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Titolo	Learning in a Digital World : Perspective on Interactive Technologies for Formal and Informal Education / / edited by Paloma Díaz, Andri Ioannou, Kaushal Kumar Bhagat, J. Michael Spector
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Nota di contenuto	Foreword -- Preface -- Chapter 1. Introduction: Learning in a digital world, the role of interactive technologies to support learning and teaching -- PART I: Theoretical and empirical findings on the integration of interactive technologies in formal or informal education -- Chapter 2. Redefining Augmented Reality in the Classroom -- Chapter 3. Supporting learning in digital games: Promises and challenges -- Chapter 4. Under the hood of digital educational board games: Identifying the link between design elements and learning impact -- Chapter 5. Prompting deep learning with interactive technologies: Theoretical perspectives in integrating interactive technologies -- Chapter 6. Creating dialectics to learn: Infrastructures, practices, and challenges -- Chapter 7. Virtual reality learning environments (VRLEs) for training and learning -- Chapter 8. What gesture and embodied learning bring to VR and education -- Chapter 9. The turn toward wearables as embodied learning technologies -- Chapter 10. Review of augmented reality in education: Situated learning with digital and non-digital resources -- PART II: Use cases of interactive systems, applications and prototypes providing specific

learning/teaching affordances -- Chapter 11. The GlobalEd 2 project: An interdisciplinary simulation promoting students' global citizenship and STEM literacy -- Chapter 12. Collective efficacy with identity transparency -- Chapter 13. Designing and evaluating augmented reality applications across multidisciplinary subjects for elementary students -- Chapter 14. Teaching technology design: Practicing teachers designing serious educational games -- Chapter 15. Digital geography and interactive technologies to improve students' competencies -- Chapter 16. Student and teacher's perceptions toward the in-game card as educational reward (ICER) moodle plug-in -- Chapter 17. Virtual reality simulations for physics learning -- Chapter 18. Open Sim in the primary school classroom: Chatterdale scenario -- Chapter 19. Affordances of a game-based learning environment for learning basic numbers -- Chapter 20. Design a collaborative visualization-based learning system for teacher's professional development.

Sommario/riassunto

This book aims at guiding the educators from a variety of available technologies to support learning and teaching by discussing the learning benefits and the challenges that interactive technology imposes. This guidance is based on practical experiences gathered through developing and integrating them into varied educational settings. It compiles experiences gained with various interactive technologies, offering a comprehensive perspective on the use and potential value of interactive technologies to support learning and teaching. Taken together, the chapters provide a broader view that does not focus exclusively on the uses of technology in educational settings, but also on the impact and ability of technology to improve the learning and teaching processes. The book addresses the needs of researchers, educators and other stakeholders in the area of education interested in learning how interactive technologies can be used to overcome key educational challenges.
