Index

A
animation 177, 179, 181, 189
Application Programming Interface (API) 106
Assessing Communication Skills 111, 114, 260

B
blended learning 13
blend online learning 10

C
Cartoon storyboarding 88
Cloud Computing 10-11, 48, 53, 260
cognitive conflict 141
Cognitive mapping 85
cognitive psychology 181
cognitive styles 181-182, 201-202, 260
communication 23, 56, 209
Communication competence 118
communication dimension 48
Communication in the Discipline (CID) 98
communication skills 95, 161, 205
Communication Skills Activities 96, 98-102, 109, 114, 260
Communication to Learn (CIL) 98
communication training 205
communicative imagination 2
Communities of Practice 6, 31, 79, 92, 132, 143-144, 150, 155-159, 260
Complementarities 78
complex adaptive systems 75, 78
Complexity theory 74
complex reality 75
Computer Aided Design (CAD) 188
computer-aided learning 188
connectivism 142
Culture 136
Curriculum Design Principles 114, 260

Cyber-Profile 151

D
Data Analysis 121
Data Gathering 58
Diagrams 73
Differential Aptitude Test: Space Relations (DAT:SR) 191, 260
distributed cognition 24, 140

eBeam 10
e-learning 208
engineer 23
engineering 73
engineering students 120
English as a Second Language (ESL) 64

F
Facebook 36, 135
final year project 120
First language (L1) 56
formal learning 53, 136, 159, 164-165, 167

globalization 35
global language 3, 55, 57-58, 116

H
half-life of knowledge 138
Hard Systems Thinking 93
high and high levels of technical oral presentation anxiety 125
Hong Kong (HK) 58
Index

I
ICT technology 39
Information and Communication Technologies (ICT) 4, 95, 111
information processing model 183
Information System Office (ISO) 17
Information Technology (IT) 35, 163, 172
Intelligibility 66
Interactive Visual-Verbal Learning Theory 184
intercultural communication 3, 55-56, 67
International English Language Testing System (IELTS) 69, 71, 169
Interpretability 66

J
Java Programming 109

K
knowledge 185
Kuala Lumpur(KL) 58

L
learning 185, 212
Learning Management System (LMS) 15
long-term memory 180

M
macroshift 2
Malaysian Employment Federation (MEF) 116
Media communication skills 162
mediated action 23
memory 180
Mental Cutting Test (MCT) 190-191
Mental Rotation Test (MRT) 190-191
Microdiversity 79
MIMIO pad 10, 14
Mindmaps 87
Mining Engineering 80
Ministry of Higher Education Malaysia (MOHE) 11
Minnesota Paper Form Board Test (MPFBT) 190-191
mobile platforms 36
model 75
multimedia 181
Multimedia Cognitive Learning Theory 182
multinational 205
multinational workplaces 57
multiple cause diagrams 82

N
new media 47, 135
New Media Communication Skills 135

O
online forum discussion 10
Oral English Communication Skills 115-116, 118
oral presentation 122

P
peer collaboration 10
perception 119
peripheral participation 23
Personalized Content 10
Personal Learning Environment (PLE) 10, 12
Personal Report of Public Speaking Anxiety (PRPSA) 121
podcast 10, 36
polito-economic globalization 35
presentation skills 117
Purdue Spatial Visualization Test for Development (PSVT:D) 190-191
Purdue Spatial Visualization Test for Rotation (PSVT:R) 190-191

R
Reciprocal Peer Tutoring (RPT) 10
relevant workplace 27
Rich pictures 88
Rich Site Summary (RSS) 10

S
Second language(L2) 56, 119
Self-Perceived Communication Competence (SPCC) 121
short-term memory 180
situated cognition 141
Skype 36, 169
SMS 10
social capital 143
social collaboration 141
social learning theory (SLT) 143
social media 1, 36
social media technologies 3
Social Networking 144
sociocultural 23
socioculturalists 23
sociocultural theories 23
socio-performative approaches 5
socio-political globalization 35
socio-scientific issues 1-2
Soft Systems Methodology (SSM) 73
software engineers 210
Spatial Visualisation Ability Test (SVAT) 191
spatial visualization 177
student centred learning 12
sustainable dimension 48
system map 76
systems thinking 73

T

technical variation dimension 48
technological innovation 35
The Communications and Critical Thinking (CCT) 104
three-dimensional (3D) 188
tools 23
Transformation 3D to 2D Test (T3D2D) 190-191
Twitter 36
two-dimensional (2D) 188

V

verbal communication 214
virtual communities 6, 132, 150, 152
virtual reality (VR) 188
visual information 183
visualization 176
visual learning 178

W

Web 2.0 10, 36-37, 135, 159
work environment 24
workplace communication 35
workplace engineers 27
Writing Across the Curriculum (WAC) 96
Writing in the Discipline (WID) 97
Writing to Learn (WIL) 97

Y

You-Tube 36