Technology, E-learning and Distance Education

By showcasing international, European, and community-based projects, this volume explores how online technologies and collaborative and blended learning can be used to bolster social cohesion and increase students’ understanding of what it means to be a global citizen. With the pace of technology rapidly increasing, Blended and Online Learning for Global Citizenship draws timely attention to the global lessons being learned from the impact of
these technologies on peace building, community development, and acceptance of difference. In-depth case studies showcasing successful projects in Europe, Northern Ireland, and Israel explore blended learning and illustrate how schools and educators have embraced online technologies to foster national and international links both within and beyond communities. This has, in turn, equipped students with experiences that have informed their attitudes to cultural and political conflicts, as well as racial, ethnic, and social diversity. Building on the authors’ previous work Online Learning and Community Cohesion (2013), this thought-provoking text will be of interest to researchers, academics, and postgraduate students in the fields of international and comparative education. Educators and school leaders concerned with how multiculturalism and technology play out in the classroom environment will also benefit from reading this text.

**Designing Web-Based Training**

A comprehensive guide to help you cut through the hype in order to select the best E-Learning tools and vendors for your specific needs. With its ability to both reduce operating costs and train more people, E-Learning is an attractive option for companies that are trying to balance business and educational goals. But in order to implement an E-Learning program, you’ll have to wade through hundreds of learning management systems, learning content management systems, authoring schools, and collaboration environments to determine what solution will work best for your situation. In this in-depth book, recognized E-Learning experts William and Katherine Horton survey the entire field of E-Learning tools for you. They provide you with a systematic way to identify, evaluate, and choose products and services based on different E-Learning scenarios. In this no-holds barred look at E-Learning tools, the authors: * Arm you with a complete list of questions to ask vendors before you commit to a product * Describe product limitations throughout each chapter and include special Rant sections that you must read * Present tips and tricks as well as common mistakes to avoid * List potential vendors and contact information by tool category The companion Web site contains design forms, checklists of features to look for in the various tool categories, spreadsheets, and lists of specific tools and vendors.
Online and Distance Learning

Moodle is the leading open source e-learning management system. Using Moodle, teachers and professors can easily construct richly-textured web-based courses. A course can consist of a number of lessons, with each lesson including reading materials; activities such as quizzes, tests, surveys, and projects; and social elements that encourage interaction and group work between students. Packed with clear step-by-step instructions, plenty of screenshots, and thorough explanations, this book guides you through the many features and options that you have to choose from when using Moodle 2.8. Throughout this book, you will follow an example course that will help you to explore the sort of decisions, design considerations, and thought processes that goes into developing a successful course. This book will show you how to use every feature of Moodle to meet your course goals. Moodle is relatively easy to install and use, but the real challenge is to develop a learning process that leverages its power and maps effectively onto the content-established learning situation. This book guides you through meeting that challenge.

E-Learning by Design, 2nd Edition

Successful use of information and communication technologies depends on usable designs that do not require expensive training, accommodate the needs of diverse users and are low cost. There is a growing demand and increasing pressure for adopting innovative approaches to the design and delivery of education, hence, the use of online learning (also called E-learning) as a mode of study. This is partly due to the increasing number of learners and the limited resources available to meet a wide range of various needs, backgrounds, expectations, skills, levels, ages, abilities and disabilities. The advances of new technology and communications (WWW, Human Computer Interaction and Multimedia) have made it possible to reach out to a bigger audience around the globe. By focusing on the issues that have impact on the usability of online learning programs and their implementation, Usability Evaluation of Online Learning Programs specifically fills-in a gap in this area, which is particularly invaluable to practitioners.
Mastering the Instructional Design Process

A cross-disciplinary reference of design. Pairs common design concepts with examples that illustrate them in practice.

