About the Contributors

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Lilia Halim is Professor of Science Education at Universiti Kebangsaan Malaysia, where she teaches science education and research writing and methodology. Her research interests include understanding science teachers’ thinking, development of teachers’ professional knowledge, and the design of innovative science teaching and learning. Lilia Halim is also an expert and resource person to various organizations that include World Wide Fund – Nature, Malaysia and International Association for the Evaluation of Educational Achievement (IEA), The Netherlands. She has written practically oriented books for science and physics teachers, is co-editor of books about science (teacher) education, and is an article reviewer of various international research journals.

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David Richard Moore received a PhD in Instructional Systems Design from Virginia Polytechnic Institute and State University (Virginia Tech) in 1995. His research focuses on instructional design for practice, visual learning, and instructional rhetoric. Much of this research is conducted through specially designed computer-based interactive systems (often using Flash™). David’s latest book, Designing Online Learning with Flash, was Published by Pfeiffer in January 2009. David is an active speaker and consultant, most often on topics related to interactive computer-based training. David is an Associate Professor and Chair of the Department of Educational Studies at Ohio University.
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Michela Ott is senior researcher at the Institute for Educational Technology of the Italian National Research Council (ITD-CNR). After getting her degree in Sanskrit at the University of Pisa, she worked at the Institute for Computational Linguistics of CNR (ILC-CNR) from 1975 to 1980; since 1980, she has been working as researcher at ITD. She has participated in, led, and coordinated many national and international research projects in the field of Educational Technology; has published a variety of books and scientific papers; and is the author of a number of software prototypes for education. At present, her research activity focuses on: ICT and cultural heritage education, the use of serious games to support cognitive processes underpinning learning, e-inclusion in education, educational software (use, documentation, and evaluation), educational innovation, learning design, and pedagogical planning, creativity in learning, and neuroscience and technology-enhanced learning.
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