied Sciences Kufstein, Tyrol. Their focus is on communication management, marketing and digital marketing. Education is the foundation to almost all successful lives. It is vital that learning opportunities are available on a global scale, regardless of individual disabilities or differences, and to create more inclusive educational practices. Disability and Equity in Higher Education Accessibility is a comprehensive reference source for the latest scholarly material on emerging methods and trends in disseminating knowledge in higher education, despite traditional hindrances. Featuring extensive coverage on relevant topics such as higher education policies, electronic resources, and inclusion barriers, this publication is ideally designed for educators, academics, students, and researchers interested in expanding their knowledge of disability-inclusive global education.

Mobile technologies are reshaping and reframing the practice of teaching and learning in higher education. This volume critically examines new research on how mobile technologies and m-learning technologies like Skype are being used in higher education to increase learner engagement in an era of increasing globalization and mobility. In the digital age, online courses have progressed as popular modes of learning that provide interactive and collaborative learning in educational settings. The open education movement is enabled by the internet and combines the sharing of ideas, resources, and practices among all people in order to advance ideas and knowledge to a new generation of students. Massive open online courses (MOOC) provide a new way of learning for all levels of education. Emerging Trends, Techniques, and Tools for Massive Open Online Course (MOOC) Management is a critical scholarly resource that addresses the difficulties and challenges in MOOC design, implementation, management, and deployment. This comprehensive and timely publication aims to be an essential reference source, building on the available literature in the field of e-learning and online course management while providing for further research opportunities in this dynamic field. Featuring coverage on a wide variety of topics such as gamification in e-learning, plagiarism detection programs, and language online courses, this book is a valuable resource for instructional designers, IT professionals, software developers, academicians, and education professionals seeking current research on the impact of new methodologies and frameworks used in the lifecycle of open online courses.

The essential e-learning design manual, updated with the latest research, design principles, and examples e-Learning and the Science of Instruction is the ultimate handbook for evidence-based e-learning design. Since the first edition of this book, e-learning has grown to account for at least 40% of all training delivery media. However, digital courses often fail to reach their potential for learning effectiveness and efficiency. This guide provides research-based guidelines on how best to present content with text, graphics, and audio as well as the conditions under which those guidelines are most effective. This updated fourth edition describes the guidelines, psychology, and applications for ways to improve learning through personalization techniques, coherence, animations, and a new chapter on evidence-based game design. The chapter on the Cognitive Theory of Multimedia Learning introduces three forms of cognitive load which are revisited throughout each chapter as the psychological basis for chapter principles. A new chapter on engagement in learning lays the groundwork for in-depth reviews of how to leverage worked examples, practice, online collaboration, and learner control to optimize learning. The updated instructor's materials include a syllabus, assignments, storyboard projects, and test items that you can adapt to your own course schedule and students. Co-authored by the most productive instructional research scientist in the world, Dr. Richard E. Mayer, this book distills copious e-learning research into a practical manual for improving learning through optimal design and delivery. Get up to date on the latest e-learning research Adopt best practices for communicating information effectively Use evidence-based techniques to engage your learners Replace popular instructional ideas, such as learning styles with evidence-based guidelines Apply evidence-based design techniques to optimize learning games e-Learning continues to grow as an alternative or adjunct to the classroom, and correspondingly, has become a focus among researchers in learning-related fields. New findings from research laboratories can inform the design and development of e-learning. However, much of this research published in technical journals is inaccessible to those who actually design e-learning.
