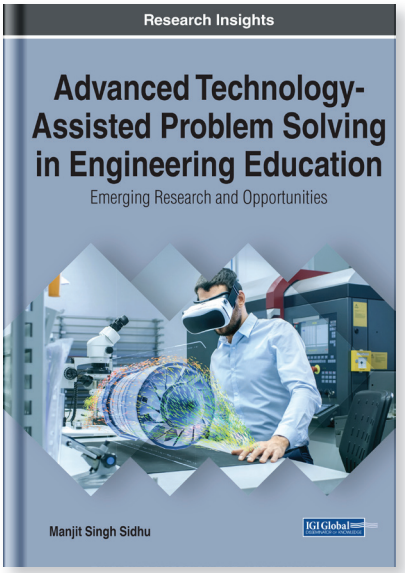
Advanced Technology-Assisted Problem Solving in Engineering Education: Emerging Research and Opportunities



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

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Description:

Visual multimedia applications integrate animation, sound, graphics, and video to create an engaging, interactive, and effective learning environment. Such software allows students to exercise more control over the pacing and sequencing of their own learning. With the availability of more sophisticated computers, the potential to employ multimedia has grown tremendously.

Advanced Technology-Assisted Problem Solving in Engineering Education: Emerging Research and Opportunities is a critical scholarly publication that examines the development and use of interactive multimedia and mixed reality applications that are used to support engineering pedagogy and curriculum. Containing leading international findings, this advanced publication delivers quality research using learning and consultancy for developing tactics to decipher dilemmas within the field. Highlighting a range of topics such as data analysis, augmented reality, and multimedia, this book is ideal for educators, engineers, curriculum designers, educational software developers, IT consultants, researchers, academicians, and students.

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Topics Covered:

- Augmented Reality
- Computer-Aided Learning
- Data Analysis
- Data Collection
- Engineering Education
- Human-Centered Design
- Learning Engineering
- Learning Environment
- Learning Styles
- Multimedia

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