# Table of Contents

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

Acknowledgment ..................................................................................................................................xxi

## Section 1

### Conceptual Aspect

**Chapter 1**  
Transforming K-12 Classrooms with Digital Technology: A Look at What Works! .......................... 1  
*Robert J. Leneway, Western Michigan University, USA*

**Chapter 2**  
Blended and Online Learning in Virtual K-12 Schools ................................................................. 25  
*Alex Kumi-Yeboah, Dalton State College, USA*

**Chapter 3**  
Fostering Collaboration and Digital Literacy with Mobile Technology ........................................... 43  
*Michael S. Mills, University of Central Arkansas, USA*

**Chapter 4**  
GBL as PBL: Guidelines for Game-Based Learning in the Classroom and Informal Science  
Centers ............................................................................................................................................. 58  
*Brad Hoge, University of Houston – Downtown, USA*

**Chapter 5**  
Finding and Evaluating Great Educational Games ............................................................................ 83  
*Elisa Gopin, Lifelong Learner, Israel*

**Chapter 6**  
Electronic Performance Support System (EPSS) Tools to Support Teachers and Students .......... 98  
*Katherine Mitchem, California University of Pennsylvania, USA*  
*Gail Fitzgerald, University of Missouri, USA*  
*Kevin Koury, California University of Pennsylvania, USA*
Chapter 7
Apple's iBooks Author: Potential, Pedagogical Meanings, and Implementation Challenges .......... 119

Jackie HeeYoung Kim, Armstrong Atlantic State University, USA

Chapter 8
STEM in Early Childhood Education: We Talk the Talk, But Do We Walk the Walk? ....................... 140

Alper Tolga Kumtepe, Anadolu University, Turkey
Evrim Genc-Kumtepe, Anadolu University, Turkey

Section 2
Practical Aspect

Chapter 9
Integrating Computing Across the Curriculum: Incorporating Technology into STEM Education ................................................................. 165

Alia Carter, University of Alabama – Birmingham, USA
Shelia R. Cotten, Michigan State University, USA
Philip Gibson, University of Alabama – Birmingham, USA
LaToya J. O’Neal, University of Alabama – Birmingham, USA
Zachary Simoni, University of Alabama – Birmingham, USA
Kristi Stringer, University of Alabama – Birmingham, USA
Leticia S. Watkins, University of Alabama – Birmingham, USA

Chapter 10
Digital Play: The Use of Creative Technologies in the Early Years .................................................... 193

Jennifer Howell, Curtin University, Australia
Susan McDonald, Curtin University, Australia

Chapter 11
Integrating the Arts into Early Childhood Teacher Education Through Technology: A Puppetry Arts Project .......................................................................................................................... 208

Kevin Hsieh, Georgia State University, USA
Melanie Davenport, Georgia State University, USA

Chapter 12
Young People in a Gallery with a Digital Camera: Communicating Ideas, Inquiry, and Curiosity ... 219

Narelle Lemon, La Trobe University, Australia

Chapter 13
Designing an Online Interactive Learning Program to Improve Chinese Migrant Children’s Internet Skills: A Case Study at Hangzhou Minzhu Experimental School ......................................................... 249

Yan Li, Zhejiang University, China
Niki Y. Guo, Zhejiang University, China
Maria Ranieri, University of Florence, Italy