Index

Symbols
3D immersive simulations 132
13th Generation 329

A
academic knowledge 104
academic research projects 103
accessible learning environments 188
Accreditation Board for Engineering and Technology (ABET) 229
administrative practices 307
Advanced Cardiac Life Support (ACLS) 148
advanced technologies 132
allied health professions 115
ALTC (The Australian Learning and Teaching Council) 292
American Association of State Colleges and Universities (AASCU) 327, 328, 337, 341
American Association of University Professors (AAUP) 79, 83
American Library Association (ALA) 74
Americans with Disabilities Act (ADA) 189, 194
archaeologists 52, 53
artificially intelligent (AI) 202, 210
assessment and evaluation 222, 223, 233, 235
assessment situations 223
assessment system 231, 232, 233
assessment technologies 222, 233
assistive technology 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200
Association for Educational Communications and Technology (AECT) 313, 322, 335, 337
Association of American Universities (AAU) 79
attention deficit disorders 191
attitudinal barriers 191
augmented environments/simulations 165, 166
Australian Academic Research Network (AAR-Net) 292, 294, 304
authentic simulation 155

B
backfill 241, 242, 243
best practices 143, 146, 152, 154, 326, 327, 336
biological revolution 103
brain-based-devices (BBDs) 211, 216
budget allocations 241, 307, 308
budgetary decisions 6
budget reductions 326
bug in the ear 121, 131
bug in the eye 121, 131

C
case-based learning models 132
case-based methods 134
Children’s Internet Protection Act (CIPA) 333
classroom 2.0 180
classroom assessment 222, 224, 225, 234
classroom instruction 139
classroom learning 201, 215, 216
classroom management 239
clickers 227, 228, 229
clinical education 132, 133, 134, 137, 138, 139, 140
Clinical Education and Training (CET) 142
clinical service environment 117
clinical services 117
clinical training 133, 134
clinician-patient communication 216
cognitive neuroscience 286
collaborative and cultural learning 270
collaborative learning 268, 269, 270, 271, 272, 273, 275, 276, 277
collective intelligence 177, 187
college instructors 42, 43, 44, 46, 47, 51, 54
communication evaluation 202
communication media 160
communication technology 114, 115, 118, 127
communicative impairments 211
communities of practice 268, 270, 272, 275
computer adaptive tests (CAT) 224, 225
computer assisted instruction (CAI) 228
computer-based education 280
Computer Information Science (CIS) 239
computer literacy 316
computer mediated communication (CMC) 176, 177, 257, 258
computer programs 74
Concerns-Based Adoption Model (CBAM) 241
constructivist epistemology 114, 125
constructivist leanings 49
constructivist learning environments 315
continuing medical education (CME) 143, 145, 147, 150, 151, 155, 159
conventional education 25
conventional education model 174, 175
copyright law 73, 74, 76, 77, 78, 79, 80, 83
copyright-protected materials 74
copyright protection 74
course management systems (CMS) 310, 311
critical democratic citizenship 267, 268
critical support services 188
cultural learning 270, 272, 275
cyberspaces 74

D
data management 318
data resources 239
day-to-day computing tasks 90
definitive learning objectives 267
democratic education 257, 258
deoxyribonucleic acid (DNA) 105, 106
design buddies 52
desktop computing 86
digital age 31, 33, 34, 41
digital audio recorders 31
digital campus 254
digital communication 30, 31, 36
digital divide 308, 316, 321, 323
digital humans 286
digital immigrants 31, 40, 151
digital media 176, 178, 179, 183, 310
Digital Millennium Copyright Act (DMCA) 75
digital natives 30, 31, 32, 33, 38, 39, 329, 340, 341
digital recreation 30
digital resources 310
digital technologies 307, 308, 310, 311, 317
direct neural manipulation (DNM) 287, 290
disability service providers 188, 191, 196
disability services 188, 192, 195, 196, 197
discussion boards 46, 47
disruptive innovation 174, 175, 176, 179, 181, 182, 183, 184
distance education 60, 70, 294, 295, 298, 304, 306
distance education technologies 60
distance learning 79, 81, 84, 93, 95, 96, 236
distributed problem solving (DPS) 284, 290
diversity issues 30
Documenting Effective Educational Practice (DEEP) 231
DVN (digital video network) 296
Dystopianism 7

