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Nota di contenuto	Scripted Animation towards Scalable Content Creation for eLearning—a Quality Analysis -- E-Learning Repository System for Sharing Learning Resources Among Saudi Universities -- Lecturers' Attitude to Social Network Media: Implication for Accessibility and Usability Need in Open and Distance Education -- Introducing Online Learning in a small organization. The Case of the Diplomatic Institute of the Italian Ministry of Foreign Affairs -- Building a Mobile Collaborative Learning Environment for the Identification and Classification of Real World Objects -- The PoSE Project: an innovative approach to promote healthy postures in schoolchildren. -- Experiential and Transformative Learning in an Informal Online Learning Environment: An Approach to Initiate Sustainable Changes -- Legal risk management: a best practice for e-

Learning legal issues -- From Planning to Launching MOOCs: Guidelines and Tips from Georgetown -- Computer Animation for Learning Building Construction Management: A Comparative Study of First Person versus Third Person View -- A Qualitative Exploration of the EU Digital Competence (DIGCOMP) framework: a case study within Healthcare Education -- An innovative educational format based on a mixed reality environment: a case study and benefit evaluation -- Virtual, Immersive, Translational, Applied Learning: The VITAL Project -- Guess the Score, fostering collective intelligence in the class.

Sommario/riassunto

This book constitutes the thoroughly refereed post-conference proceedings of the First International Conference on E-Learning, E-Education, and Online Training (eLEOT 2014) held in Bethesda, MD, USA, in September 2014. The 22 revised full papers presented were carefully reviewed and selected from numerous submissions and focus topics such as web based tools, augmented reality, mobile learning, teaching frameworks and platforms, virtual learning environments.
