Handbook of Research on

Innovations in

Non-Traditional

Educational Practices

Handbook of Research on Innovations in Non-Traditional Educational Practices

Part of the Advances in Educational Technologies and Instructional Design Book Series

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Description:

The Handbook of Research on Innovations in Non-Traditional Educational Practices is a comprehensive reference source that examines

various educational innovations, how they have developed workarounds

to navigate traditional systems, and their potential to radically transform teaching and learning. With each chapter highlighting a different educational innovation such as experiential learning, game-based learning, online learning, and inquiry-based learning and their applications in all levels of education, this book explores the issues and challenges these educational innovations face as well as their impact. It is intended for academicians, professionals, administrators, and researchers in education and specifically benefits academic deans, vice presidents of academic affairs, graduate students, faculty technology leaders, directors of teaching and learning centers, curriculum and instructional designers, policymakers, principals and superintendents, and teachers interested in educational change.

Hardcover: \$245.00 E-Book: \$245.00 Hardcover + E-Book:

\$295.00

Topics Covered:

Augmented Reality
Digital Learning
Experiential Learning
Game-Based Learning
Higher Education
Inquiry-Based Learning
Learning Environments

Mobile Learning
Online Learning
Open Digital Badges
Primary Education
Secondary Education
STEM Education

Subject: Education Classification: Handbook of Research

Readership Level: Advanced-Academic Level Research Suitable for: Advanced Undergraduate

(Research Recommended)
Students; Graduate Students; Researchers;
Academicians; Professionals; Practitioners



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