Premier Reference Source

Designing Context-Rich Learning by Extending Reality

## Designing Context-Rich Learning by Extending Reality

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

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## **Description:**

Simulations, games, and real or virtual apprenticeships are the kinds of context-rich learning environments that leverage the power of episodic memory, boost student motivation, and create the conditions that make learning transfer more likely. Context-rich learning embodies the answer to the question, "Why do we need to learn this?" Many students, especially those

who have dyslexia or otherwise neurodivergent brains, require the kind of context that is lacking in education.

**Designing Context-Rich Learning by Extending Reality** is a collection of research and readings on the context-rich learning approach that examines the aspects of design, delivery, and assessments. The book proposes novel approaches to designing and delivering context-rich learning across all disciplines. Covering topics such as learning experiences, sustainable development, and user experience design, this premier reference source is a valuable resource of inspiration to learning and training facilitators, instructional designers, assessment developers, instructional technologists, psychometricians, educators and administrators of both higher and K-12 education, pre-service teachers, teacher educators, researchers, and academicians.

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## **Topics Covered:**

Augmented Reality (AR) Context-Based Learning Global Healthcare Innovative Applications Learning Experiences Science Education Sustainable Development User Experience Design Virtual Reality (VR) Web 2.0 Tools

Subject: Education Classification: Edited Reference

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

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

