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| Lingua di pubblicazione | Inglese   |
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| Nota di contenuto       | Part I - The Evolution and Ecology of Wearable Enhanced Learning -- Part II - The Topography of Wearable Enhanced Learning -- Part III - Technological Frameworks, Development, and Implementation -- Part IV - Pedagogical Frameworks and Didactic Considerations -- Part V - Design of User Experience -- Part VI - Research and Data -- Part VII - Synopsis and Prognosis -- Index.  |
| Sommario/riassunto      | Wearable technologies – such as smart glasses, smart watches, smart objects, or smart garments – are potential game-changers, breaking ground and offering new opportunities for learning. These devices are body-worn, equipped with sensors, and integrate ergonomically into everyday activities. With wearable technologies forging new human-computer relations, it is essential to look beyond the current perspective of how technologies may be used to enhance learning. This edited volume, “Perspectives on Wearable Enhanced Learning,” aims to take a multidisciplinary view on wearable enhanced learning and provide a comprehensive overview of current trends, research, and practice in diverse learning contexts including school and work-based |

learning, higher education, professional development, vocational training, health and healthy aging programs, smart and open learning, and work. This volume features current state of the art wearable enhanced learning and explores how these technologies have begun to mark the transition from the desktop through the mobile to the age of wearable, ubiquitous technology-enhanced learning.

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