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Nota di contenuto	Table of Contents 1. Preface: origins of and rationale for the book -- 2. Setting the scene 3. Overview b. 4. The context of modern education c. 5. The nature of educational technology d. 6. Today's learners e. 7. The need for a new learning design methodology f. 8. Audience and structure of the book g. 9. The process of writing the book -- Ch 2 Design languages a. Introduction b. The challenges of designing for learning c. Design languages d. Design notation in music, architecture and chemistry i. Musical notation ii. Architectural notation iii. Chemical notation e. Learning design i. Defining learning design ii. The origins of learning design iii. A spectrum of learning design languages f. Origins of the Open Learning Design methodology i. The OU Learning Design Initiative ii. Design-Based Research iii. The OULDI learning design methodology g. Conclusion -- Ch 3: Related research fields a. Introduction b. Instructional Design c. Learning Sciences d. Learning objects and Open Educational Practices e. Pedagogical Patterns f. Professional networks and support centres

g. Conclusion -- Ch 4: Open, social and participatory media

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Sommario/riassunto

Designing for Learning in an Open World provides specific information and research for acquiring the requisite skills to both design and support learning opportunities that harness the potential of available technologies. Further, Designing for Learning in an Open World proposes new, innovative learning pathways, created to empower learners to blend formal educational offerings with free resources and services. The new approach and new pathways suggested by the author force readers to rethink the entire instructional design process, enabling both teachers and learners to take into account a blended learning context, now the norm in our modern educational environment.