Instructional Design: Concepts, Methodologies, Tools and Applications

Change your life in 2021 with the simple, scientifically proven method that has already worked for thousands of people. 'Life has questions. They have answers' New York Times At last, a book that shows you how to build - design - a life you can thrive in, at any age or stage. A well-designed life means a life well-lived. Many of us are still looking for an answer to that perennial question, 'What do I want to be when I grow up?' Stanford innovators Bill Burnett and Dave Evans show us how design thinking can help us create a life that is both meaningful and fulfilling, regardless of who and where we are, our careers and our age. Designing Your Life puts forward the idea that the same design thinking responsible for amazing technology, products and spaces can be used to build towards a better life and career by a design of your own making. '[Designing Your Life] teaches you how to change what's not working by turning ideas on their head' Viv Groskop, author of How To Own The Room 'An empowering book based on their popular class of the same name at Stanford Universitythis book will easily earn a place among career-finding classics' Publishers Weekly

Leading E-Learning

Higher education is currently undergoing significant changes, and conditions in higher education reflect changing financial, social, and political conditions, which affect both faculty and students. Both the rising costs of education and changes from brick-and-mortar to technologically-driven programs often lead to a change from the traditional space-and-time bound institution to ones that offer cost-effective technologically enhanced programs. Online learning has become an integral and expansive factor in higher education?both in distance learning and as an
adjunct to the traditional classroom. Understanding Online Instructional Modeling: Theories and Practices focuses on both theoretical and practical aspects of online learning by introducing a variety of online instructional models as well as best practices that help educators and professional trainers to better understand the dynamics of online learning.

The Theory and Practice of Online Learning

The surge in the number of online training sites has created an unprecedented demand for experts who know all aspects of Web-based training (WBT) site design. Written by bestselling author William Horton, this book provides the hands-on and practical guidance that trainers demand. Packed with over 100 examples, this well-illustrated guide walks you through every phase of designing WBT, from analyzing your course requirements and assessing the needs of potential students to designing a course for a global audience. You'll find out how to combine elements into effective and interesting learning sequences, discover how to overcome any technical hurdle that may arise, how to offer materials that motivate learning, and how to use Web technologies to create 21st-century alternatives to traditional courses. Praise for Designing Web-Based Training "Horton has done it again! He's addressed the cutting-edge problem of Web-based training design with his pragmatic, research-based approach. His work is task-oriented and down-to-earth. He doesn't waste our time with excessive educational philosophy. In short-comprehensive overview, practical advice, engaging presentation." -Robert E. Horn, Author, Visual Language: Global Communication for the 21st Century "As each new media wave is adopted for instructional pur-poses, there is a lag in effective exploitation of the unique features the medium brings for supporting learning. Designing Web-Based Training bridges the gap by providing a rich and detailed reference." -Ruth Clark, EdD, President, Clark Training & Consulting "Designers have been seeking guidance on how to exploit the Web's distribution potential while combining it with powerful instructional programs. Horton provides structure, stimulation, and substance in this important book. Web-based training is definitely what is happening now. Designing Web-Based Training will be a de facto classic in the field." -Gloria Gery, Principal, Gery Associates, Author, Making CBT Happen

The companion Web site at www.wiley.com/compbooks/horton/ features:
* Design guidelines
* Live versions of many
Essentials of Strategic Management

This 2021 edition has been updated with 50 new pages to include the latest features in Storyline 360. The E-Learning Uncovered series is designed to give you the maximum amount of information in the minimum amount of time. You'll learn about virtually every check box, every menu, and every option in Articulate Storyline 360. But we don't just tell you HOW to check that box or click that menu; we also tell you WHY you might or might not want to. Brand new users will learn all the basics of how to get started: scenes, slides, graphics, layers, states, questions, and screen recordings. Intermediate users will uncover the more powerful tools to create advanced interactions: actions, variables, and conditions—all in one book! Everyone will benefit from the special tips and insider secrets that let you do more and save time. Look for: Design Tips: instructional design, graphic design, and usability tips that give you insight on how to implement the different features of the software. Power Tips: advanced tips and secrets that can help you take your production to the next level. Time Savers: software shortcuts and ways to streamline your production efforts and save you time. Bright Ideas: special explanations and ideas for getting more out of the software. Cautions: "lessons learned the hard way" that you can use to avoid common problems. Web Resources: the free companion website includes useful resources such as reference guides and practice files. This edition features Storyline 360 version 3.49.24347.0.

