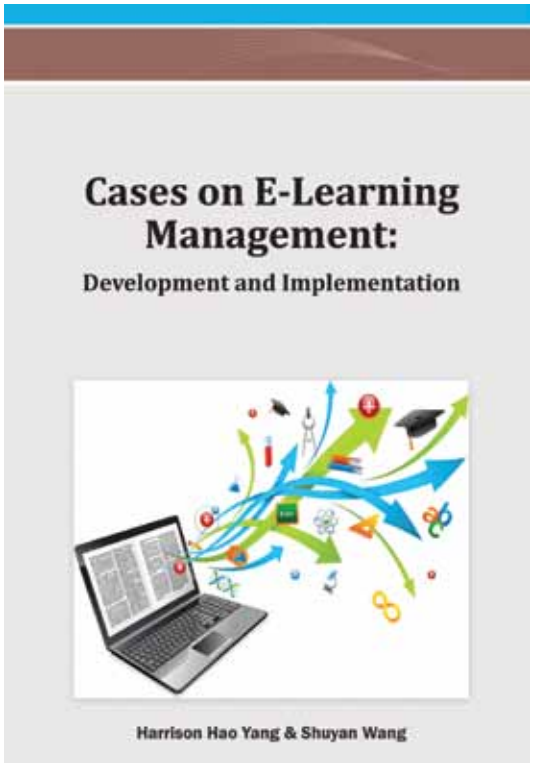
An Excellent Addition to Your Library!

Released: July 2012

Cases on E-Learning Management: Development and Implementation



ISBN: 9781466619333; © 2013; 525 pp.
Print: US $175.00 | Perpetual: US $265.00 | Print + Perpetual: US $350.00

Harrison Hao Yang (State University of New York at Oswego, USA)
& Shuyan Wang (The University of Southern Mississippi, USA)

New technologies can help teachers and trainers empower learners and create exciting new learning opportunities for students. However, these facilitators must also create e-learning contexts which are properly scaffolded to serve the needs of learners.

Cases on E-Learning Management: Development and Implementation meets this challenge by providing innovative case studies covering a range of topics such as teacher education, mobile and blended learning strategies, e-learning tutorial content, digital cognitive games, Science, Technology, Engineering, and Mathematics (STEM) education, and distance education. This casebook will enhance the work of educators, instructional designers, trainers, administrators, and researchers in the areas of online learning and distance learning.

Topics Covered:

- Virtual Learning Environments
- Distance Education
- Mobile and Blended Learning e-Learning Tutorial Content
- Digital Cognitive Games
- Teacher Education
- Science, Technology, Engineering, and Mathematics (STEM) Education
- Social Networks and Web 2.0
- Internet Technological Pedagogical and Content Knowledge (ITPACK)
- Wiki Collaboration

Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal forclassroom use.

Harrison Hao Yang (Ed.D., Florida International Univeristy, 1996) is a Professor in the Department of Curriculum and Instruction at State University of New York at Oswego, USA. His research specialties include assessment and e-folios, distance/flexible education, information literacy, Information Technology diffusion/integration, learning theories, issues and trends on vocational-technical education, and Web/learning communities. Dr. Yang is the recipient of State University of New York (System-wide) Chancellor's Award for Excellence in Teaching in 2009, and SUNY Oswego President's Award for Teaching Excellence in 2006.

IGI GLOBAL
DISSEMINATOR OF KNOWLEDGE
www.igi-global.com

Publishing Academic Excellence
at the Pace of Technology Since 1988

Section 1: Analysis

Chapter 1
Virtual Teaming in Online Education:
Shmerling Shirley (University of Massachusetts, USA)
Peters Linda M. L. (University of Massachusetts, USA)

Chapter 2
Internet Technological, Pedagogical, and Content Knowledge (iTPACK):
Bull Prince Hycy (North Carolina Central University, USA)

Chapter 3
Using a Social Learning Community to Actively Engage Students' Participation in a Virtual Classroom
Mohan Fariel (University of Trinidad and Tobago, Trinidad and Tobago)

