Index

Symbols

3D immersive simulations 132 13th Generation 329

A

academic knowledge 104 academic research projects 103 accessible learning environments 188 Accreditation Board for Engineering and Technology (ABET) 229 administrative practices 307 Advanced Cardiac Life Support (ACLS) 148 advanced technologies 132 allied health professions 115 ALTC (The Australian Learning and Teaching Council) 292 American Association of State Colleges and Universities (AASCU) 327, 328, 337, 341 American Association of University Professors (AAUP) 79, 83 American Library Association (ALA) 74 Americans with Disabilities Act (ADA) 189, 194 archaeologists 52, 53 artificially intelligent (AI) 202, 210 assessment and evaluation 222, 223, 233, 235 assessment situations 223 assessment system 231, 232, 233 assessment technologies 222, 233 assistive technology 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200 Association for Educational Communications and Technology (AECT) 313, 322, 335, 337

Association of American Universities (AAU)
79
attention deficit disorders 191
attitudinal barriers 191
augmented environments/simulations 165, 166
Australian Academic Research Network (AAR-Net) 292, 294, 304
authentic simulation 155

B

backfill 241, 242, 243
best practices 143, 146, 152, 154, 326, 327, 336
biological revolution 103
brain-based-devices (BBDs) 211, 216
budget allocations 241, 307, 308
budgetary decisions 6
budget reductions 326
bug in the ear 121, 131
bug in the eye 121, 131

\mathbf{C}

case-based learning models 132 case-based methods 134 Children's Internet Protection Act (CIPA) 333 classroom 2.0 180 classroom assessment 222, 224, 225, 234 classroom instruction 139 classroom learning 201, 215, 216 classroom management 239 clickers 227, 228, 229 clinical education 132, 133, 134, 137, 138, 139, 140 Clinical Education and Training (CET) 142 clinical service environment 117 clinical services 117 clinical training 133, 134 clinician-patient communication 216 cognitive neuroscience 286 collaborative and cultural learning 270 collaborative learning 268, 269, 270, 271, 272, 273, 275, 276, 277 collective intelligence 177, 187 college instructors 42, 43, 44, 46, 47, 51, 54 communication evaluation 202 communication media 160