Moodle E-Learning Course Development

"This anthology provides multiple research perspectives on how to develop engaging and effective online learning courses in the wake of the rapid digitalization of education"--

Understanding Online Instructional Modeling: Theories and Practices
Blended and online learning skills are rapidly becoming essential for effective teaching and learning in universities and colleges. Covering theory where useful but maintaining an emphasis on practice, this book provides teachers and lecturers with an accessible introduction to e-learning. Beginning by exploring the meaning of 'e-learning', it supports tutors in identifying how they plan to use technology to support courses that blend online and face-to-face interactions. Illustrated by a range of case of studies, the book covers: designing quality, appropriate effective and online learning efficient and sustainable e-learning activity providing appropriate feedback to learners devising student activities and sourcing learning resources managing online and offline interactions Packed with practical advice and ideas, this book provides the core skills and knowledge that teachers in HE and FE need when starting out and further developing their teaching course design for blended and online learning.

E-Learning Fundamentals

A comprehensive framework for effective real-world instructional design Mastering the Instructional Design Process provides step-by-step guidance on the design and development of an engaging, effective training program. The focus on core competencies of instructional system design helps you develop your skills in a way that's immediately applicable to real-world settings, and this newly updated fifth edition has been revised to reflect the new IBSTPI Competencies and Standards for Instructional Design. With a solid foundation of researched and validated standards, this invaluable guide provides useful insight and a flexible framework for approaching instructional design from a practical perspective. Coverage includes the full range of design considerations concerning the learners, objectives, setting, and more, and ancillaries include design templates, PowerPoint slides, lecture notes, and a test bank help you bring these competencies to the classroom. Instructional design is always evolving, and new trends are emerging to meet the ever-changing needs of learners and exploit the newest tools at our disposal. This book brings together the latest developments and the most effective best practices to give you a foolproof framework for successfully managing instructional design projects. Detect and solve human performance problems Analyze needs, learners, work settings, and work Establish performance objectives and measurements Deliver effective instruction in a variety of scenarios Effective training programs don't just happen. Instructional
design is a complex field, and practitioners must be skilled in very specific areas to deliver a training program that engages learners and makes the learning 'stick.' Mastering the Instructional Design Process is a comprehensive handbook for developing the skillset that facilitates positive training outcomes.

**Handbook of Distance Education**

A manifesto for a radically different philosophy and practice of manufacture and environmentalism "Reduce, reuse, recycle" urge environmentalists; in other words, do more with less in order to minimize damage. But as this provocative, visionary book argues, this approach perpetuates a one-way, "cradle to grave" manufacturing model that dates to the Industrial Revolution and casts off as much as 90 percent of the materials it uses as waste, much of it toxic. Why not challenge the notion that human industry must inevitably damage the natural world? In fact, why not take nature itself as our model? A tree produces thousands of blossoms in order to create another tree, yet we do not consider its abundance wasteful but safe, beautiful, and highly effective; hence, "waste equals food" is the first principle the book sets forth. Products might be designed so that, after their useful life, they provide nourishment for something new-either as "biological nutrients" that safely re-enter the environment or as "technical nutrients" that circulate within closed-loop industrial cycles, without being "downcycled" into low-grade uses (as most "recyclables" now are). Elaborating their principles from experience (re)designing everything from carpeting to corporate campuses, William McDonough and Michael Braungart make an exciting and viable case for change.

**Cradle to Cradle**

As the world rapidly moves online, sectors from management, industry, government, and education have broadly begun to virtualize the way people interact and learn. Virtual Learning Environments: Concepts, Methodologies, Tools and Applications is a three-volume compendium of the latest research, case studies, theories, and methodologies within the field of virtual learning environments. As networks get faster, cheaper, safer, and more reliable, their applications grow at a rate that makes it difficult for the typical practitioner to keep abreast. With a
wide range of subjects, spanning from authors across the globe and with applications at different levels of education and higher learning, this reference guide serves academics and practitioners alike, indexed and categorized easily for study and application.

**Blended and Online Learning for Global Citizenship**

e-Learning Ecologies explores transformations in the patterns of pedagogy that accompany e-learning—the use of computing devices that mediate or supplement the relationships between learners and teachers—to present and assess learnable content, to provide spaces where students do their work, and to mediate peer-to-peer interactions. Written by the members of the "new learning" research group, this textbook suggests that e-learning ecologies may play a key part in shifting the systems of modern education, even as technology itself is pedagogically neutral. The chapters in this book aim to create an analytical framework with which to differentiate those aspects of educational technology that reproduce old pedagogical relations from those that are genuinely innovative and generative of new kinds of learning. Featuring case studies from elementary schools, colleges, and universities on the practicalities of new learning environments, e-Learning Ecologies elucidates the role of new technologies of knowledge representation and communication in bringing about change to educational institutions.

