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Instructional Technology Research, Design and Development: Lessons from the Field

Nor Aziah Alias (University Teknologi Mara, Malaysia), et al. ISBN: 978-1-61350-198-6; © 2012; 388 pp.

Gives readers an overview of design and development research and how it is conducted in different contexts and for various purposes.



Developing Technology-Rich Teacher Education Programs: Key Issues

Drew Polly (University of North Carolina at Charlotte, USA), et al. ISBN: 978-1-4666-0014-0; © 2012; 367 pp.

Offers anopportunity to harvest the thinking of colleagues spanning dozens of universities, and to benefit from the creativity, scholarship, hard work, and reflection that led them to the models they describe.



Cases on Inquiry through Instructional Technology in Math and Science

Lesia C. Lennex (Morehead State University, USA), et al. ISBN: 978-1-4666-0068-3; © 2012; 475 pp.

Represents insightful information to teachers and teacher education candidates about using inquiry in the real classroom.



Teaching, Learning and the Net Generation: Concepts and Tools for Reaching Digital Learners

Sharmila Pixy Ferris (William Paterson University, USA) ISBN: 978-1-61350-347-8; © 2012; 402 pp.

Provides pedagogical resources for understanding digital learners, and effectively teaching and learning with today's generation of digital natives.



Informed Design of Educational Technologies in Higher Education: Enhanced Learning and Teaching

Anders D. Olofsson (Umeå University, Sweden), et al. ISBN: 978-1-61350-080-4; © 2012; 548 pp.

Presents recent and important theoretical and practical advances in educational technology design in higher education, examining their possibilities for enhancing teaching and learning.



Software Industry-Oriented Education Practices and Curriculum Development: Experiences and Lessons

Matthew Hussey (Dublin Institute of Technology, Ireland), et al. ISBN: 978-1-60960-797-5; © 2011; 423 pp.

Presents theoretical frameworks and the latest empirical research findings in this area for professionals in academic institutions and industry who want to improve their understanding of this key platform.



Adaptation, Resistance and Access to Instructional Technologies: Assessing Future Trends In Education

Steven D'Agustino (Fordham University, USA) ISBN: 978-1-61692-854-4; © 2011; 350 pp.

Captures the current trends in technology integration from PreK-12 to higher education by focusing on various constituent groups, namely students, teachers, and communities in education.



Digital Imagery and Informational Graphics in E-Learning: Maximizing Visual Technologies



Shalin Hai-Jew (Kansas State University, USA) ISBN: 978-1-60566-972-4; © 2010; 416 pp.

Offers useful methods for creating digital imagery, as well as leading pedagogical theories and research on the implementation of inherited images.



Handbook of Research on Human Performance and Instructional Technology



Holim Song (Texas Southern University, USA), et al. ISBN: 978-1-60566-782-9; © 2010; 658 pp.

Provides theoretical understanding of the essential link between education, training development, organization development, performance improvement, and instructional technology.



Designing Instruction for the Traditional, Adult, and Distance Learner: A New Engine for Technology-Based Teaching

Lawrence A. Tomei (Robert Morris University, USA) ISBN: 978-1-60566-824-6; © 2010; 470 pp.

Contains the research from leading experts, this publication proposes realistic and accurate archetypes to assist educators in incorporating state-of-the-art technologies into online instruction.



Instructional Design: Case Studies in Communities of Practice

Michael J. Keppell (Hong Kong Institute of Education, HK) ISBN: 978-1-59904-322-7; © 2007; 347 pp.

Explains the strategies and heuristics used by instructional designers when working in different settings, articulates the sophistication of communication strategies when working with subject matter experts.



Evaluating the Impact of Technology on Learning, Teaching, and Designing Curriculum: Emerging Trends

Eugenia M.W. Ng (Hong Kong Institute of Education, China), et al. ISBN: 978-1-4666-0032-4; © 2012; 421 pp.

Investigates user experiences, design, evaluation, and management of Web-based training in the classroom and workplace, offering suggestions for researchers and decision-makers.



Managing E-Learning Strategies: Design, Delivery, Implementation and Evaluation

Badrul Khan (George Washington University, USA) ISBN: 978-1-59140-634-1; © 2005; 250 pp.

Provides readers with a broad understanding of the emerging field of e-learning and also advises readers on the issues that are critical to the success of a meaningful e-learning environment.



Course Management Systems for Learning: Beyond Accidental Pedagogy

Patricia McGee (The University of Texas at San Antonio, USA), et al. ISBN: 978-1-59140-512-2; © 2005; 399 pp.

Discusses innovative practices in CMS instructional design that have been informed by learning theory and intentional pedagogy.



Developing an Online Educational Curriculum: Technologies and Techniques

Lynnette R. Porter (Embry-Riddle Aeronautical University, USA) ISBN: 978-1-59140-136-0; © 2004; 340 pp.

Offers teaching suggestions on everything from course development to time management and community building.



Strategies and Technologies for Developing Online Computer Labs for Technology-Based Courses

Lee Chao (University of Houston-Victoria, USA) ISBN: 978-1-59904-507-8; © 2008; 374 pp.

Provides scholars, researchers, and practitioners support for lab-based e-learning, gives guidance on the selection of technologies for various projects, and illustrates Web-based teaching with case studies.



Teaching and Learning in 3D Immersive Worlds: Pedagogical Models and Constructivist Approaches

Amelia Cheney (Appalachian State University, USA), et al. ISBN: 978-1-60960-517-9; © 2011; 350 pp.

Examines successful implementation of social constructivist instructional design tenets in 3D virtual immersive environments. Authors share best practices, challenges, and advice with those working to utilize virtual environments in higher education and other venues.