| communication technology 114, 115, 118, 127 | digital natives 30, 31, 32, 33, 38, 39, 329, 340, |
|--|--|
| communicative impairments 211 | 341 |
| communities of practice 268, 270, 272, 275 | digital recreation 30 |
| computer adaptive tests (CAT) 224, 225 | digital resources 310 |
| computer assisted instruction (CAI) 228 | digital technologies 307, 308, 310, 311, 317 |
| computer-based education 280 | direct neural manipulation (DNM) 287, 290 |
| Computer Information Science (CIS) 239 | disability service providers 188, 191, 196 |
| computer literacy 316 | disability services 188, 192, 195, 196, 197 |
| computer mediated communication (CMC) | discussion boards 46, 47 |
| 176, 177, 257, 258 | disruptive innovation 174, 175, 176, 179, 181, |
| computer programs 74 | 182, 183, 184 |
| Concerns-Based Adoption Model (CBAM) 241 | distance education 60, 70, 294, 295, 298, 304, |
| constructivist epistemology 114, 125 | 306 |
| constructivist leanings 49 | distance education technologies 60 |
| constructivist learning environments 315 | distance learning 79, 81, 84, 93, 95, 96, 236 |
| continuing medical education (CME) 143, 145, | distributed problem solving (DPS) 284, 290 |
| 147, 150, 151, 155, 159 | diversity issues 30 |
| conventional education 25 | Documenting Effective Educational Practice |
| conventional education model 174, 175 | (DEEP) 231 |
| copyright law 73, 74, 76, 77, 78, 79, 80, 83 | DVN (digital video network) 296 |
| copyright-protected materials 74 | Dystopianism 7 |
| copyright protection 74 | TD |
| course management systems (CMS) 310, 311 | \mathbf{E} |
| critical democratic citizenship 267, 268 | ECAD (Education Contact for Applicat Decompts) |
| | ECAR (Educause Center for Applied Research) |
| critical support services 188 | ECAR (Educause Center for Applied Research) 153, 156, 158 |
| critical support services 188 cultural learning 270, 272, 275 | · · · · · · · · · · · · · · · · · · · |
| critical support services 188 | 153, 156, 158 |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 | 153, 156, 158 economic development 103, 104, 109 |
| critical support services 188 cultural learning 270, 272, 275 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, 147, 155, 267, 268, 272, 273, 275, 326, |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, 147, 155, 267, 268, 272, 273, 275, 326, 332, 334, 335 |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, 147, 155, 267, 268, 272, 273, 275, 326, 332, 334, 335 Educational Testing Services (ETS) 34, 39 |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, 147, 155, 267, 268, 272, 273, 275, 326, 332, 334, 335 Educational Testing Services (ETS) 34, 39 educational texts 260 |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 day-to-day computing tasks 90 definitive learning objectives 267 democratic education 257, 258 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, 147, 155, 267, 268, 272, 273, 275, 326, 332, 334, 335 Educational Testing Services (ETS) 34, 39 educational texts 260 education technology 8 |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 day-to-day computing tasks 90 definitive learning objectives 267 democratic education 257, 258 deoxyribonucleic acid (DNA) 105, 106 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, 147, 155, 267, 268, 272, 273, 275, 326, 332, 334, 335 Educational Testing Services (ETS) 34, 39 educational texts 260 education technology 8 EDUCAUSE National Learning Infrastructure Initiative (NLII) 61, 69 EDUCAUSE's Center for Applied Research |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 day-to-day computing tasks 90 definitive learning objectives 267 democratic education 257, 258 deoxyribonucleic acid (DNA) 105, 106 design buddies 52 | economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, 147, 155, 267, 268, 272, 273, 275, 326, 332, 334, 335 Educational Testing Services (ETS) 34, 39 educational texts 260 education technology 8 EDUCAUSE National Learning Infrastructure Initiative (NLII) 61, 69 EDUCAUSE's Center for Applied Research (ECAR) 33, 34, 35, 39, 40 |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 day-to-day computing tasks 90 definitive learning objectives 267 democratic education 257, 258 deoxyribonucleic acid (DNA) 105, 106 design buddies 52 desktop computing 86 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, 147, 155, 267, 268, 272, 273, 275, 326, 332, 334, 335 Educational Testing Services (ETS) 34, 39 educational texts 260 education technology 8 EDUCAUSE National Learning Infrastructure Initiative (NLII) 61, 69 EDUCAUSE's Center for Applied Research (ECAR) 33, 34, 35, 39, 40 e-learning 13, 15, 16, 17, 18, 19, 20, 21, 22, |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 day-to-day computing tasks 90 definitive learning objectives 267 democratic education 257, 258 deoxyribonucleic acid (DNA) 105, 106 design buddies 52 desktop computing 86 digital age 31, 33, 34, 41 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 day-to-day computing tasks 90 definitive learning objectives 267 democratic education 257, 258 deoxyribonucleic acid (DNA) 105, 106 design buddies 52 desktop computing 86 digital age 31, 33, 34, 41 digital audio recorders 31 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 day-to-day computing tasks 90 definitive learning objectives 267 democratic education 257, 258 deoxyribonucleic acid (DNA) 105, 106 design buddies 52 desktop computing 86 digital age 31, 33, 34, 41 digital audio recorders 31 digital campus 254 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 day-to-day computing tasks 90 definitive learning objectives 267 democratic education 257, 258 deoxyribonucleic acid (DNA) 105, 106 design buddies 52 desktop computing 86 digital age 31, 33, 34, 41 digital audio recorders 31 digital campus 254 digital communication 30, 31, 36 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 day-to-day computing tasks 90 definitive learning objectives 267 democratic education 257, 258 deoxyribonucleic acid (DNA) 105, 106 design buddies 52 desktop computing 86 digital age 31, 33, 34, 41 digital audio recorders 31 digital campus 254 digital communication 30, 31, 36 digital divide 308, 316, 321, 323 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 day-to-day computing tasks 90 definitive learning objectives 267 democratic education 257, 258 deoxyribonucleic acid (DNA) 105, 106 design buddies 52 desktop computing 86 digital age 31, 33, 34, 41 digital audio recorders 31 digital campus 254 digital communication 30, 31, 36 digital divide 308, 316, 321, 323 digital humans 286 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 day-to-day computing tasks 90 definitive learning objectives 267 democratic education 257, 258 deoxyribonucleic acid (DNA) 105, 106 design buddies 52 desktop computing 86 digital age 31, 33, 34, 41 digital audio recorders 31 digital campus 254 digital communication 30, 31, 36 digital divide 308, 316, 321, 323 digital humans 286 digital immigrants 31, 40, 151 | economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, 147, 155, 267, 268, 272, 273, 275, 326, 332, 334, 335 Educational Testing Services (ETS) 34, 39 educational texts 260 education technology 8 EDUCAUSE National Learning Infrastructure Initiative (NLII) 61, 69 EDUCAUSE's Center for Applied Research (ECAR) 33, 34, 35, 39, 40 e-learning 13, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 44, 48, 188, 189 electromygraphic (EMG) 213 electronic communication 118, 122, 124, 126, 127, 131 electronic medical records 143, 150, 154, 155 electronic services 238 electronic text-based communication technolo- |
| critical support services 188 cultural learning 270, 272, 275 cyberspaces 74 D data management 318 data resources 239 day-to-day computing tasks 90 definitive learning objectives 267 democratic education 257, 258 deoxyribonucleic acid (DNA) 105, 106 design buddies 52 desktop computing 86 digital age 31, 33, 34, 41 digital audio recorders 31 digital campus 254 digital communication 30, 31, 36 digital divide 308, 316, 321, 323 digital humans 286 | 153, 156, 158 economic development 103, 104, 109 educational technologies 58, 59, 65, 66, 144, |