**Multimedia-based Instructional Design**

Beginning, intermediate, and even advanced tips--all in one book!The E-Learning Uncovered series is designed to give you the maximum amount of information in the minimum amount of time. You'll learn about virtually every check box, every menu, and every option in Adobe Captivate 2019 for PC. But we don't just tell you HOW to check that box or click that menu (that's the easy part), we also tell you WHY you might or might not want to.Brand new users will walk step-by-step through every aspect of building great e-learning in Captivate. Intermediate users will learn how to use more advanced features, such as effects, actions, variables, and advanced actions--all in one book! Everyone will benefit from the special tips and insider secrets that let you do more and save time. Look for:
Design Tips: instructional design, graphic design, and usability tips that give you insight on how to implement the different features of the software. - Power Tips: advanced tips and secrets that can help you take your production to the next level. - Time Savers: software shortcuts and ways to streamline your production efforts and save you time. - Bright Ideas: special explanations and ideas for getting more out of the software. - Cautions: "lessons learned the hard way" that you can use to avoid common problems. - Web Resources: the free companion website includes useful resources such as reference guides and practice files. Plus, a detailed table of contents and comprehensive index make it easy to look up exactly what you need.

**Universal Principles of Design, Revised and Updated**

Addresses some of the key questions at the heart of new educational technologies. The authors look at options that are available to institutions considering the addition of distance learning to their programs, strategies for integrating new equipment with existing equipment, and ways of fostering a positive learning environment without face-to-face contact. Includes many case studies. Paper edition (unseen), $29.95. Annotation copyrighted by Book News, Inc., Portland, OR.

**E-Learning Uncovered**

From William Horton -- a world renowned expert with more than thirty-five years of hands-on experience creating networked-based educational systems -- comes the next-step resource for e-learning training professionals. Like his best-selling book Designing Web-Based Training, this book is a comprehensive resource that provides practical guidance for making the thousand and one decisions needed to design effective e-learning. e-Learning by Design includes a systematic, flexible, and rapid design process covering every phase of designing e-learning. Free of academic jargon and confusing theory, this down-to-earth, hands-on book is filled with hundreds of real-world examples and case studies from dozens of fields. "Like the book’s predecessor (Designing Web-based Training), it deserves four stars and is a must read for anyone not selling an expensive solution. -- From Training Media

**e-Learning Ecologies**

Don't create boring e-learning! Cammy Bean presents a fresh, modern take on instructional design for e-learning. Filled with her personal insights and tips, The Accidental Instructional Designer covers nearly every aspect of the e-learning design process, including understanding instructional design, creating scenarios, building interactivity, designing visuals, and working with SMEs. You'll learn all about the CBT Lady and how to avoid her instructional design mistakes. Along the way, you'll hear from a few other accidental instructional designers, get ideas for your own projects, and find resources and references to take your own practice to the next level. The Accidental Instructional Designer is perfect for the learning professional or instructional designer who is just getting started with e-learning—or the more experienced practitioner looking for new ideas. In addition to sharing proven techniques and strategies, this book: covers best practices and what to avoid when designing an e-learning program presents e-learning in action through various case studies shows how you can go from being an accidental instructional designer to an intentional one.

**E-Learning Uncovered: Adobe Captivate 2019**

Since the first edition of E-learning by Design, e-learning has evolved rapidly and fringe techniques have moved into the mainstream. Underlying and underwriting these changes in e-learning are advances in technology and changes in society. The second edition of the bestselling book E-Learning by Design offers a comprehensive look at the concepts and processes of developing, creating, and implementing a successful e-learning program. This practical, down-to-earth resource is filled with clear information and instruction without over simplification. The book helps instructors build customized e-learning programs from scratch-building on core principles of instructional design to: develop meaningful activities and lessons; create and administer online tests and assessments; design learning games and simulations; and implement an individualized program. "Every newcomer to the field will find
this edition indispensable, while professionals will find much needed contemporary information to manage the rapid changes happening in our field. Even if you own the first edition, buy this update as soon as possible."--Michael W. Allen, CEO of Allen Interactions, Inc.; author, Michael Allen's e-Learning Library Series "Covers the full range of options for presenting learning materials online-including designing useful topics, engaging activities, and reliable tests-and it takes into account the realities and issues of today's instructional designers, such as social learning and mobile learning." - Saul Carliner, associate professor, Concordia University; author, The E-Learning Handbook

