Record Nr. UNINA9910468238303321 Learning environment and design: current and future impacts // Will **Titolo** W.K. Ma, Kar-wai Tong, Wing Bo Anna Tso, editors Pubbl/distr/stampa Singapore:,: Springer,, [2020] ©2020 **ISBN** 981-15-8167-3 Edizione [1st ed. 2020.] 1 online resource (XV, 325 p. 61 illus., 51 illus. in color.) Descrizione fisica Collana Educational Communications and Technology Yearbook Disciplina 371.33 Soggetti Educational technology **Educational innovations** Classroom environment Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Effective Learning through Deep Learning, What Matters: Self, Others, Nota di contenuto Way of Thinking, and/or Design of Learning Environment? -- The Brazil Project: A Continuing Education Partnership -- Optimizing the Functional Values of Practicum in Nurturing Pre-service Early Childhood Teacher Self-efficacies. This special edition of the Educational Communications and Sommario/riassunto Technology Yearbook Series bears a title of "Learning Environment and Design: Current and Future Impact". It provides a timely forum to share theoretical and practical insights in both the local and international contexts in response to the fact that new media and technologies have infiltrated and shaped the learning environments from mere physical spaces into multifaceted possibilities, impacting the ways individuals teach and learn. Designs of learning environments to harness technologies appropriately to engage learners better, as well as the roles of learners and educators play in this changing learning environment, are examples of important global issues in the discourse of the contemporary educational developments. Having gathered a diverse collection of research papers written by scholars and practitioners in the fields of education, communication and humanities

across Asia, Australasia, Europe and the United States, this book gives

readers a cross-cultural background on the developments of technological designs and educational practices, investigating areas in redefining of quality education; online learning and blended learning; new media in education; gamification, AI, and innovative learning technologies. Aimed to catalyze knowledge exchanges and provide fresh views on interdisciplinary research, the book sheds light on how emerging technologies can be adapted in the fields of education and communication, so as to facilitate the current and future designs of learning environments to improve learners' performances.