| e-mail systems 96 | global crisis 133 |
|---|---|
| emergency medical services (EMS) 148 | globalization 14, 15, 26, 326, 327 |
| emerging technologies 326, 335 | golden age 103 |
| enterprise resource planning (ERP) 236, 237, | Google 50 |
| 238, 239, 240, 241, 242, 243, 244, 245, | governmental funding 26 |
| 246, 247, 248, 249, 250, 251, 311, 316 | grant funding 306 |
| entrepreneurial activities 102, 103 | graphic designers 60 |
| entrepreneurship 100, 101, 102, 103, 104, 105, | group collaboration 177, 183 |
| 106, 327 | group condocidation 177, 103 |
| Environmental Detectives 166, 171 | H |
| environments of participation 178 | 1 1 11 61 |
| ERP budget 242, 243 | hands on labs 61 |
| ethical dilemmas 114 | health care 2 |
| evaluation activities 223 | healthcare education programs 133, 134 |
| | healthcare professionals 132, 133, 134, 135, |
| evaluation judgments 223 | 137, 138, 139, 140 |
| experiential learning 134 | health care providers 115 |
| explicit knowledge 318 | Health Insurance Portability and Accountability |
| extensible markup language (XML) 62 | Act 124 |
| F | health professions 133, 134 |
| • | higher education 117, 118, 123, 128 |
| face-to-face 177 | higher education classrooms 160, 170 |
| face-to-face classes 43, 51, 52 | higher education (HE) 1-40, 58, 59, 60, 61, |
| face-to-face group sessions 61 | 65, 68-75, 77, 79, 80, 82, 83, 84, 86, |
| face-to-face individual supervision 122 | 87, 88, 96, 97, 98, 132, 133, 134, 135, |
| face-to-face instruction 147, 150, 152 | 138-147, 153, 154, 156, 160, 161, 162, |
| face-to-face learning 147 | 165-171, 174-200, 222, 223, 226, 227, |
| face-to-face model 118 | 228, 230, 231, 233, 235, 236, 237, 239, |
| face-to-face supervision 119, 120, 121, 122, | 240, 241, 244, 245, 250, 251, 254, 255, |
| 123, 124, 126, 127, 128 | 264, 267, 268, 269, 273-283, 286, 287, |
| face-to-face teaching 48, 51, 52, 54 | 288, 307-313, 317, 318, 320, 322, 323, |
| faculty members 2 | 324, 326-341 |
| falling budgets 123, 128 | higher education institutions (HEI) 15, 17, 18, |
| Family Educational Rights and Privacy Act | 20, 21, 25, 26, 174, 175, 177, 182, 183, |
| (FERPA) 80, 81, 83, 85, 333 | 236, 292, 295, 307 |
| feedback 223, 224, 225, 226, 228, 229 | higher education organizations 2, 3 |
| field-based learning 165, 166 | higher education programs 132, 133, 134 |
| financial barriers 114 | higher education systems 326, 336 |
| formative assessment 224, 226, 228, 229, 233, | human communication 118 |
| 235 | human computer interaction (HCI) 214 |
| franchise arrangements 25 | human issues 4 |
| full-time equivalent (FTE) 94 | human learning 269, 270, 279, 288 |
| future technologies 279 | human rights 268, 273 |
| Table Commonograp 217 | hypertext 257, 258, 261, 266 |
| \mathbf{G} | |
| goographical prayimities 102 | I |
| geographical proximities 103 global competition 13 | immersive presence 179 |
| giouai cumpentium 13 | miniciate presence 1/7 |