"Horton nails it! Perfectly timed, robust, and practical, this second edition of brings together the latest strategies for learning without losing its critical premise-technology enables e-learning, but great design makes it work." - Marc J. Rosenberg, e-learning strategist; author, Beyond E-Learning "An e-learning encyclopedia loaded with detailed guidelines and examples ranging from basic instructional design techniques to the latest applications in games, social media, and mobile-learning. An essential reference for anyone involved in e-learning design, development, or evaluation" - Ruth Colvin Clark, author, e-Learning and the Science of Instruction.

**Research Anthology on Developing Effective Online Learning Courses**

The e-Learning Handbook provides a critical reflection on the current state of e-learning with contributions from the world's foremost e-learning experts and best-selling authors from academe and industry, including Margaret Driscoll; Brent Wilson Lee Christopher; William Horton, L. Wayne Precht, Harvey Singh, Jim Everidge, and Jane Bozarth; Pat Brogan; Patrick Parrish; Marc J. Rosenberg and Steve Forman; Pat McGee; Philip C. Abrami, Gretchen Lowerison, Roger Cote, and Marie-Claude Lavoie; Thomas C. Reeves, Jan Herrington, and Ron Oliver; and Patrick Lambe. The book offers a comprehensive and up-to-date assessment of the technological, design, economic, evaluation, research, economic, and philosophical issues underlying e-learning. Each chapter includes a chart that summarizes the key take-away points, contains questions that are useful for guiding discussions, and offers suggestions of related links, books, papers, reports, and articles.

**Learning Science for Instructional Designers**
Take charge of the e-learning initiative in your organization. Team leaders, HR executives, or anyone wishing to understand the e-learning revolution in learning, will find this book to be a valuable tool.

**e-Learning by Design**

"This comprehensive, six-volume collection addresses all aspects of online and distance learning, including information communication technologies applied to education, virtual classrooms, pedagogical systems, Web-based learning, library information systems, virtual universities, and more. It enables libraries to provide a foundational reference to meet the information needs of researchers, educators, practitioners, administrators, and other stakeholders in online and distance learning"--Provided by publisher.

**Usability Evaluation of Online Learning Programs**

Since the first edition of E-learning by Design, e-learning has evolved rapidly and fringe techniques have moved into the mainstream. Underlying and underwriting these changes in e–learning are advances in technology and changes in society. The second edition of the bestselling book E-Learning by Design offers a comprehensive look at the concepts and processes of developing, creating, and implementing a successful e-learning program. This practical, down-to-earth resource is filled with clear information and instruction without over simplification. The book helps instructors build customized e-learning programs from scratch—building on core principles of instructional design to: develop meaningful activities and lessons; create and administer online tests and assessments; design learning games and simulations; and implement an individualized program. "Every newcomer to the field will find this edition indispensable, while professionals will find much needed contemporary information to manage the rapid changes happening in our field. Even if you own the first edition, buy this update as soon as possible." —Michael W. Allen, CEO of Allen Interactions, Inc.; author, Michael Allen’s e-Learning Library Series "Covers the full range of options for presenting learning materials online—including designing useful topics, engaging activities, and reliable tests—and it takes into account the realities and issues of today’s instructional designers, such as social learning
and mobile learning." —Saul Carliner, associate professor, Concordia University; author, The E-Learning Handbook

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"An e-learning encyclopedia loaded with detailed guidelines and examples ranging from basic instructional design techniques to the latest applications in games, social media, and mobile-learning. An essential reference for anyone involved in e-learning design, development, or evaluation" —Ruth Colvin Clark, author, e-Learning and the Science of Instruction

