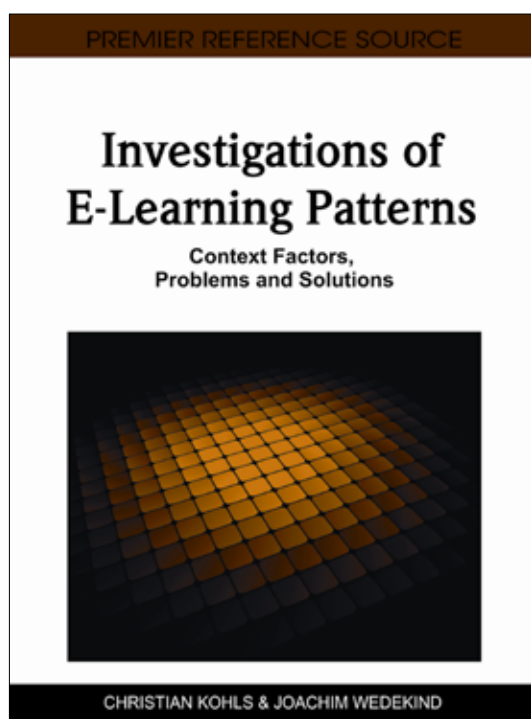


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Investigations of E-Learning Patterns: Context Factors, Problems and Solutions



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Design patterns have become popular in the domains of architecture, software design, human computer interaction, Web 2.0, organizational structures, and pedagogy as a way to communicate successful practical knowledge. Patterns capture proven solutions for recurrent problems with respect to fitting contexts.

Investigations of E-Learning Patterns: Context Factors, Problems and Solutions poses the question: Will e-learning patterns be equally successful as their pendant in software development or is the remake doomed to failure? This comprehensive publication addresses both e-learning practitioners and researchers, using an accessible language to communicate sophisticated knowledge and important research methods and results. It is a valuable addition to any research collection.

Topics Covered:

- Computer Assisted Assessment Patterns
- Didactic Process Map Language
- Empirical Navigational Paths
- Essential Structure of Teaching Method Descriptions
- Linking CSCL Script Design Patterns
- Patterns and Instructional Methods
- Patterns as an Analysis Framework
- Pedagogical Patterns, Scripts, and Learnflows
- Social Web Environment
- VideoClipQuests

Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal for classroom use.

Christian Kohls is member of the research unit “Design and Implementation of Integrative Learning Environments” at the Knowledge Media Research Center, Teubingen. Christian Kohls has been working at the Knowledge Media Research Center since 2005. His job is the technical development of the German information and qualification portal e-teaching.org. He is also responsible for editing the content section “media technology” and gives frequently online trainings in e-learning software. He studied media and computer science and received a M.Sc. He worked in the e-learning team of the University of Applied Sciences Wedel/Hamburg and as consultant at pharus53 software solutions where he implemented multilingual WBT solutions and software tutorials. He is inventor and development coordinator of moowinx, an end user tool to create interactive graphics. His research interests include information visualization and the mining of design patterns. He is writing his PhD thesis about mental and conceptual representations of patterns.

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