

Handbook of Research on Mobile Devices and Smart Gadgets in K-12 Education

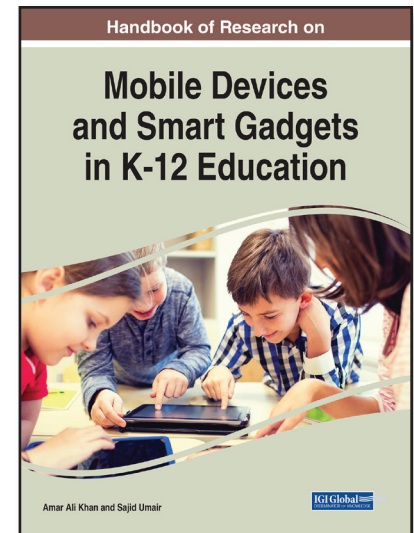
Part of the Advances in Educational Technologies and Instructional Design Book Series

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Description:

The use of technology can significantly enhance educational environments for students. It is imperative to study new software, hardware, and gadgets for the improvement of teaching and learning practices.

The **Handbook of Research on Mobile Devices and Smart Gadgets in K-12 Education** is a pivotal reference source featuring the latest scholarly research on the opportunities and challenges of using handheld technology devices in primary and secondary education. Including coverage on a wide variety of topics and perspectives such as blended learning, game-based curriculum, and software applications, this publication is ideally designed for educators, researchers, students, and technology experts seeking current research on new trends in the use of technology in education.



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Topics Covered:

- Blended Learning
- Formative Assessment
- Game-Based Curriculum
- Knowledge Visualization
- Language Acquisition
- Learning Theories
- Software Applications

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