Index

A
Action Research 46, 62, 63, 69, 70, 72, 73
Anglo-Saxon tradition 204
argument construction 6, 9, 10, 14
Artificial intelligence technology 5
artificial robotic people 137

B
Betty’s Brain 136
Biola University. Podcasting 57
blended learning scenarios 29
Blog 46, 54, 55, 56, 57, 58, 59, 64, 65,
66, 68, 69, 70, 71, 73, 74
blogosphere 55
Blogroll 59
boundary-like nature 139, 158
boundary-like state 133, 134, 138, 139,
140, 157, 161
boundary object 134, 143

C
CAS bibliographic information 104
Case-based Learning 99
Catch You not Me effect 156
centralized project file storage 101
CGU’s Board of Trustees 47
Claremont Consortium 49
Claremont Conversation
46, 47, 69, 71, 72, 74
Claremont Conversation Online (CCO) 69
Claremont Graduate University (CGU) 46, 47
classification 117
Cognitive Infrastructure 169
cognitive modeling 5
Cognitive Skills 133
Cognitive Tutors 135, 136, 164
Collaboration Technologies 1, 24
collaborative authoring systems (CAS) 100,
102
collaborative discourse 5
collaborative exploration 2
collaborative knowledge construction 25, 26,
27, 28, 30, 33, 34, 36, 41, 42
collaborative learning 3, 6, 8, 14, 17, 20,
21, 22, 23, 25, 28, 31, 32, 33, 43,
166, 169, 183, 184, 185
communication channels 50, 52
Communities of Practice 86, 98
community blog 57, 63
Community-Centered Development (CCD) 54
Complex problems 27
computer agent displays 153
Computer-based Instruction 133
computer labs 49
computer-mediated communication 2, 51, 85,
114, 117, 123, 127, 186, 199, 201
computer-mediated Communication System
113
computer network 49
Computer supported collaborative learning
(CSCL) 202, 210, 218
Computer tutors 135
cognitive modeling 5
Conflict oriented negotiation 188
Consensus-oriented integration 188
constructivism 25, 31, 44, 186, 188
Constructivism, Objectivism 186
constructivist objective 191
content management system (CMS) 102
Conversational Framework 104
Corrosion Investigator 2, 6, 7, 8, 9, 10, 11, 12, 13, 14
course evaluation 25, 33
cross-cultural exchange 121
culture, socio-cultural system of e-learning 202

D
Design Principles 169, 173
Design Research 46, 80
diagnostic stage 53
digital resources 121
Diplom 105, 106, 108
Discussions boards 118
distance learning programmes 87
Distributed Learning 99
Distributed Scaffolding 169, 172
dual task demand 153

E
e-collaboration 186, 188, 189, 190, 191, 196
e-collaborative 86, 96
e-collaborative network 191
Educational Technology
1, 16, 19, 22, 24, 133
educational technology implementation 25
E-learning 186, 194, 196, 200
e-learning practices 115
electronic workspaces 5
Elicitation 188
ELZA 139, 166
e-mail 35, 37, 42, 101, 103
emotional connection 50, 62, 68, 74
emotion-sensing technology 138
Enterprise 2.0 47, 48, 79
environment and communication 51
Epistemological Infrastructure 169
e-Portfolio 72
ePortfolio 31, 32, 35, 36, 37, 38, 39, 40, 42
ePortfolios 32
European government initiatives 86
Experimental Research 133
Explicit knowledge 87
Extensible Markup Language (XML) 100, 109
external accountability thermometers 30
External First effect 156

F
face-to-face collaboration 2, 10
feedback 5, 6, 8, 11, 13, 14
Flash support integration 12
folksonomy 56
FOM students 100
FOM University of Applied Science 100
frequently-asked-questions (FAQ) 93

G
GBS environment 6
general calculation errors 155
Goal-based Learning 1, 24
goal-based scenario (GBS) 6
Google Adwords 95
group success 3
Group work 190
Guiding Learners 27, 33, 39

