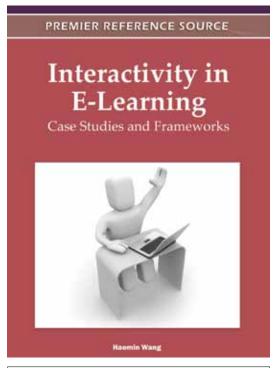
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Interactivity in E-Learning: Case Studies and Frameworks



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Haomin Wang (Dakota State University, USA)

In the past, interactivity has often been studied from the perspective of a particular subject area. Much effort has been expended on classifying and topologizing interactivity from the perspectives of media studies and information science. However, there is a lack of consolidated effort to relate these studies and to connect theoretical and empirical research with the practice of e-learning.

Interactivity in E-Learning: Case Studies and Frameworks provides a comprehensive examination of interactivity, combining key perspectives from communication and media studies, distributed cognition, system affordances, user control, and social interaction. This new approach offers a holistic view of interactivity, which is useful for researchers working in the fields of communication and media, educational media, e-learning, and instructional technology.

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- Social Interaction
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Haomin Wang is an Associate Professor in the College of Education and Manager of Instructional Technology at Dakota State University. His research interests include media attributes, system affordances, interactivity in e-learning, instructional hypermedia, and database support for Web-based educational applications. He has co-authored Designing and Developing Web-based Instruction published by Pearson Education in 2006 and published a number of book chapters and journal articles. He has presented regularly at national and international conferences, and has conducted numerous seminars, panel discussions, and workshops on instructional technology and e-learning.



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