material. By collecting the latest evidence into a single volume and translating the theoretical into the practical, e-Learning and the Science of Instruction has become an essential resource for consumers and designers of multimedia learning. This is the first book that highlights how socialization is experienced as being a complex concept in everyday life in various countries of the world. The book represents the first attempt to provide an original and multidimensional definition of socialization that takes into account the contribution of different disciplines, such as philosophy, psychology, sociology, education, and even architecture, to underline its importance as a key aspect of human experience. Therefore, it represents an extraordinary opportunity to outline new horizons in the field. Serious games provide a unique opportunity to fully engage students more than traditional teaching approaches. Understanding the best way to utilize these games and the concept of play in an educational setting is imperative for effectual learning in the 21st century. Gamification in Education: Breakthroughs in Research and Practice is an innovative reference source for the latest academic material on the different approaches and issues faced in integrating games within curriculums. Highlighting a range of topics, such as learning through play, virtual worlds, and educational computer games, this publication is ideally designed for educators, administrators, software designers, and stakeholders in all levels of education. This book, which gathers the outcomes of the 9th International Conference on Methodologies and Intelligent Systems for Technology Enhanced Learning and its related workshops, expands on the topics of the evidence-based TEL workshop series in order to provide an open forum for discussing intelligent systems for TEL, their roots in novel learning theories, empirical methodologies for their design and evaluation, stand-alone solutions, and web-based ones. The Conference was hosted by the University of Salamanca and was held in Ávila (Spain) from the 26th to the 28th of June 2019. Its goal was to bring together researchers and developers from industry, education, and the academic world to report on the latest scientific research, technical advances, and methodologies. We wish to thank the sponsors: IEEE Systems Man and Cybernetics Society, Spain Section Chapter and the IEEE Spain Section (Technical Co-Sponsor), IBM, Indra, Viewnext, Global Exchange, AEPIA, APPIA and AIR institute. The Spring of 2020 saw educational institutions around the world abruptly convert to online teaching formats. While this transition may be unfamiliar—and even uncomfortable—the skills and techniques needed to engage and empower online learners can be learned and mastered to serve the current and ever-expanding need. This indispensable resource focuses on combining thoughtful teaching strategies with innovative technology to help learners engage more meaningfully and learn more effectively. The book distills decades of research in adult learning and education to provide evidence-based strategies that directly and practically apply to online environments. The author identifies five core areas for focus: principles of adult learning (how people learn), engagement through presence, diversity and inclusion, community, and learner empowerment; thereby demonstrating how to prepare for the online learning environment, design and develop suitable course materials, deliver instruction, and evaluate the learning experience. Book Features: A holistic approach that addresses and integrates every key dynamic to ensure the design, development, and delivery of optimal online learning experiences. Appropriate for instructors and course designers as they manage blended or fully online teaching models. Content is readily applicable across disciplines and institutional types. Grounded firmly in research, theory, and best practices related to social presence, engagement, inclusive pedagogy, Understanding by Design (UBD), Universal Design framework for Learning (UDL), reflective practice, and principles of adult learning and development. Comprehensive checklists provide overviews of key action items and associated steps involved in course design, development, and delivery. Reflection is a cornerstone of deep learning, and reflective questions are included in each chapter. When students are meaningfully involved and emotionally invested in content, they learn more and perform better. In 20 Strategies for Increasing Student Engagement, Dr. William N. Bender provides practical examples, guidelines, and the research behind his teaching tips to help educators focus on specific strategies for engaging students in the classroom. The face of education is constantly being transformed due to rapid changes in technology. It is imperative that leadership trends and techniques be evaluated in the educational field, particularly in reference to alternative learning.