Chapter 4
Upload, Download, Overload!
Kushnir Lena Paulo (University of Toronto, Canada)
Berry Kenneth (University of Toronto, Canada)

Chapter 5
Video Gaming for STEM Education
Hyatt Kim J. (Carnegie Mellon University, USA)
Barron Jessica L. (Duquesne University, USA)
Noakes Michaela A. (Duquesne University, USA)

Chapter 6
Factors in the Usage of Mobile Phones in Japanese University EFL Classrooms
MacLean George R. (University of the Ryukyus, Japan)
Elwood James A. (University of Tsukuba, Japan)

Chapter 7
Interaction to Facilitate Learning in Social Network Gaming
Park Hyungsung (Kyonggi University, South Korea)

Section 2: Design and Development

Chapter 8
A Possible "Catalytic" Effect of Multimedia Learning Content
Ellis Jim (The Open University, UK)

Chapter 9
The Career Concept Map:
Fritz Paul A. (University of Toledo, USA)

Chapter 10
Designing Digital Cognitive Games that Facilitate Mindful Reasoning and Decision-Making
Haworth Robert (University of Western Ontario, Canada)
Sedig Kamran (University of Western Ontario, Canada)

Chapter 11
Problem Solving Processes and Strategies in the Virtual Interactive Student-Oriented Learning Environment
Shang Junjie (Peking University, China)
Jong Morris Siu Yung (The Chinese University of Hong Kong, China)
Lee Fong Lok (The Chinese University of Hong Kong, China)
Man Lee Jimmy Ho (The Chinese University of Hong Kong, China)

Chapter 12
Collaboratively Designing and Building a Digital Entomology Lab at K-State
Hai-Jew Shalin (Kansas State University, USA)

Chapter 13
Designing for Reflection:
Kharrufa Ahmed (Newcastle University, UK)
Leat David (Newcastle University, UK)
Olivier Patrick (Newcastle University, UK)

Section 3: Implementation and Evaluation

Chapter 14
Using Mobile Technology in Schools to Develop Social Skills in Children with Autism:
Mintz Joseph (London South Bank University, UK)

Chapter 15
Exploring Second Life as a Venue for Peer-Teaching:
Lybeck Karen (Minnesota State University, USA)
Bruhn Dana (Century College, USA)
Feyissa Solen (University of Minnesota, USA)

Chapter 16
Collaborative Learning in Virtual English Class:
Li Lan (The Hong Kong Polytechnic University, Hong Kong)
Wong Dora (The Hong Kong Polytechnic University, Hong Kong)
Gui Dean A. F. (The Hong Kong Polytechnic University, Hong Kong)
Au Yeung Gigi (The Hong Kong Polytechnic University, Hong Kong)

Chapter 17
Web Conferencing as a Pedagogical Tool:
Garonce Francisco Vieira (Universidade de Brasília, Brazil)
Lacerda dos Santos Gilberto (Universidade de Brasília, Brazil)

Chapter 18
eTTCampus:
Gray David E. (University of Surrey, UK)
Ryan Malcolm (University of Greenwich, UK)

Chapter 19
The Learning Effect of Using a Blended Learning Design in K12 Science Teaching
Rosenbaum Paul-Erik Lillholm (University of Bergen, Norway & Sjukehusapoteka Vest, Norway)
Mikalsen Øyvind (University of Bergen, Norway)
Grahl-Nielsen Otto (University of Bergen, Norway)

Chapter 20
Cross-Cultural Wiki Collaboration in Teacher Education
Chen Xiaojun (Purdue University, USA)
Newby Timothy (Purdue University, USA)

Order Your Copy Today!

Name: _____

Organization: _____

Address: _____

City, State, Zip: _____

Country: _____

Tel: _____

Fax: _____

E-mail: _____

☐ Enclosed is check payable to IGI Global in US Dollars, drawn on a US-based bank

☐ Credit Card ☐ Mastercard ☐ Visa ☐ Am. Express

3 or 4 Digit Security Code: _____

Name on Card: _____

Account #: _____

Expiration Date: _____