

1. Record Nr.	UNINA9910815595603321
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Titolo	E-learning and the science of instruction : proven guidelines for consumers and designers of multimedia learning // Ruth Colvin Clark, Richard E. Mayer
Pubbl/distr/stampa	San Francisco, Calif., : Pfeiffer, 2011
ISBN	1-283-20388-X 9786613203885 1-118-25597-6 1-118-08616-3
Edizione	[3rd ed.]
Descrizione fisica	1 online resource (527 p.)
Collana	Essential resources for training and HR professionals
Classificazione	EDU039000
Altri autori (Persone)	MayerRichard E. <1947->
Disciplina	658.3/12402854678
Soggetti	Business education - Computer-assisted instruction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Machine generated contents note: Acknowledgments.Introduction.1. e-Learning: Promise and Pitfalls.What Is e-Learning?Is e-Learning Better? The Promise of e-Learning.The Pitfalls of e-Learning.Inform and Perform e-Learning Goals.e-Learning Architectures.What Is Effective e-Courseware?Learning in e-Learning.2. How Do People Learn from e-Courses.How Do People Learn?How e-Lessons Affect Human Learning. What We Don't Know About Learning.3. Evidence-Based Practice.What Is Evidence-Based Practice?Three Approaches to Research on Instructional Effectiveness.What to Look for in Experimental Comparisons.How to Interpret No Effect in Experimental Comparisons.How to Interpret Research Statistics.How Can You Identify Relevant Research?What We Don't Know About Evidence-Based Practice.4. Applying the Multimedia Principle: Use Words and Graphics Rather Than Words Alone.Do Visuals Make a Difference?Multimedia Principle: Include Both Words and Graphics.Some Ways to Use Graphics to Promote Learning.Psychological Reasons for the Multimedia Principle.Evidence for Using Words and Pictures.The Multimedia Principle Works Best for Novices.Should You Change Static Illustrations into Animations?What We Don't Know About Visuals.5. Applying the Contiguity Principle: Align Words to Corresponding Graphics.Contiguity Principle 1: Place Printed Words

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Sommario/riassunto

"Thoroughly revised and updated, this third edition of the best-selling book offers a comprehensive review of multimedia learning for both users and designers. The book contains design principles that are written to increase learning while debunking many popular theories about good design. The book also contains the most current research and includes new topics (e-learning for educators, new delivery technologies, social media, and more) and offers helpful guidelines. The book's many examples: create working multimedia that inform the research guidelines; have been update to include real-world screen captures; extend principles to illustrate their application to synchronous e-learning tools"--
