Index

A
aboriginal education 233
action learning conversations (ALCs) 231
active learning environments 285
adult learners 225, 226, 228, 229, 230, 231, 235, 237
adult-learning principles 225, 227, 228, 229, 230, 235
affective tutoring systems (ATS) 134, 135, 136, 142, 144, 145, 146
ambient learning environments 109
andragogical principles 231
anytime/anywhere 266
application software education 212
archaeological imagination 100
archaeological prospecting 101
archaeologists 100
architectural educators 104
artificial grammar 36
artificial tutors 139
Assessment & Learning in Practice Settings (ALPS) 242
asynchronous 229
audiovisual quality 210
augmented reality (AR) 118, 119
autodidaxy 231
blended learning environments 138
blended learning model 225, 227, 228, 230, 232, 233, 234, 235
blended learning professional development model 227, 228, 229, 233, 234
blended learning scenario 233
blended learning systems 138
blogging 229
blog posts 313
Bluetooth 61, 203
British Educational Research Association (BERA) 241, 245, 246, 249

B
barcodes 120
battery life 154
Bay Area Video Coalition (BAVC) 311, 317
biological information 114
birding 1, 2, 4, 5, 10
bird watching 59

C
camera phones 16, 312, 315, 316
Cascading Style Sheets (CSS) 157
cell phones 195, 196
Centre for Excellence in Teaching and Learning (CETL) 242
Centre for Teaching and Learning Innovation (CTLI) 291
characters per line (cpl) 203
choreographic learning 263
Choreo:pod 252, 253, 254, 262
chronic teacher shortages 226
classroom activities 185
classroom-based techniques 225, 226
Index

classroom education 240
cognitive trails 1, 2, 8, 9, 11, 12
collaboration 283, 284, 286, 287, 288, 293, 295, 300, 301, 308, 310, 315, 316
collaborative game playing 130
collaborative learning environment 297
collaborative learning systems 195, 197, 198, 199, 200, 201, 209
collaborative practices 254
communication 308, 309, 310, 311, 312, 315, 316, 317
communication skills 308, 309, 310, 311, 315, 316
Community of Practice (COP) 288, 290, 291, 299
computer assisted learning (CAL) 16
computer games 117, 118, 120
computer-supported collaborative learning (CSCL) 56, 57, 60, 66, 68, 109, 110, 116
computer supported cooperative work (CSCW) 109
computer supported ubiquitous learning (CSUL) 115
computing skills 212, 213, 214, 215, 217, 219, 220
customer generated media (CGM) 113
contextual models 30
cooperative learning 229, 231
COP model 291
corporate America 313
corporate learning 69, 71
cost efficiency 227, 233, 234, 235
cross-cultural awareness 308, 309, 311, 316, 317
cross-cultural negotiation 315
Cultural communities 310
cultural psychology 98

dance 252, 253, 254, 255, 256, 261, 263
dance performance 252, 254, 256, 263
database access 75
database management system (DBMS) 212, 215, 216, 217, 218
Department of Education 226, 227, 237
development cycles 191
digital literacies 252, 253, 259, 260
digital media 308, 310, 311, 316
digital natives 266, 270, 277, 278
digital storytelling 311
digital technologies 252, 253, 254
digital video 254
disaster relief 1, 2, 4, 5, 6, 7
disaster relief workers 7
distance-learning environments 110
diversity 313, 314, 315
Document Object Model (DOM) 157
dot density 101
dynamic decision networks (DDN) 140

E
educational science 57
educational settings 118
Einstein, Albert 147
e-learner 229
e-learning 16, 17, 18, 19, 20, 21, 26, 60, 152, 154, 157, 158, 167, 196, 200, 211, 213, 214, 219, 220, 223
e-learning systems 284
electrical resistance 100
electronic diaries 30
electronic engineering students 153
Electronic Games for Education in Math and Science (EGEMS) 140
Electronic Portfolio 259
Elliott, T.S. 23
embedded computing devices 109
end-users 197
engineering 153
e-portfolios 181, 290, 295
e-professional development 225, 227, 228, 229, 230, 231, 232, 235
e-retail 69, 71, 72, 79, 80, 81
ethical challenges 240, 241, 248
ethical issues 240, 243, 244, 247, 248
everyday technologies 263
extensible markup language (XML) 61, 62
Index

**F**
Facebook 4
face-to-face 214, 215, 216, 217, 219, 226, 232, 233
face-to-face activities 58
face-to-face classes 216, 217
face to face interaction 233
face to face learning 233
face-to-face lectures 214
face-to-face teaching 219
facial expressions 134, 135, 140, 141, 142, 143, 145, 146
feasibility 248
formal learning 181, 184, 268
fully online courses 214

**G**
games consoles 16
geographical topology 127
global contexts 310
globally-distributed students 310
global positioning systems (GPS) 34, 35, 43, 59, 94, 97, 112, 118, 119, 122, 123, 126, 127
Google 23
graphing calculators 16, 18
group collaboration 119, 129
group learning 158