E
ECAR (Educause Center for Applied Research) 153, 156, 158
economic development 103, 104, 109
educational technologies 58, 59, 65, 66, 144, 147, 155, 267, 268, 272, 273, 275, 326, 332, 334, 335
Educational Testing Services (ETS) 34, 39
educational texts 260
education technology 8
EDUCAUSE National Learning Infrastructure Initiative (NLII) 61, 69
EDUCAUSE’s Center for Applied Research (ECAR) 33, 34, 35, 39, 40
e-learning 13, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 44, 48, 188, 189
electromyographic (EMG) 213
electronic communication 118, 122, 124, 126, 127, 131
electronic medical records 143, 150, 154, 155
electronic services 238
electronic text-based communication technologies 119
Elluminate 282
Index

e-mail systems  96
emergency medical services (EMS)  148
emerging technologies  326, 335
enterprise resource planning (ERP)  236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 311, 316
entrepreneurial activities  102, 103
entrepreneurship  100, 101, 102, 103, 104, 105, 106, 327
Environmental Detectives  166, 171
environments of participation  178
ERP budget  242, 243
ethical dilemmas  114
evaluation activities  223
evaluation judgments  223
experiential learning  134
explicit knowledge  318
extensible markup language (XML)  62

F
face-to-face  177
face-to-face classes  43, 51, 52
face-to-face group sessions  61
face-to-face individual supervision  122
face-to-face instruction  147, 150, 152
face-to-face learning  147
face-to-face model  118
face-to-face supervision  119, 120, 121, 122, 123, 124, 126, 127, 128
face-to-face teaching  48, 51, 52, 54
faculty members  2
falling budgets  123, 128
Family Educational Rights and Privacy Act (FERPA)  80, 81, 83, 85, 333
feedback  223, 224, 225, 226, 228, 229
field-based learning  165, 166
financial barriers  114
formative assessment  224, 226, 228, 229, 233, 235
franchise arrangements  25
full-time equivalent (FTE)  94
future technologies  279

G
geographical proximities  103
global crisis  133
globalization  14, 15, 26, 326, 327
golden age  103
Google  50
governmental funding  26
grant funding  306
graphic designers  60
group collaboration  177, 183

H
hands on labs  61
health care  2
healthcare education programs  133, 134
healthcare professionals  132, 133, 134, 135, 137, 138, 139, 140
health care providers  115
Health Insurance Portability and Accountability Act  124
health professions  133, 134
higher education  117, 118, 123, 128
higher education classrooms  160, 170
higher education institutions (HEI)  15, 17, 18, 20, 21, 25, 26, 174, 175, 177, 182, 183, 236, 292, 295, 307
higher education organizations  2, 3
higher education programs  132, 133, 134
higher education systems  326, 336
human communication  118
human computer interaction (HCI)  214
human issues  4
human learning  269, 270, 279, 288
human rights  268, 273
hypertext  257, 258, 261, 266

I
immersive presence  179
inclusive learning environment 188, 197
individual learners 273
Individuals with Disabilities Education Improvement Act (IDEIA) 191, 199
information and communication technologies (ICT) 13, 14, 15, 16, 17, 18, 19, 20, 26, 27, 28, 29, 31, 34, 35, 36, 37, 39, 41, 177
information management systems 310
Information Technology Departments (ITD) 297, 298, 300
information technology (IT) 176, 182, 185, 186, 187, 188, 189, 194, 197, 240, 241, 243, 244, 246, 248, 250, 308, 310, 311, 312, 315, 316, 320, 321, 322
infrastructure planning models 92, 97
innovation 326, 329, 331, 332, 334, 337, 340
innovative pedagogy 132, 139
inquiry-based learning 134, 142
instant messaging 31, 33, 34, 35
institutional policies 72
institutional priorities 307, 308
instructional designers 60, 66, 137, 162
instructional development 312, 313, 314
instructional technology 310, 311, 312, 313, 314, 315, 322, 323, 324, 337, 338
instructional technology centers 310
integrated system 238, 239, 244
intellectual energy 101
intellectual property rights 320
interactive learning environment 125
international support 103
interpersonal communication skills 201, 215
interregnum 176
Item Response Theory (IRT) 224, 225
IT environments 89
IT investments 89
IT services 176, 182, 187

