# Table of Contents

Preface .................................................................................................................................................. xvi

Chapter 1
A Math Training Platform to Foster Individual Learning ................................................................. 1
   
   *Edgar Neuherz, Graz University of Technology, Austria*
   *Martin Ebner, Graz University of Technology, Austria*

Chapter 2
Augmented Reality with Mobile and Ubiquitous Learning: Immersive, Enriched, Situated, and Seamless Learning Experiences ........................................................................................................... 27
   
   *Aras Bozkurt, Anadolu University, Turkey*

Chapter 3
   
   *Reinhard Bauer, University of Teacher Education Vienna, Austria*
   *Klaus Himpl-Gutermann, University of Teacher Education Vienna, Austria*
   *Martin Sankafi, University of Teacher Education Vienna, Austria*
   *Petra Szucsich, University of Teacher Education Vienna, Austria*
   *Ruth Petz, University of Teacher Education Vienna, Austria*

Chapter 4
Designing Seamless Learning Using Role-Playing Experiences ................................................... 65
   
   *Sherry Jones, Rocky Mountain College of Art and Design, USA*
   *Kae Novak, Front Range Community College, USA*
   *Christopher Luchs, CCCOnline.org, USA*
   *Farah Bennani, CCCOnline.org, USA*

Chapter 5
   
   *Stefan Piasecki, CVJM-Hochschule, Germany & YMCA University of Applied Sciences, Germany*
Chapter 6
Enhancing Learning with Wearable Technologies In and Out of Educational Settings ............... 119
Elif Buğra Kuzu Demir, Anadolu University, Turkey
Kadir Demir, Anadolu University, Turkey

Chapter 7
Exploring the Educational Potential of Internet of Things (IoT) in Seamless Learning ............ 145
Veyes Demirer, Suleyman Demirel University, Turkey
Betül Aydin, Suleyman Demirel University, Turkey
Şeyma Betül Çelik, Ministry of National Education, Turkey

Chapter 8
How to Design a Mathematical Learning App Suitable for Children: The Myth of Digital Natives .......................................................................................................................... 160
Elke Höfler, University of Graz, Austria
Gerald Geier, Graz University of Technology, Austria
Claudia Zimmermann, University of Graz, Austria

Chapter 9
Is Digital Age “A Tsunami” for Distance Education? Functional Roles of Scaffolding and Meta-
Communication in Digital Learning Environment ........................................................................ 179
Ugur Demiray, Anadolu University, Turkey

Chapter 10
Learning with Social Media: A Case Study at a Latin American University ......................... 195
Eduardo Adrián Toloza, Universidad Nacional de Catamarca, Argentina
Wolfram Lothar Laaser, Ex-Fern Universität, Hagen, Germany

Chapter 11
Linking Virtual and Real-life Environments: Scrutinizing Ubiquitous Learning Scenarios........ 214
Stephanie Moser, Technical University of Munich, Germany

Chapter 12
Motivational and Ethical Issues in Seamless Learning: Use of Tablet PCs in a Mobile and
Ubiquitous Technology-Enhanced Learning Context ................................................................ 240
Pelin Yüksel, Inonu University, Turkey
Süleyman Nihat Şaş, Inonu University, Turkey
Soner Yıldırım, Middle East Technical University, Turkey

Chapter 13
Social Media in Higher Education: Enriching Graduate Students’ Professional Growth Outside
the Classroom ..................................................................................................................................... 255
Enilda Romero-Hall, University of Tampa, USA
Chapter 14
Social Media Strategies for Seamless Learning: Approaches and Metrics ........................................ 278
  Stefanie Panke, University of North Carolina at Chapel Hill, USA
  Christian Kohls, TH Köln, Germany
  Birgit Gaiser, Helmholtz Gemeinschaft, Germany

Chapter 15
The Adoption of Mobile Devices as Digital Tools for Seamless Learning ........................................ 297
  Gürol Yokuş, Mersin University, Turkey
  Tuğba Yanpar Yelken, Mersin University, Turkey

Chapter 16
Virtual Learning: Videogames and Virtual Reality in Education....................................................... 325
  Martha Burkle, Assiniboine College, Canada
  Michael Magee, Penson Consulting Group, Canada

Compilation of References ................................................................................................................ 345

About the Contributors ...................................................................................................................... 388

Index................................................................................................................................................. 395