Index

21st century skills 55-58, 71-73
3D avatar 242
3D immersive learning 228, 238, 242
3D learning environment 229, 242
3D virtual world 242

A
abstract conceptualization (AC) 228
active experimentation (AE) 228
adaptive eLearning 192-193, 195, 197, 200-201, 206
affective attitude 184
American Educational Research Association (AERA) 230
Apply to Practice 51
Asia-Pacific Economic Cooperation (APEC) 21
Assessment and Learning Partnerships (ALP) 40
assessment design 55, 61, 71, 73
Assessment Research Centre Online Testing System (ARCOTS) 67
Association for Education and Communication Technology (AECT) 230
Asynchronous Communication 5, 220
asynchronous eLearning 189, 191, 195, 206
asynchronous learning 37, 109, 142, 188-189, 191
Australian Survey of Student Engagement (AUSSE) 4
Auto CAD 127
automated scoring 63-64, 68-69, 72-73

B
Bachelor of Arts (BA) 134
beginning teacher 97
blog 33, 159, 161, 163-164, 166, 168, 170
bookmarking 165

C
Call to Action 56
chat room 175
citizenship 73, 158-160, 164, 167-171
Clarity of Objectives 219
cognitive attitude 184
cognitive laboratory 62, 64-65, 67-68, 73
cognitive load 19, 21, 26-27, 30, 33-35, 37
cognitive load theory (CLT) 26
collaborative distributed learning activity (CODILA) 210, 221
collaborative learning environment (CLE) 20
Collaborative problem solving (CPS) 60, 65
College of Foreign Languages (CFL) 137
computer-assisted language learning 134, 151, 206
computer literacy 9-10, 13, 16, 137
computer-mediated communication 16, 25, 35-36, 96, 134-135, 150-151
Computer Supported Collaborative Learning (CSCL) 194, 209-210
crowdsourcing 57, 111
data collection 57, 138, 176, 178, 216
Department of Education and Early Childhood Development (DEECD) 95
digital learning platform 178
digital literacy 16, 20, 156, 158, 160-161, 167-168, 170-171
Disaster Emergency Medical Personnel System (DEMPS) 22, 35
discussion board 127-128, 131, 194
dual campus 120, 122
educational environment 189, 191, 220, 225
emerging technology (ET) 75
English as a Foreign Language (EFL) 134
enhanced understanding 237-238
ePedagogy xiv, xv, xvii, xix, xx, xxi, xxii, 188, 194, 198
e-pesantren 75
experiential learning theory (ELT) 228

F
face-to-face (F2F) 19
field trip 232-238, 242
Flash Media Interactive Server (FMIS) 67
Flickr 18, 26, 28, 110, 157, 191

G
General Electric (GE) 230
global development software (GDS) 209
good practice 3, 5, 14, 16, 167
Google effect 112, 117
grand mufti 87
graphical user interaction (GUI) 215

H
heuristic evaluation 219
human-computer interaction (HCI) 19, 21, 110, 156, 195, 209, 232

I
idea generation 164
information architecture 210, 213-215, 217, 220, 225
instructional design 19-21, 26, 28-30, 32, 38, 164, 186, 202-203
interaction design 210, 212-213, 216, 219, 222, 225
interactive content 116, 188, 190
International Centre for Islam and Pluralism (ICIP) 75
International Society of Technology for Education (ISTE) 230

K
knowledge of others 60
knowledge of self 60

L
Latin American colaboratory of eXperimental software engineering research (LACXSER) 210
learning achievement test 173, 178-179, 181, 183, 185
Learning Assessment Project (LAP) 40
learning attitude 173-176, 178-180, 184-185
learning effectiveness 173-177, 179-180, 183-185
Learning Management Systems (LMS) 2, 5-6, 10, 27, 29, 36, 52, 149, 161, 189-190, 192, 196-197, 200, 207, 220-222
learning portfolio 176-178, 183, 185-186
learning requirement 192
learning tool 36, 177

M
madrasah aliah 85
Management Information Systems (MIS) 115
massively multiplayer online games (MMOG) 22
massively multiplayer online gaming environment (MMOG) 230
Melbourne-based students (MBS) 123-130
micro-blog 162
Moodle Mashup 156, 158, 160
multiuser virtual environment (MUVE) 23
MySpace 114, 129-130, 172
MySQL 64, 66-67

N
National Digital Learning Repository (NDLR) 190
net generation 14-15, 190, 207
networked world 157
No Child Left Behind 59
non-national government organization (NGO) 74, 80, 82

O
Open, Distance and eLearning (ODeL) 75, 82
Organisation for Economic Cooperation and Development (OECD) 57

P
Pedagogy 2.0 157, 160, 167, 172
peer feedback 99, 135, 146, 148-149, 151
personalised interactive content 188
pesantren 74-92
Photoshop 127
Index

problem-based learning 34, 173-176, 178, 184-187, 241
process scoring 62, 73
professional learning 40-41, 49, 51, 53-54, 71, 93-95, 97, 102-103
Professional Learning Team 49, 51
Program for the International Assessment of Adult Competencies (PIAAC) 57
Programme for International Student Assessment (PISA) 57
Progress in International Reading Literacy Survey (PIRLS) 57
prosumer 110

R
RedCLARA 213, 223, 226
reflective observation (RO) 228
rich media form 111

S
second language learning 33, 150
Second Life (SL) 22, 227
social identity 157
social media classroom 110, 118
social presence 19-25, 27, 31-35, 38, 228, 239, 241
social software 36, 147, 158, 160, 165, 168-172
socioaffective 134, 138, 140-141, 145-147
sociocognitive 134, 138-141, 143, 145-147
socio-cultural 19, 21, 24-26, 28, 33, 37, 211
software engineering 202, 209-211, 222-226
staff expectation 17
student engagement 3-4, 13, 17, 37, 128, 156, 158, 160, 170, 201, 204
Student Evaluation of Teaching Units (SETU) 4
student expectation 17
Supporting New Teachers Practice (SNTP) 95
synchronous communication 6, 11, 104

T
Teaching English as a Foreign Language (TEFL) 134
teaching log 178
technical glitch 236, 238
technology enhanced learning 189, 207
technology integration 70, 104
Third Space Theory 93-94, 96-97, 101-102
training programme 52
transactional distance 19-20, 23-24, 31, 34, 38
Twitter 18, 22, 24, 26, 30, 36, 110, 114, 118, 156-158, 160-167, 170, 191

U
United Nations Economic, Social and Cultural Organisation (UNESCO) 57
usability testing 219-220
user freedom 219

V
Veteran’s Affairs (VA) 24
video conference 194, 210, 212, 222
Vietnam-based students (VBS) 123-126, 128-129
virtual environment 23, 31-33, 36, 239
virtual universities 2
Visibility of System Status 219
vocational school 173
Vodcast 165

W
web 2.0 environment 1, 18, 93, 110, 112-113
Wikipedia 10, 18, 25, 111-112, 114
work integrated learning (WIL) 120-121
workload issues 163, 166

Y
YouTube 18, 22, 25, 28, 32, 76, 89, 115-116, 162, 164-165

Z
Zone of Proximal Development (ZPD) 45, 58, 135