programs. Administrative Leadership in Open and Distance Learning Programs is a pivotal scholarly resource that discusses emerging issues surrounding the administration of non-traditional education practices. Highlighting relevant topics that include policy development, quality assurance, accreditation, and assessment systems, this publication is an ideal reference source for educators, academicians, graduate students, and researchers that are interested in the progression of open and distance education. Web 2.0 and blended learning technologies are reshaping and reframing the practice of teaching and learning in higher education. This volume critically examines new research on how e-learning technologies are being used in higher education to increase learner engagement and retention. Tomorrow's Professor is designed to help you prepare for, find, and succeed at academic careers in science and engineering. It looks at the full range of North American four-year academic institutions while featuring 30 vignettes and more than 50 individual stories that bring to life the principles and strategies outlined in the book. Tailored for today's graduate students, postdocs, and beginning professors, Tomorrow's Professor: Describes a powerful preparation strategy to make you competitive for academic positions while maintaining your options for worthwhile careers in government and industry Explains how to get the offer you want and start-up package you need to help ensure success in your first critical years on the job Provides essential insights from experienced faculty on how to develop a rewarding academic career and a quality of life that is both balanced and fulfilling Bonus material is available for free download at http://booksupport.wiley.com At a time when anxiety about academic career opportunities for Ph.D.s in these field is at an all-time high, Tomorrow's Professor provides a much-needed practical approach to career development. This book presents original research on analytics and context awareness with regard to providing sophisticated learning services for all stakeholders in the eLearning context. It offers essential information on the definition, modeling, development and deployment of services for these stakeholders. Data analysis has long-since been a cornerstone of eLearning, supplying learners, teachers, researchers, managers and policymakers with valuable information on learning activities and design. With the rapid development of Internet technologies and sophisticated online learning environments, increasing volumes and varieties of data are being generated, and data analysis has moved on to more complex analysis techniques, such as educational data mining and learning analytics. Now powered by cloud technologies, online learning environments are capable of gathering and storing massive amounts of data in various formats, of tracking user-system and user-user interactions, and of delivering rich contextual information. This book contains the contributions presented at the 8th International KES Conference on Smart Education and e-Learning (KES SEEL 2021), which being held as a virtual conference on June 14-16, 2021. It contains high-quality peer-reviewed papers that are grouped into several interconnected parts: smart education; smart e-learning; smart education: systems and technology; smart education: case studies and research; digital education and economics in smart university, smart university development: organizational, managerial and social Issues; smart universities and their Impact on students with disabilities. This book serves as a useful source of research data and valuable information on current research projects, best practices, and case studies for faculty, scholars, Ph.D. students, administrators, and practitioners' all those who are interested in smart education and smart e-learning. Find out how to apply learning science in online classes The concept of small teaching is simple: small and strategic changes have enormous power to improve student learning. Instructors face unique and specific challenges when teaching an online course. This book offers small teaching strategies that will positively impact the online classroom. This book outlines practical and feasible applications of theoretical principles to help your online students learn. It includes current best practices around educational technologies, strategies to build community and collaboration, and minor changes you can make in your online teaching practice, small but impactful adjustments that result in significant learning gains. • Explains how you can support your online students • Helps your students find success in this non-traditional learning environment • Covers online and blended learning • Addresses specific challenges that online instructors face in higher education Small Teaching Online presents research-based teaching techniques from an online instructional design expert and the
bestselling author of Small Teaching."This book aims to provide readers with a variety of contemporary solutions to identified educational problems of practice related to the assessment of student learning in e-learning environments"--Provided by publisher.Uses case studies, surveys, and literature reviews to critically examine how these technologies are being used to improve writing and publishing skills, and literacy create engaging communities of practice, and as experiential learning tools. This volume discusses frameworks for deploying and assessing the effectiveness of these technologies.This book constitutes the refereed proceedings of the 7th International Workshop on Learning Technology for Education Challenges, LTEC 2018, held in Žilina, Slovakia, in August 2018. The 25 revised full papers presented were carefully reviewed and selected from 54 submissions. The papers are organized in the following topical