1. Record Nr. UNINA9910861990603321

Autore	Meskill Carla
Titolo	Digital screen mediation in education : authentic and agentive technology practices for teaching and learning / / Carla Meskill
Pubbl/distr/stampa	New York, NY : , : Routledge, , 2021
ISBN	1-00-301359-7 1-003-01359-7 1-000-34185-2 1-000-34189-5
Edizione	[1st ed.]
Descrizione fisica	1 online resource (196 pages) : illustrations
Disciplina	371.33/4 371.334
Soggetti	Web-based instruction Effective teaching Computer-assisted instruction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover -- Half Title -- Title Page -- Copyright Page -- Table of Contents -- Introduction -- Visual/Digital Media -- Authenticity, Agency, and Autonomy -- Digital Screen Mediation -- Chapter Summaries -- Part I: Foundations -- Part II: Practice -- Conclusion -- References -- End of Chapter Activities -- Activity 1 -- Activity 2 -- Scopic Regimes -- Activity 3 -- Activity 4 -- Activity 5 -- Activity 6 -- Note -- Part I: Foundations -- Chapter 1: Image-Making: A Compact History: -- What Is an Image? -- Egg Observations: Set I -- Egg Observations: Set II -- Egg Observations: Set III -- Images: How Did We Get Here? -- The Photograph: Then and Now -- The Arcades Project -- Moving Pictures -- Television -- Convergence: The Visual + Participation -- Remediation or Media Convergence -- New Digital Perspectives -- Summary -- References -- End of Chapter Activities -- Activity 1 -- Activity 2 -- Activity 3 -- Activity 4 -- Activity 5 -- Chapter 2: Digital Screens: Composition and Convention: -- Visual Conventions -- Modalities -- Novelty -- The Power of Design -- Time -- Perspective -- The Fourth Wall -- Dimensionality -- Narrative --

Coded Actions -- Compositional Elements -- Line -- Colors -- Nesting -- Braiding -- Displaying Quantitative Information -- Where Do Digital Conventions Come From? -- Conclusion -- Note -- References -- Resources -- Infovis Tools -- End of Chapter Activities -- Activity 1 -- Visual Communication Techniques -- Activity 2 -- Digital Screen Codes -- Activity 3 -- Transitions -- Activity 4 -- Multimodal Convergence -- Activity 5 -- Activity 6 -- Activity 7 -- Cooking Analogy -- Activity 8 -- Visual Ornamentation -- Activity 9 -- Activity 10 -- Activity 11 -- When Pictures Speak -- Activity 12 -- Activity 13 -- Activity 14 -- Activity 15 -- Activity 16 -- Chapter 3: Digital Screens in Everyday Practices.
Digital Screens in Our Everyday Lives -- Swimming in Information: Identification, Seeking, and Attention -- Identification/Relatability -- Movies and Conduct -- Seeking -- Attention -- At the Museum -- Visual Propaganda -- Swimming in Information: Summary -- Swimming in Social Media -- Visual Identity -- Everybody is a Celebrity -- Summary -- References -- End of Chapter Activities -- Activity 1 -- Activity 2 -- Activity 3 -- Activity 4 -- Activity 5 -- Activity 6 -- Part II: Practice -- Chapter 4: Digital Screen Mediation -- Introduction -- What is Digital Screen Mediation? -- Screen Affordances -- Learner and Teacher Agency -- Robots and Agency -- Authentic Digital Visuals -- A Critical Eye -- DSM in Action -- Situatedness -- Responsiveness -- Referring -- Links -- Summary -- Notes -- References -- End of Chapter Activities -- Activity 1 -- Activity 2 -- Activity 3 -- Activity 4 -- Activity 5 -- Activity 6 -- Activity 7 -- Chapter 5: Digital Screen Mediation in Live Classrooms -- Introduction -- Laying the Groundwork -- Digital Screen Mediation in Action -- The Arc Smartboard Example -- Collaborative Curation -- Cultures in Contact -- Visuals Make It Real -- Amplifying Meaning -- The Battery Factory Simulation -- Willing Suspension of Disbelief: Videogame DSM -- Malleable Digital Stills: The Spider -- Passive or Active? -- Ladies Live Longer -- Summary -- References -- Digital Screen Features Exploitable in DSM -- Resources -- End of Chapter Activities -- Activity 1 -- Activity 2 -- Activity 3 -- Digital Forensics -- Activity 4 -- The Great Debate -- Activity 5 -- Trope It -- Activity 6 -- Activity 7 -- Activity 8 -- Activity 9 -- Activity 10 -- Activity 11 -- Activity 12 -- Smartboard DSM Idea Bank -- Chapter 6: Digital Screen Mediation in Online Learning and Teaching -- Introduction -- Visuals in Online Learning -- Autonomous Online Learning.
Visuals in Online Interactives -- Shared Visuals in Social Media -- Immersive Environments -- Avatars and Perspective -- Visually Immersive Games -- Digital Screen Mediation: Within Immersive Environments -- Digital Screen Mediation: Beyond Immersive Environments -- Connections to the Real World -- Formal Online Coursework -- The DSM Model -- The Power of Questions -- Expressions of Wonder: DSM and Video Shorts -- Immersive Environments -- Serious Games -- Image/Idea Curation -- Digital Screen Mediation in K-12 Virtual Schooling -- Live Videoconferencing -- Conclusion -- Notes -- References -- Digital Learning Object (DLO) Curation Sites -- End of Chapter Activities -- Activity 1 -- Activity 2 -- Activity 3 -- The Maker Movement -- Activity 4 -- Activity 5 -- Activity 6 -- Activity 7 -- Chapter 7: Assessing the Learning with DSM -- Language = Learning -- Autonomy and Authenticity in Assessment -- The Anatomy of DSM Assessment -- Seeing the Learning -- Assessing Learning in Live Classrooms -- Assessing Online Learning -- Learning and Beyond -- Conclusion -- References -- End of Chapter Activities -- Activity 1 -- Activity 2 -- Activity 3 -- Activity 4 -- Activity 5 -- Activity 6 -- Activity 7 -- Activity 8 -- Activity 9 -- Activity 10 --

	Index.
Sommario/riassunto	"Digital Screen Mediation in Education explores the complex role of visual mediation in today's digitally enhanced classrooms. While the notion that technology tools have agency-that they act to induce learning-pervades contemporary conversations about pedagogy, this unique volume reframes instructional agency around teachers. The book's theoretically reinforced and multidisciplinary approach to enhancing effective instruction with screen-based technologies spans aesthetics, technical knowledge, teacher empowerment, social media, and beyond. Researchers in educational technology, instructional design, online learning, and digital pedagogies as well as prospective and practicing educators will find a rigorous treatment of how skilled, thoughtful teaching with, through, and around digital screens can bring about successful learning outcomes"-- Provided by publisher.