Index

A
active reading 182-183
Adobe Connect 319, 326-327, 331, 333, 336
asynchronous learning system 2, 4
Asynchronous Technology Knowledge (ATK) 30
authenticity 322
Autism Spectrum Disorders (ASD) 295

B
benchmarking 399
Black Eye-Peas 58
blended learning 403
Blogger 53-54, 58
Blogging 56, 67, 69, 125, 347, 384, 393-395, 397
Bruner’s scaffolding 171

C
Catalytic Content 163-164, 167-176, 181
challenges of virtual collaboration 446
Chinese Tangrams puzzle 209
choosing a URL 254
Cognitive Load Theory 404
cognitive overload 181, 405
Cognitive Theory of Multimedia Learning 404, 406
coherence effect 165, 178
Coherence principle 165, 167, 172, 406
Concept Map 182, 188-189, 194
Constructivist Learning Theory 195
constructivist theory perspective 184
Content Knowledge (CK) 26
conversational fluency 187
critical friend 390, 399
Critical Thinking Skills 58, 107, 182-183, 185, 188, 195
cross-cultural teams 429

decision-making 196-200, 202-203, 205-206, 217, 225, 363, 383
decision-tree 205-207
didactic transposition 381
Digital Cognitive Games (DCGs) 202
digital games 145-149, 154-158, 160-161, 197, 199, 202-204, 207, 214, 222, 239
Digital Immigrant 122, 143
digital lab 248
Digital Mysteries 274
Digital Native 143
digital tabletop 268-269, 273
Digital Technology 110, 143, 372
Disruptive Innovation 121, 143
Dual Coding 74, 165, 179, 181, 418

e-Learning Tutorial 164, 173, 181
Elluminate 34-35, 49
Empirical Research 2, 77, 102, 108
encoding 412
Index

English as a Foreign Language (EFL) 118, 128
entomology 241
ePortfolio 182-185, 188, 192, 195
European virtual campus 384
evaluation methods 386
externalization 277

F
face-connected classroom 381
formal learning 321
formal structure 69, 196, 201, 203-204, 207-208, 214, 217-218, 221-222
fruit thinning 232, 238

G
Game-Based Learning 113, 115-116, 150, 158, 160, 234, 239
gaming for educational purposes 104
graphic format 186, 194

H
Herzberg’s Two-Factor Theory 9
Hyperlink 195
Hypertext 72, 75-78, 81-86, 90-91, 95-96, 98, 100-102, 195

I
immediacy 323
informal learning 246
Information and Communication Technologies (ICT) 403
Information Gap Activity 129-131, 143
Information Overload 92, 98-99, 102, 109
instructional design 419
intellectual property 257
Internal Formal Structure 196, 201, 203-204, 207-208, 217, 221-222
Internet Asynchronous and Synchronous Content Knowledge (iASCK) 38
Internet Asynchronous and Synchronous Pedagogical Content Knowledge (iASPCK) 38
Internet Asynchronous and Synchronous Pedagogical Knowledge (iASPK) 38
Internet Asynchronous and Synchronous Technology Knowledge (iASTK) 37
Internet Asynchronous and Synchronous Technology Pedagogical Knowledge (iASTPK) 37
Internet Asynchronous Content Knowledge (iACK) 32
Internet Asynchronous Pedagogical Content Knowledge (iAPCK) 32
Internet Asynchronous Pedagogical Knowledge (iAPK) 32
Internet Asynchronous Technological Pedagogical and Content Knowledge (iTPACK-A) 32
Internet Asynchronous Technology Pedagogical Knowledge (iATPK) 31
Internet Asynchronous Technical Pedagogical and Content Knowledge (iTPACK-S) 36
Internet Synchronous Content Knowledge (iSCK) 35
Internet Synchronous Pedagogical Content Knowledge (iSPCK) 35
Internet Synchronous Pedagogical Knowledge (iSPK) 35
Internet Synchronous Technological Pedagogical and Content Knowledge (iTPACK-S) 36
Internet Synchronous Technology Knowledge (i-STK) 34
Internet Synchronous Technology Pedagogical Knowledge (iTPK) 34
Internet Technological, Pedagogical, and Content Knowledge (iTPACK) 19
iPad 23
kairos 299

L
learner-centered discourse community 344
Learning Community 50-52, 55-56, 64, 66, 69, 242, 324, 326, 346, 360-362
Learning Management System (LMS) 1, 23, 345, 419
Light Emitting Diode (LED) 244
Linden Lab 322
Livestock Trading 231-232

M

MBps 367
mediatic transposition 382
metacognition 269
mindful reasoning 196, 198, 200, 204, 217
Mobile Learning (M-Learning) 21, 143
Mobile Learning Network (Molenet) 295
Modality principle 164, 177, 406, 417
multimedia learning 406, 419
Multimedia principle 164, 176, 406
Multiplayer Educational Gaming Application (MEGA) 107, 116
Multi-User Virtual Environment (MUVE) 322

N

Non-Availability 7-9, 11, 17
non-formal learning 246, 321
Non-Player Characters (NPC) 149, 154
Normalisation 128, 143

O

Online Instructional Design 102
Online Interface Design 102
online learning 72
Organization for Economic Co-operation and Development (OECD) 164

P

Pedagogical Knowledge (PK) 26
person-team fit 4-6, 11-12, 17
persuasive technology 298
Player-Corresponding Player Interaction (PCP) 145, 153
procrastination 6-9, 11-12, 17-18
pruning 232

R

reasonable predictions 187
Redundancy principle 165, 178, 407, 417
reflection 270
  inter-activity 271
  part-of-activity 272
  post-activity 270

S

Schema Theory 170, 181
Science, Technology, Engineering, and Mathematics (STEM) 103
Second Life in education 347
Second Life (SL) 322
Seductive Details 166-167, 174, 176-177, 179-181
shared understanding 3, 12, 18
Short Message Service (SMS) 24, 49
Simulation Games 117
smartphones 23
SNSs (Social Network Services) 157
Socialgo 57-59, 66
Social Network Game 145, 147, 151-153, 156-157, 161
Social Norm 121, 143
social skills 307, 309
social virtual classroom 50, 52, 55, 57-66, 69
Stimulus Overload 93, 102
Student Learning Outcomes 71-72, 102, 323
Students’ Participation 50-51, 66, 68, 70, 379
studio review 346
synchronous communication 12

T

tables 23
tacit boundary 126, 133, 143
teacher attitudes towards technology 301
Teaching-English-as-a-Second-Language (TESL) 318
technical difficulties with Second Life 330
Technological Mode 132, 143
Technology Knowledge (TK) 26
Traditional Mode 132, 143
Index

Twitter 25, 30-32, 48-49, 120-121, 124, 126, 142-143, 256, 429

V

video conferencing 382
virtual campus 399
Virtual Interactive Student-Oriented Learning Environment (VISOLE) 223
virtual team collaboration 429
virtual teaming 2
virtual teams 2-5, 7-11, 13-18, 430, 436, 444-446
virtual worlds 345

W

Web 2.0 applications 430
   Fotobabble 431
   Kerpoof 431
   Lexipedia 431
   Mendeley 431
Web-based delivery 21-22, 26, 49
web conferencing 372
Wii 108-109, 116-117
Wiki 446
Willingness to Use Technology (WUT) 132, 144
wireless fidelity (Wi-Fi) 23

X

Xbox 109, 117