sections: Gamification and learning; learning and knowledge transfer; learning technologies applications; virtual learning environments; and mobile learning and MOOCs. LTEC 2018 examines how these technologies and pedagogical advances can be used to change the way teachers teach and students learn, while giving special emphasis to the pedagogically effective ways we can harness these new technologies in education.ENGAGING STUDENTS In Phillip Schlechty's best-selling book Working on the Work, he outlined a motivational framework for improving student performance by improving the quality of schools designed for students. Engaging Students offers a next-step resource in which Schlechty incorporates what he's learned from the field and from the hundreds of workshops he and the Schlechty Center staff have conducted since Working on the Work was first published. This innovative and practical book is focused on helping teachers become increasingly successful in designing engaging work for their students. Schlechty contends that rather than viewing schools as teaching platforms, schools must be viewed as learning platforms. Rather than seeing schools as knowledge distribution systems, schools must be seen as knowledge work systems. Rather than defining teachers as instructors, teachers must be defined as designers, leaders, and guides to instruction. Engaging Students also includes useful questionnaires that will facilitate discussion, analysis, and action planning at both school and classroom levels. Praise for Engaging Students "In Engaging Students, Schlechty boldly delineates why the focus on engaging students overrides the focus on test scores. Every teacher and administrator in my district will use this guide to transform our entire organization into one that is truly focused on student engagement." —KIM REDMOND, superintendent, Canton Local Schools, Canton, Ohio "This insightful book reminds us that every decision made in schools should ultimately benefit students. You will find yourself referring to this book again and again as a guide to support you in your role as an educator." —ALLENE MAGILL, executive director, Professional Association of Georgia Educators, Atlanta, Georgia "Here is a much-enriched framework for everything Dr. Schlechty advocates: well articulated curriculum standards, schools as a platform for learning, teachers as leaders and designers of engaging and meaningful work, and students becoming responsible for their learning." —NYANA SIMS, K-12 literacy and induction facilitator, Goshen School District, Torrington, Wyoming "By understanding and implementing the principles so thoughtfully articulated in this book, schools can become centers of highly engaged learners—and in that endeavor find again the joy of teaching and learning." —JOHNNY VESELKA, executive director, Texas Association of School Administrators, Austin, TexasThis book constitutes the proceedings of the 5th European Conference, EMOOCs 2017, held in Leganés, Madrid, Spain, in May 2017. The 23 full and 10 short papers presented in this volume were carefully reviewed and selected from 53 submissions. Massive Open Online Courses (MOOCs) have marked a milestone in the use of technology for education. The reach, potential, and possibilities of EMOOCs are immense. But they are not only restricted to global outreach: the same technology can be used to improve teaching on campus and training inside companies and institutions.International Academic Conference on Teaching, Learning and E-learning in Budapest, Hungary 2017 (IAC-TLEl 2017), Friday - Saturday, April 14 - 15, 2017Computer technologies are forever evolving and it is vital that computer science educators find new methods of teaching programming in order to maintain the rapid changes occurring in the field. One of the ways to increase student engagement and retention is by integrating games into the curriculum. Gamification-Based E-Learning Strategies for Computer Programming
Education evaluates the different approaches and issues faced in integrating games into computer education settings. Featuring emergent trends on the application of gaming to pedagogical strategies and technological tactics, as well as new methodologies and approaches being utilized in computer programming courses, this book is an essential reference source for practitioners, researchers, computer science teachers, and students pursuing computer science. Game-based learning relates to the use of games to enhance the learning experience. Educators have been using games in the classroom for years, and when tied to the curriculum, commercial games are a powerful learning tool because they are highly engaging and relatable for students. Design, Motivation, and Frameworks in Game-Based Learning is a critical scholarly resource that examines the themes of game-based learning. These themes, through a multidisciplinary perspective, juxtapose successful practices. Featuring coverage on a broad range of topics such as educational game design, gamification in education, and game content curation, this book is geared towards academicians, researchers, and students seeking current research on justifying the roles and importance of motivation in making games fun and engaging for game-based learning practice.

This volume constitutes the proceedings of the 16th International Conference on Intelligent Tutoring Systems, ITS 2020, held in Athens, Greece, in June 2020. The 23 full papers and 31 short papers presented in this volume were carefully reviewed and selected from 85 submissions. They reflect a variety of new techniques, including multimodal affective computing, explainable AI, mixed-compensation multidimensional item response, ensemble deep learning, cohesion network analysis, spiral of silence, conversational agent, semantic web, computer-supported collaborative learning, and social network analysis.