H
HelpCasts 61
Human-Computer Interaction 113, 166, 167
human-likeness 141, 142
human mimicry 133, 137, 138, 141, 142, 143, 161
Humanoid robots 136
Humanoids 137
Human Recourses Development 208
human-robot interaction 138

I
ICT4T course 26, 33, 36, 38, 40, 41, 43, 44
ICT4T learning environment 35, 36
ICT-based learning 34, 44
imitating human movements 142
importance of culture 187, 194
import function 107, 109
increased accuracy 154
individual accountability 3, 9
Index

Individualism-Collectivism 192
individualist cultures 206
individualistic learning 3
information and communication technology 202
information and communication technology Moodle 25
information concepts 187
information culture 207, 213, 217
information delivery 187
ingroup members 4
instructional approaches 25, 27
Instructional Design 169, 171
integration and fulfillment of needs (IF) 62
Intellectual capital 86
Intellectual Community 46
Intelligent Agents 129, 130
intelligent responsiveness 145
Interactive whiteboard 120
Interactivity 89
intergroup 106
intergroup differential expertise 106
International Standards Organization (ISO) 28
Internet Relay Chats (IRC) 115
intersubjective level 51, 57
Intervention 66, 67, 68, 70, 71, 72, 74

J

Javascript 12
JavaScript 12, 13

K

Knowledge Building 169
knowledge construction 1, 2, 5, 6, 8, 12, 13, 14, 21, 85, 86, 90, 93, 95, 96, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 199, 200
Knowledge construction 186, 188
knowledge creation 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 181, 182, 185, 186, 187, 188, 189
knowledge economy 85, 86
Knowledge Forum 5
knowledge management 85, 86, 87, 97, 113
knowledge production 214
knowledge transmission 187
knowledge worker 86

L

Late-Gain effect 155, 157
learning atmospheres 115
learning-by-doing 1, 2, 3, 5, 6, 12, 14
Learning-by-doing 1, 12, 13, 24
learning-by-doing environments 2, 12, 14
learning courses 10
Learning, E-collaboration 186
learning environment 1, 2, 5, 6, 11, 12, 13, 19, 135, 136, 137, 139, 141, 143, 149, 157, 158, 159, 161
learning group 101, 105, 109
learning process 113, 114, 116, 117, 123, 124, 126, 127, 128
learning processes 25, 26, 27, 28, 29, 30, 31, 32, 33, 35, 37, 40, 41, 42
learning theories 86
lurkers 65, 79, 80

M

MBA blog 48
Media Richness Theory 50
membership (M) 62
memory level 153
mental experimentation 159
mental models 4, 15, 19, 20, 22
Microsoft WORD 101
Mikogo desktop sharing tool 35, 36
Mindmeister 38, 40
Mobile gaming devices 145
model of social presence 51
Models of implementation 86
Moodle chat 31
Moodle forum 31, 35, 38
Moodle glossary 32
Moodle wiki 32, 37
Most Active Blogs 58, 70
movements in real-time 140, 146
Multiple perspectives 27
Multi-User Domain (MUD) 139, 140
mutual interdependencies 47
Index

N

natural language conversation 141
Natural science research 53
New University 48
non human-like features 142
non-verbal cues 119, 128

O

online community 46, 48, 49, 50, 51, 52, 55, 63, 65, 66, 68, 73, 74, 79
online course 25, 26, 33, 38, 40, 41, 42
online media 117
Online Users 36
OpenOffice.org 101, 103, 107, 108
organisational hierarchy 86
outgroup members 4

P

PAP (Pre-At-Post) model 93
Pedagogical approach 177, 179
Pedagogical Infrastructure 169, 174, 175
pedagogic shift 86
Pedagogy 169
performance of learners 29
Peripheral whiteboard 120
Person/Machine Interaction 133
physically real 134
pipe corrosion 1, 14
plagiarism 99, 108, 110
Plug-in based tools 12
Podcast 46, 56, 76
Post-Traumatic Stress Disorder (PTSD) 139
Pre-loading 93
Problem-based learning 2, 5, 10, 15
Problem-based Learning 1, 17, 18, 19, 22, 23
professional experience 87
Programmed Instruction 135, 165
Programme Plan 88
project cost 7
ProJo 149, 150, 154, 155, 156, 157, 158, 159