Games and Simulations in Online Learning: Research and Development Frameworks

For the first time ever, clear, comprehensive information about the major e-learning standards has been brought together in a single resource. No more confusing patchworks of information gleaned from scattered Web sites and periodicals. No more frustrating searches through hundreds of pages of technical specifications to find the twenty pages that apply to you. No more sorting through the alphabet soup of acronyms trying to discern which of them you need. Written by the developers of the first Learning Management System (LMS) to be AICC-certified for Web-based interoperability, E-Learning Standards: A Guide to Purchasing, Developing, and Deploying Standards-Conformant E-Learning thoroughly covers this complex topic. The authors focus on those standards that are being successfully implemented such as the AICC and SCORM specifications for interoperable data tracking, searchable meta-data, and interchangeable course structures and the QTI specification for interoperable tests and test questions. They clearly explain the purpose of each standard and its application to the various components of e-learning such as learning management systems and learning content management systems, assessment systems, and courseware. The book provides practical advice on choosing and purchasing standards-based e-learning components and gives guidance on developing interoperable, interchangeable courseware that will work in any standards-based e-learning environment. Learning technology standards are still very new to the Web-based training world, leaving room for many potential pitfalls. There are distinct sets of standards available for Internet-delivered learning that enable all components of an e-learning system to communicate with each other. However,
choosing which set of standards would best suit the system's needs, then understanding and following those specifications, can be a daunting task. E-Learning Standards: A Guide to Purchasing, Developing, and Deploying Standards-Conformant E-Learning provides a road map for anyone involved in the development of components for e-learning environments and a guide buyers can use to make well-informed decisions about their e-learning purchases.

**Virtual Learning Environments: Concepts, Methodologies, Tools and Applications**

A complete guide on course development and delivery using Moodle 3.x Key Features Get the best out of the latest Moodle 3 framework to ensure successful learning Create 3rd party plugins and widgets and secure your course efficiently Create your first Moodle VR app using the Moodle VR toolset Book Description Moodle is a learning platform or Course Management System (CMS) that is easy to install and use, but the real challenge is in developing a learning process that leverages its power and maps the learning objectives to content and assessments for an integrated and effective course. Moodle 3 E-Learning Course Development guides you through meeting that challenge in a practical way. This latest edition will show you how to add static learning material, assessments, and social features such as forum-based instructional strategy, a chat module, and forums to your courses so that students reach their learning potential. Whether you want to support traditional class teaching or lecturing, or provide complete online and distance e-learning courses, this book will prove to be a powerful resource throughout your use of Moodle. You'll learn how to create and integrate third-party plugins and widgets in your Moodle app, implement site permissions and user accounts, and ensure the security of content and test papers. Further on, you'll implement PHP scripts that will help you create customized UIs for your app. You'll also understand how to create your first Moodle VR e-learning app using the latest VR learning experience that Moodle 3 has to offer. By the end of this book, you will have explored the decisions, design considerations, and thought processes that go into developing a successful course. What you will learn Know what Moodle does and how it supports your teaching strategies Install Moodle on your computer and navigate your way around it Understand all of Moodle's learning features Monitor how learners interact with your site using site statistics Add multimedia
content to your site Allow students to enroll themselves or invite other students to join a course

Who this book is for
This book is for anyone who wants to get the best out of Moodle. As a beginner, this is a thorough guide for you to understand how the software works, with great ideas for getting off to a good start with your first course. Some experience of working with e-learning systems will be beneficial. Experienced Moodle users will find powerful insights into developing successful and educational courses.

Understanding Medical Education

Ensure Your Instructional Design Stands Up to Learning Science Learning science is a professional imperative for instructional designers. In fact, instructional design is applied learning science. To create effective learning experiences that engage, we need to know how learning works and what facilitates and hinders it. We need to track the underlying research and articulate how our designs reflect what is known. Otherwise, how can we claim to be scrutable in our approaches? Learning Science for Instructional Designers: From Cognition to Application distills the current scope of learning science into an easy-to-read primer. Good instructional design makes learning as simple as possible by removing distractions, minimizing the cognitive load, and chunking necessary information into digestible bits. But our aim must go beyond enabling learners to recite facts to empowering them to make better decisions—decisions about what to do, when, and how. This book prepares you to design learning experiences that ensure retention over time and transfer to the appropriate situations. Gain insights into: • Providing spaced practice and reflection • Tapping into motivation and challenge to build learner confidence • Using performance-support tools, social learning, and humor appropriately Prompts at the end of each chapter will spark your thinking about how to use these concepts and more in your daily work. Written by Clark N. Quinn, author of Millennials, Goldfish & Other Training Misconceptions: Debunking Learning Myths and Superstitions, this book is perfect for anyone who strives for their instruction to stand up to learning science.