**H**
handheld computers 16
Handheld Learning Resource (HandLeR) 152, 153, 154
higher education (HE) 119, 183, 240
historical perspectives 1
human cognition 147
human-computer interaction (HCI) 130, 195, 196, 197, 201, 209, 210, 211
human possibilities 246
human resources 225, 226, 227, 232
human-technology interactions 186
human tutoring 134, 139, 149, 150
human tutors 134, 135, 138, 139, 142, 143, 144, 145, 146, 149

**I**
ICT skills 243
ICT skills development 243
immersive jostling 105
immigrant community 313
incentive programs 227
informal learning 181, 184, 240, 266, 267, 268, 269, 270, 272, 274, 277, 278, 280
informal learning practices 266, 269, 274
information and communication technology (ICT) 243, 250, 309, 310, 318
information technology (IT) 311
information transmission 266, 272, 279
innovatory sites 311
instant messaging (IM) 288, 291, 293, 298, 299, 301
institutional support structures 4
integrated technology 270
intelligent tutoring systems (ITS) 134, 135, 138, 139, 140, 141, 149
interactivity 266, 267
intercultural communication 308, 310, 315
intercultural competencies 308, 309, 310, 311, 315, 316
international community 313
International Education and Resource Network (iEARN) 310
iPad 210, 256, 263
iPhone 253, 256, 263
iPod 22, 24, 252, 253, 254, 255, 256, 257, 258, 262, 263, 264, 265

**J**
Java 30, 37, 48, 49, 50, 51, 55, 61, 75, 157
Jolie, Angelina 147
just-in-case (JIC) 73, 79, 80
just-in-time (JIT) 73, 79, 80

**K**
knowledge awareness (KA) 110, 111
knowledge construction 266, 279
knowledge creation 272, 273

**L**
language learning 209, 210
Language-learning Outside the Classroom with Handhelds (LOCH) 111, 112, 116
learner-centered approaches 208
learner control 231
learner-generated content 281, 282
learner model layer 30
learning activities 93, 95, 96, 97, 98, 99, 101, 102, 103, 268
Learning and Skills Development Agency (LSDA) 156
learning and teaching technology 252
learning contexts 28, 29, 30, 31, 32, 33, 34, 35, 38, 46, 47, 48, 51, 52
learning-enabled buildings 93, 94
learning experiences 71
Learning Management System (LMS) 201, 217, 271, 272, 277, 292
learning objectives 179, 181
learning objects 70
learning objects layer 30
learning opportunity 229, 230
learning styles 29, 31, 32, 33, 43, 44, 46, 48, 53
learning systems 70, 71, 72, 73, 74, 75, 78, 79, 80, 84, 85, 88
legal protections 4
life-long learning 124, 154
location-based content 158
location-based games 117, 118, 119, 121
location-based services 59
location-sensitive devices 97
M
macro-scripts 57, 58, 60
mediating technologies 308, 309, 311
micro-scripts 57
mobile activities 269
Mobile and Context-aware and Adaptive Learning Schedule (mCALS) 30, 51, 52, 55
mobile communication media 308, 316
mobile digital devices 282
MobilED initiative 311
mobile educational games 117
mobile e-learning 16
mobile etiquette (mobiquette) 312
mobile human-computer interaction (mobile-HCI) 178, 196, 197
mobile instant messaging (MIM) 309, 312
mobile learners 105
mobile learning 239, 240, 241, 242, 243, 244, 246, 247, 248, 249, 250, 266, 268, 269, 270, 280
mobile learning (m-learning) applications 29, 30, 31, 32, 33, 34, 35, 37, 43, 48, 52, 55, 60
mobile phone technology 117, 120
mobile storytelling 308
mobile Web 2.0 281, 283, 284, 285, 286, 287, 290, 291, 292, 293, 297, 298, 299, 301, 302
mobility 267, 268, 269, 271
monetary rewards 4
motivation 266, 267, 269, 270, 271, 275, 278
multimedia 252, 261, 263
multimedia presentations 185
multi user virtual environments (MUVE) 146
museum exhibits 185
Myartspace 185, 186, 187, 188, 191, 194
Index

MySpace 4

N
national education policy 212
net generation 274
neuropsychological research 136
neuroradiology 153
Nokia 118, 122
NPC (New Product Commercialisation paper) 298, 301

O
one-finger data entry 210
online chat 315
online classes 212, 213, 215, 217, 218, 219, 220
online collaboration 308
online courses 212, 213, 214, 220
online learning 213, 214, 221, 222
online nexus 312
on-line questionnaire 226
online survey 226
open-book exams 180
Open Services Gateway initiatives (OSGi) 72, 75, 76, 90