J
jobs creation 102

K
knowledge creation 18, 27
knowledge economy 332
knowledge transfer 273, 275

L
lack of awareness 191
learner-content interaction 163, 256, 257
learner interactions 160, 170
learner-learner interaction 256
learning disabilities 189, 191, 198, 199
learning management systems (LMS) 33, 34, 48, 50
learning outcomes 4, 6
learning technologies 13, 18
learning tools 160, 163, 164, 169, 188, 192
library media specialists 60
life expectancy 2
literary texts 260
literary theory 255
local businesses 2

M
MA program 22, 24, 26
Me2U 183
media comparison studies 139
medical education 143, 148, 149, 150, 154, 155, 157, 158, 159
medical educators 145, 157
medical industry 143, 144, 145, 146, 147, 151, 152, 153, 154, 155
medical information 155
medical simulation development 155
mental health professionals (MPHs) 114, 115, 116, 117, 118, 119, 122, 123, 124, 125, 126, 127, 128, 131
mental health professions 115, 117, 128
mental health services 115, 117, 118, 123, 124, 127, 131
mental health system 123
mental models 134, 135, 141
MERLOT (Multimedia Educational Resource for Learning and Online Teaching) 178
message passing 204
MHP-in-training 117
micro-managing 102
middleware 89
public management 26
public service 101, 102, 105, 109

Q
quality vs. quantity 328

R
R&D culture 103
R&D funding 103
R&D innovations 101
R&D investment 101
readerly texts 253, 260, 266
reality shock 43
reform 132, 133, 134, 137, 139, 140, 142
repair costs 5
research expenditures 102
research facilities 102
resource allocations 241
resource-sharing tools 175
respiratory care 146, 147, 148, 151, 154, 156, 159
respiratory care educators 147
rich media 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304
rich media technologies 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304
rich picture diagram (RPD) 21
rituals of verification 274, 275
role conflict 43
role-playing 201, 215, 216
Rosetta Stone 53
RSS feed 162

S
scalability 291, 292, 300, 301, 302, 304
school architecture 91
scientific innovation 308
Second Life 282
second order questions 1, 2, 4, 6, 8
see one, do one 149
see one, do one, teach one 149
self-assessment 117
self-awareness 119
self-directed learning opportunities 161
self-efficacy 116, 119
self-management 14
self-reflection 119
service-level agreements (SLA) 88
shifting student demographics 307, 308
simulations 223, 228
SKYPE 282
social action 269, 273
social entrepreneurship 327
social justice 273
social knowledge 273
social media 175, 177, 178, 179, 182, 187
social networking 132, 138, 142, 174, 175, 180, 182, 183, 187, 326, 329, 333
social networking platforms 182, 183
social networking sites 31, 33, 34, 36
social networking tools 132, 142
social science 162
social stigma 189
social structures 269, 270
social worlds 269
socio-pedagogic affordances 177, 179
soft systems methodology (SSM) 13, 15, 21
software licensing 86, 90
SOLO (Structure of the Observed Learning Outcome) 227
sound recordings 74
speech synthesis 204
stakeholders 1, 2, 4, 7, 10
state assisted 327
state supported 327
strategic planning 1, 6, 9, 86, 87, 88, 89, 91, 92, 93, 98
student centeredness 267
student-centered pedagogy 134
student learning 91, 267, 275
student recreation facilities 102
student-to-student exchanges 256
subcontractor activity 102
supervision at-a-distance 114, 118, 121, 124
sustainability 291, 292, 300, 301, 302, 304
sustaining innovation 174, 175, 176, 177, 181
synchronous communications technologies 291, 306
synchronous online learning environments (SOLE) 282, 283, 289
synchronous technologies 294
systemic approach 315
system interaction 214