E-learning Tools and Technologies
Are you getting the most learning value from visuals? Thoroughly revised and updated, Graphics for Learning is the second edition of the bestselling book that summarizes the guidelines for the best use of graphics for instructional materials, including multimedia, texts, working aids, and slides. The guidelines are based on the most current empirical scientific research and are illustrated with a wealth of examples from diverse training materials. The authors show how to plan illustrations for various types of content, including facts, concepts, processes, procedures, and principles. The book also discusses technical and environmental factors that will influence how instructional professionals can apply the guidelines to their training projects. Praise for the First Edition "For years I've been looking for a book that links cognitive research on learning to graphics and instructional design. Here it is! Ruth Clark and Chopeta Lyons not only explain how to make graphics work—they've created a very interesting read, full of useful guidelines and examples." —Lynn Kearny, CPT, instructional designer and graphic communicator, Graphic Tools for Thinking and Learning "Finally! A book that integrates visual design into the larger context of instructional design and development." —Linda Lohr, Ed.D., author, Creating Graphics for Learning and assistant professor, University of Northern Colorado

**Efficiency in Learning**

The classic guide to instructional design, fully updated for the new ways we learn Rapid Instructional Design is the industry standard guide to creating effective instructional materials, providing no-nonsense practicality rather than theory-driven text. Beginning with a look at what "instructional design" really means, readers are guided step-by-step through the ADDIE model to explore techniques for analysis, design, development, intervention, and evaluation. This new third edition has been updated to cover new applications, technologies, and concepts, and includes many new templates, real-life examples, and additional instructor materials. Instruction delivery has expanded rapidly in the nine years since the second edition's publication, and this update covers all the major advances in the field. The major instructional models are expanded to apply to e-learning, MOOCs, mobile learning, and social network-based learning. Informal learning and communities of practice are examined, as well. Instructional design is the systematic process by which instructional materials are designed, developed, and
delivered. Designers must determine the learner's current state and needs, define the end goals of the instruction, and create an intervention to assist in the transition. This book is a complete guide to the process, helping readers design efficient, effective materials. Learn the ins and outs of the ADDIE model Discover shortcuts for rapid design Design for e-learning, Millennials, and MOOCs Investigate methods for emerging avenues of instruction This book does exactly what a well-designed course should do, providing relevant guidance for anyone who wants to know how to apply good instructional design. Eminently practical and fully up-to-date, Rapid Instructional Design is the one-stop guide to more effective instruction.

The Accidental Instructional Designer

"This book examines the potential of games and simulations in online learning, and how the future could look as developers learn to use the emerging capabilities of the Semantic Web. It explores how the Semantic Web will impact education and how games and simulations can evolve to become robust teaching resources"--Provided by publisher.

The e-Learning Handbook

Created in partnership with the Association for the Study of Medical Education (ASME), this completely revised and updated new edition of Understanding Medical Education synthesizes the latest knowledge, evidence and best practice across the continuum of medical education. Written and edited by an international team, this latest edition continues to cover a wide range of subject matter within five broad areas – Foundations, Teaching and Learning, Assessment and Selection, Research and Evaluation, and Faculty and Learners – as well as featuring a wealth of new material, including new chapters on the science of learning, knowledge synthesis, and learner support and well-being. The third edition of Understanding Medical Education: Provides a comprehensive and authoritative resource summarizing the theoretical and academic bases to modern medical education practice Meets the needs of all newcomers to medical education whether undergraduate or postgraduate, including those studying at
certificate, diploma or masters level. Offers a global perspective on medical education from leading experts from across the world. Providing practical guidance and exploring medical education in all its diversity, Understanding Medical Education continues to be an essential resource for both established educators and all those new to the field.