R

rational utility-maximizers 115
real learning 121
relational database management system (RD-BMS) 102
Remembrance Week 66, 67, 68, 70
ResearchCasts 56, 58
residential-institution 48
rich site summary (RSS) 56
robotic animal 143, 157

S

Scaffolding 169, 172, 183
School of Information Systems and Technology (SISAT) 46, 47
SCL data 148
Second Life 14
self-direction 29
self-other treatment 150, 151, 153, 154, 155, 156, 157
semantic web 193
Sense of Community 46, 49, 50, 62
sense of purpose (SP) 62
Shareable Content Object Reference Model (SCORM)-format 32
shared emotional connection (SC) 62
Sidney Pressey’s Testing and Teaching Machine 135
single document 101, 102, 106
single technology medium 194
SISAT community 53, 65, 66, 68, 69, 71
SISATSpace 54, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 82
situatied instruction 27
skin conductance level (SCL) 148
Skype 121, 132
Slow-Error effect 155, 157
social behaviors 14
social-cultural system 212
Social Facilitation theory 53
Social identity 52, 76
Social Infrastructure 169
social interaction 27, 28, 29, 41, 85, 134, 135, 136, 137, 139, 140, 142, 143, 146, 160
Social interaction 85, 140
socialisation structures 206
Social Learning Software Lab (SL2) 47
Index

socially explicit features 143
socially relevant action 148, 158
Social Networks 46, 82
Social norms 52
social patterns of interaction 135
social presence 48, 50, 51, 56, 57, 58, 61, 64, 65, 69, 74, 75, 77, 78, 79
social relationships 48, 51, 52, 76, 135, 158
social response 133, 134, 135, 140, 142, 161
Social scripts 28
social technologies 46, 54, 55, 63, 65
Social Web 113
Socio-Cultural Paradigm 169
socio-economic changes 85
socio-technical model 54
SSCI elements 62, 68, 71
Student Appreciation Week 66, 67, 70
StudentCasts 56, 58, 67, 72
subculture 207, 208
support processes 26, 27, 29, 38, 42

T

task-related models 4
TBO partnership 159
team interaction models 4
Technological Boundary Objects (TBO) 133, 134
Technology-Enhanced Learning 169
Telephone 101
therapeutic stage 53
Turing Test 141, 162, 163
tutors 26, 31, 33, 34, 35, 36, 37, 38, 40, 41

U

Uncertainty Avoidance 192
University of Applied Sciences of Economics and Management in Essen (FOM) 99
User Blog 57, 59
User Blogs 56, 57, 59, 64

V

virtual classrooms 140
virtual communities
202, 203, 209, 210, 214, 215
Virtual Communities of Practice (VCPs) 114
virtual community 202, 203, 218
Virtual education 113, 114
virtual environments (VE) 1, 2, 9, 14, 146
Virtual learning 121, 130, 131, 133
virtual learning-by-doing environment 1, 14
Virtual Learning Community 113
virtual learning environment 25, 113, 114, 115, 120, 121, 123, 127
Virtual Learning Environments (VLEs) 25, 27, 31, 33, 39, 40, 42, 43, 44
virtually real 134
VLE Moodle 25, 26, 33, 34
voice interaction 121

W

WBL programme 90, 93
WBL programmes 87
Web 2.0 46, 47, 48, 49, 55, 57, 72, 46, 113
Web 2.0, 46, 47
Web 2.0 technologies 203, 211
Web 2.0 technology 46, 48, 49
web based asynchronous CAS 100
web-based content management system (WCMS) 102
Web-based education 169
Web-Based Learning 1, 24
Web-Based Learning Portfolio (WBLP) 30
web-based technologies 116
web-based videoconferencing (WVC) 85, 86
whiteboard 119, 120, 121
Wiki technology 55
wikiwiki 55
WordPress MU 57, 72
Work based learning 85
Work-based learning (WBL) 85
workload measurement 109
WVC system 91, 94

X

XML format 56
XSLT technology 102