P
Pacman 118, 131
palmtops 16
participatory culture 309, 317
PebblePad 259
pedagogical changes 288
pedagogical integration 285, 301
pedagogy 281, 282, 283, 284, 286, 287, 295, 299, 300, 301, 304
pedagogy 2.0 281, 282
peer production 1, 3, 4
performance theorists 97
personal autonomy 231
personal informal learning 266, 267, 280
personal learning environments (PLE) 157
personal media players 16
personal response systems 16, 18
perspective-dependence (PD) 7, 8, 9
pervasive learning systems 70, 71, 72, 73, 74, 75, 78, 79, 80, 84, 88
physical harm 4
physical objects 111, 112, 115
Pocket PC 196, 203
podcasting in education 266, 279
podcasts 266, 267, 268, 270, 272, 274, 275, 276, 277, 278, 280
practice-based activities 228
process control 36
producer/consumer role 309
Product Design 281, 283, 284, 286, 287, 288, 289, 290, 291, 292, 294, 297, 298, 299, 301, 302, 303
profcasting 269
professional development model 225, 227, 228, 229, 230, 231, 232, 233, 234, 235, 237
professional educator 228
psychology 98
pure online courses 212

R
radio-frequency identification (RFID) 34, 35, 73, 108, 109, 111, 112, 113, 114
radio-frequency identification (RFID) tags 34, 35, 109, 111, 112, 113, 114
recommendation layer 30
recommendation mechanisms 30, 49, 50
rural areas 93
rural educators 227, 228, 229, 235
rural professionals 225, 227, 228, 231, 232, 233, 234, 235, 237

S
school-based projects 311
school students 185
science learning 181
Second Life 146
self-directed learning 231
self-documentation 312
self-generated thoughts 214
self management 231
self-organization 5
self-reflection 230, 231, 315
self-regulated students 30
self-regulation 214, 220, 221, 222, 223
sensor networks 114
sequence learning 36
service oriented architectures (SOA) 71, 72, 74, 88, 91
Shakespeare, William 147
short message service (SMS) 312
situated learning 71, 84, 97, 98
skateboarding 1, 2, 4, 5, 10, 12
smartphones 16, 76, 196, 281, 283, 290, 291, 293, 295, 298, 299, 300, 301
social bonds 1, 11
social constructivism 281, 283, 284, 295
social constructivist learning environments 281, 284, 302
social constructivist models 16
social groups 184
social media 309, 317
social networking 266, 270, 309
social networking sites 309
social network sites 4
social organisations 21
social production 1, 3, 10, 12
Social Sciences and Humanities Research Council (SSHRC) 225, 226, 235
social software 281, 284, 288, 304
sociology 32
Sony Walkman 22, 25
stakeholders 185, 187, 188
student-centred learning 281
student learning organizers 36
stumbling upon 93, 100, 105
subjective recontextualisation 105
support vector machines (SVM) 145
synchronous 229

T

tablet computers 153, 154, 155, 196
Tag Added Learning Objects (TANGO) 111, 112
teaching technology 252
technologically-mediated collaboration 316
technology-enhanced learning (TEL) 69, 70, 71, 89, 178
teleconferencing 229
top-down viewpoints 105
tourism 124
traditional classroom education 266, 267, 280
traditional learning settings 180
Tutoring Research Group (TRG) 140

U

ubiquitous learning 267, 280
ubiquitous learning (u-learning) 108, 109, 110, 112, 113, 115, 116
Universal Plug and Play (UPnP) 72, 75, 76, 91
university students 28, 37, 53
user interfaces (UI) 115
user models 30, 31

V

viability 248
videoconferencing 229
video production 311
virtual environments 5
virtual keyboarding 210
virtual machines 75
virtual spaces 22, 267, 269
virtual worlds 119
visual media 252
VLE (virtual learning environment) 16, 283
vocational degree 212
vocational schools 212, 213

W

Web 2.0 229, 259, 260, 266, 281-294, 297, 298, 299, 301, 302, 303, 304, 305
Web 2.0 technologies 229, 260, 266
web-based environment 259
web-based self-regulated learning (web-based SRL) 212, 213, 217, 218, 220
Web based tools 281
Web browsers 127
webcams 229
webcasts 226
Index

web-enabled SRL  212, 213, 219, 220  
webfolio  259, 261  
Web services  70, 71, 72, 75, 76, 80, 81, 82, 84,  
  85, 86, 88, 90, 91  
Wi-Fi  61  
Wikipedia  3, 5, 6, 7, 23, 24  
wikis  229, 232  
wildfire activities  1, 2, 4, 5, 6, 7, 11  
Windows  16, 20, 158, 160  
wireless local area network (WLAN)  35, 127  
Wireless Mobile Devices (WMDs)  282, 286,  
  297, 301, 302, 306  
wireless technologies  182  
workflows  58, 59, 60  
work-integrated learning  72

Y

Y generation  266, 267, 274, 277, 278  
youth media organisations  311  
youth media production  311  
YouTube  4