Moodle 3 E-Learning Course Development

Neither an academic tome nor a prescriptive 'how to' guide, The Theory and Practice of Online Learning is an illuminating collection of essays by practitioners and scholars active in the complex field of distance education. Distance education has evolved significantly in its 150 years of existence. For most of this time, it was an individual pursuit defined by infrequent postal communication. But recently, three more developmental generations have emerged, supported by television and radio, teleconferencing, and computer conferencing. The early 21st century has produced a fifth generation, based on autonomous agents and intelligent, database-assisted learning, that has been referred to as Web 2.0. The second edition of “The Theory and Practice of Online Learning” features updates in each chapter, plus four new chapters on current distance education issues such as connectivism and social software innovations.

Distance Learning

Here’s the book to help ensure that your organization really uses technology as an effective, efficient, and financially responsible way as part of any learning initiative. Learn what types of e-learning to use, how to blend technology with other forms of learning and how to implement e-learning projects that accomplish targeted goals.

e-Learning by Design

This update to the award-winning first edition analyzes the pros and cons of different media and focuses on general...
guidelines and basic principles, making the ideas in this guide transferable to future technologies.

**Using E-learning**

Successful educational programs are often the result of pragmatic design and development methodologies that take into account all aspects of the educational and instructional experience. Instructional Design: Concepts, Methodologies, Tools and Applications presents a complete overview of historical perspectives, new methods and applications, and models in instructional design research and development. This three-volume work covers all fundamental strategies and theories and encourages continued research in strengthening the consistent design and reliable results of educational programs and models.

**Rapid Instructional Design**

Efficiency in Learning offers a road map of the most effective ways to use the three fundamental communication of training: visuals, written text, and audio. Regardless of how you are delivering your training materials—in the classroom, in print, by synchronous or asynchronous media—the book’s methods are easily applied to your lesson presentations, handouts, reference guides, or e-learning screens. Designed to be a down-to-earth resource for all instructional professionals, Efficiency in Learning’s guidelines are clearly illustrated with real-world examples.

**Preparing for Blended E-learning**

The third edition of this award-winning Handbook continues the mission of its predecessors: to provide a comprehensive compendium of research in all aspects of distance education, arguably the most significant development in education over the past three decades. While the book deals with education that uses technology, the focus is on teaching and learning and how its management can be facilitated through technology. Key features include: Comprehensive coverage that includes all aspects of distance education, including design, instruction,
management, policy, and a section on different audiences. Chapter authors frame their topic in terms of empirical research (past and present) and discuss the nature of current practice in terms of that research. Future research needs are discussed in relation to both confirmed practice and recent changes in the field. Section one provides a unique review of the theories that support distance education pedagogy. Section six includes a unique review of distance education as a component of global culture. This book will be of interest to anyone engaged in distance education at any level. It is also appropriate for corporate and government trainers and for administrators and policy makers in all these environments. Recipient of the 2013 IAP Distance Education Book Award

**e-Learning Standards**

Thorough yet concise, ESSENTIALS OF STRATEGIC MANAGEMENT, Third Edition, is a brief version of the authors’ market-leading text STRATEGIC MANAGEMENT: AN INTEGRATED APPROACH. Following the same framework as the larger book, ESSENTIALS helps students identify and focus on core concepts in the field in a more succinct, streamlined format. Based on real-world practices and current thinking, the text’s presentation of strategic management features an increased emphasis on the business model concept as a way of framing the issues of competitive advantage. Cutting-edge research, new strategic management theory, and a hands-on approach allow students to explore major topics in management, including corporate performance, governance, strategic leadership, technology, and business ethics. In addition, a high-quality case program examines small, medium, and large companies—both domestic and international—so that students gain experience putting chapter concepts into real-world practice in a variety of scenarios. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Designing Your Life**

Multimedia-Based Instructional Design is a thoroughly revised and updated second edition of the best-selling book that provided a complete guide to designing and developing interactive multimedia training. While most training
companies develop their training programs in many different technological delivery media—computer-based, web-based, and distance learning technologies—this unique book demonstrates that the same instructional design process can be used for all media. Using just one process reduces cycle time for course development—and also reduces costs.

**Graphics for Learning**

This ultimate roadmap covers the entire e-learning landscape. Why do we even need e-learning? What is an LMS? How do I write a storyboard? If you’re delving into e-learning and are coming up with more questions than answers, this guide is the high-level overview you’ve been looking for. In this book, e-learning development experts and educators Diane Elkins and Desirée Pinder deliver a comprehensive examination of the e-learning process from the ground up.

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