This book contains the contributions presented at the 3rd international KES conference on Smart Education and Smart e-Learning, which took place in Puerto de la Cruz, Tenerife, Spain, June 15-17, 2016. It contains a total of 56 peer-reviewed book chapters that are grouped into several parts: Part 1 - Smart University: Conceptual Modeling, Part 2 – Smart Education: Research and Case Studies, Part 3 – Smart e-Learning, Part 4 – Smart Education: Software and Hardware Systems, and Part 5 – Smart Technology as a Resource to Improve Education and Professional Training. We believe that the book will serve as a useful source of research data and valuable information for faculty, scholars, Ph.D. students, administrators, and practitioners - those who are interested in innovative areas of smart education and smart e-learning. Engaged employees are assets to every company because they are not only more productive but are also open to new ideas and technologies that often lead to significant business outcomes. Businesses need to establish credible antecedents to employee engagement based on their own culture and needs to develop a pool of highly engaged employees. Management Techniques for Employee Engagement in Contemporary Organizations provides theoretical frameworks and the latest empirical research findings on management strategies for the promotion, adoption, and implementation of work engagement policies. The content within this publication examines gamification, employee engagement, and management techniques and is designed for academicians, managers, business professionals, human resources officers, policymakers, and researchers.

This book presents a collection of different researches and results on "e-learning". The chapters cover the deficiencies, requirements, advantages and disadvantages of e-learning and distance learning. So, the authors reported their research and analysis results on "e-learning" according to their areas of expertise. This book constitutes the refereed proceedings of the 9th European Conference on Technology Enhanced Learning, EC-TEL 2014, held in Graz, Austria, in September 2014. The 27 full papers and 18 short papers presented were carefully reviewed and selected from 165 submissions. They address topics such as informal learning, self-regulated and self-directed learning, reflective learning, inquiry based learning, communities of learners and communities of practice, learning design, learning analytics, personalization and adaptation, social media, computer supported collaborative learning, massive open online courses, schools and universities of the future.

Volume two of Leading Issues in e-Learning Research brings together a collection of the latest ideas in the area of e-Learning research. e-Learning is undergoing a revolution. The expectations of X and Y generation learners are changing the way we teach. They want more interactive, social and mobile course presentation formats which are resulting in novel teaching methods like flipped classrooms,
new tools for learning, apps, social learning and augmented reality. Also, the rise of MOOCs (Massive Open Online Courses) can offer free education for learners around the world. Behind the trends is an ever more globalised, complex and interconnected world which has led to new expectations regarding training, especially in higher education settings: students need to be digitally literate and able to manage uncertainty through creative thinking. This is a profound change which draws its inspiration from the world of business, fostering pedagogical innovation to create new e-Learning initiatives. Melanie Ciussi has put together an excellent collection of leading research papers on the pedagogical innovations that are part of this digital revolution. The general reader as well as researchers, teachers and students will find this book very rewarding. "In this book, we can read about new technologies that enhance training and performance; discover new, exciting ways to design and deliver content; and have access to proven strategies, practices and solutions shared by experts. The authors of this book come from all over the world; their ideas, studies, findings and experiences are beneficial contributions to enhance our knowledge in the field of e-learning. The book is divided into three sections, and their respective chapters refer to three macro areas. The first section of the book covers Instructional Design of E-learning, considering methodology and tools for designing e-learning environments and courseware. Also, there are examples of effective ways of gaming and educating. The second section is about Organizational Strategy and Management. The last section deals with the new Developments in E-learning Technology, emphasizing subjects like knowledge building by mobile e-learning systems, cloud computing and new proposals for virtual learning environments/platforms. After centuries of rethinking education and learning, the current theory is based on technology's approach to and affect on the planned interaction between knowledge trainers and trainees. Online Tutor 2.0: Methodologies and Case Studies for Successful Learning demonstrates, through the exposure of successful cases in online education and training, the necessity of the human factor, particularly in teaching/tutoring roles, for ensuring the development of quality and excellent learning activities. The didactic patterns derived from these experiences and methodologies will provide a basis for a more powerful and efficient new generation of technology-based learning solutions for high school teachers, university professors, researchers, and students at all levels of education.

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