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Nota di contenuto	Part 1. Digital Media Theories and Processes -- Chapter 1. Introduction to Digital Media for Learning -- Chapter 2. Digital Media Design Theories and Principles -- Chapter 3. Digital Media Development Models and Processes -- Part II. Digital Media Solutions -- Chapter 4. Instructional Video -- Chapter 5. Instructional Simulations and Games -- Chapter 6. Online Learning -- Chapter 7. Mobile Learning -- Chapter 8. Emerging Learning Technologies.
Sommario/riassunto	This book provides a comprehensive overview on the theories, processes, and solutions relevant to effectively creating, using, and managing digital media in a variety of instructional settings. In the first section of the book, the authors provide an overview of the theories, development models, and principles of learning with digital media. In the second section, the authors detail various digital media solutions, including: Instructional Videos, Instructional Simulations and Games, Online Learning, Mobile Learning, and Emerging Learning Technologies. Overall, this book emphasizes the theoretical principles for learning with digital media and processes to design digital media solutions in various instructional settings. The readers are also

provided with multiple case studies from real world projects in various instructional settings. .