T

tablet computers 63, 64
teacher-centered pedagogy 134
TeacherTube 51
Teaching and Learning Centre (TLC) 297, 298
teaching and learning environments 333, 336
teaching assistants 60
Teaching, Learning, and Technology Roundtable (TLTR) 93, 95, 98
team approach 314, 315
Technical and Further Education, South Australia (TAFE SA) 299, 301, 302, 306
technological development 2, 10, 14, 16
technological expertise 101
technological integration 326
technological knowledge 31, 32
technological needs 90
Technological Pedagogical and Content Knowledge (TPACK) 59, 68, 70, 71
technological societies 31, 32, 35, 40, 41
technological tools 222
technology advances 237
technology-based medium 125
Technology Education and Harmonization (TEACH) Act 74, 75, 76, 77, 78, 79, 82, 83, 84, 85
technology enhanced education 153
Technology Fellowship Program (TFP) 61, 62, 63, 64, 67, 68
technology in education 267, 268, 269, 276, 277
technology infrastructures 87, 88, 89, 90, 91, 92, 93, 95, 96, 97, 98, 99
technology integration 30, 35, 36, 38, 143, 144, 146, 148, 149, 152, 153, 155, 330, 331, 333, 334, 337, 339, 342
technology mediated innovations 149
technology-mediated supervision 114
technology planning 6
technology platforms 114
technology skills 32, 35
technosavvy 155
telemedicine 115, 128, 129, 130
telenursing 152
tele supervision 122
Texas A&M University-Corpus Christi (TAMUCC) 86, 87, 91, 93, 94, 95, 96
text-based communication 118, 119, 131
text-based electronic communication 118, 126, 127
text messaging 31, 33, 35, 36, 41
theory of disruptive innovations 174
top-down 267
top-level support 13
traditions 179
triple helix 103, 112
tuition revenue 5
two-way communication 121

U

universal design 188, 189, 193, 194, 195, 196, 197, 198
Universal Design for Instruction (UDI) 193
Universal Design for Learning (UDL) 193
universally designed instruction 188
university administrations 103
university administrators 1, 2
university-level courses 58, 59
University of California at Davis (UCD) 89, 90, 96
University of Southern California’s Institute for Creative Technologies (USC/ICT) 203, 205
urban development 268
U.S. Copyright Office 74
U.S. Department of Education 60
U.S. Medical Licensing Examination (USMLE) 202, 215
Utopianism 7

V

viability 291, 292, 299, 300, 301, 304
video cameras 31
videoconferencing 195
video conferencing (VC) 115, 121, 122, 124, 127, 129, 130
video producers 60
virtual clients 122
virtual environment 204, 212, 221
virtual human agents 201, 202, 220
Virtual Human Agent technology 217
virtual humans (VH) 201, 202, 203, 204, 207, 208, 210, 211, 212, 216, 220
virtual human systems 202, 203
virtual learning environments (VLE) 22, 24
virtual patient 207, 208, 215
virtual reality 207, 212, 217, 228
virtual reality environments 115
virtual reality patients 217
Virtual Standardized Patients (VSPs) 201, 202, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216
virtual world 282, 284, 290
visual media 194
VSP interface system 201, 211, 214
VSP platform 201

W
Web 2.0 50, 57, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 311, 332, 333, 339, 340, 341
Web 2.0 technologies 175, 176, 177, 178, 179, 183

web accessibility 188
Web Accessibility Initiative 194, 195
web-based groups 115, 118, 123, 125, 127
web-based learning 281, 284, 288
web-based learning systems 122
web-based supervision 115, 119, 120, 124, 126
web-based textual communication 125
WebCT 47, 48
Web design 48
wireless handheld devices (WHDs) 165, 173
world wide web (WWW) 15, 73
writerly/readerly opposition 253
writerly/readerly texts 253
writerly text 253, 259, 260, 262, 263, 266

X
X-ers 329, 341

Y
YouTube 51