| inclusive learning environment 188, 197 | L |
|--|---|
| individual learners 273 | |
| Individuals with Disabilities Education Im- | lack of awareness 191 |
| provement Act (IDEIA) 191, 199 | learner-content interaction 163, 256, 257 |
| information and communication technologies | learner interactions 160, 170 |
| (ICT) 13, 14, 15, 16, 17, 18, 19, 20, 26, | learner-learner interaction 256 |
| 27, 28, 29, 31, 34, 35, 36, 37, 39, 41, 177 | learning disabilities 189, 191, 198, 199 |
| information management systems 310 | learning environments 183, 187, 188, 193, 196, |
| Information Technology Departments (ITD) | 197, 257, 258, 265, 282, 315, 317, 319, |
| 297, 298, 300 | 323, 326, 331, 333, 336 |
| information technology (IT) 176, 182, 185, | learning management systems (LMS) 33, 34, |
| 186, 187, 188, 189, 194, 197, 240, 241, | 48, 50 |
| | learning outcomes 4, 6 |
| 243, 244, 246, 248, 250, 308, 310, 311, | learning technologies 13, 18 |
| 312, 315, 316, 320, 321, 322 | learning tools 160, 163, 164, 169, 188, 192 |
| infrastructure planning models 92, 97 | library media specialists 60 |
| innovation 326, 329, 331, 332, 334, 337, 340 | life expectancy 2 |
| innovative pedagogy 132, 139 | literary texts 260 |
| inquiry-based learning 134, 142 | literary theory 255 |
| instant messaging 31, 33, 34, 35 | local businesses 2 |
| institutional policies 72 | local businesses 2 |
| institutional priorities 307, 308 | M |
| instructional designers 60, 66, 137, 162 | 22 24 26 |
| instructional development 312, 313, 314 | MA program 22, 24, 26 |
| instructional technology 310, 311, 312, 313, | Me2U 183 |
| 314, 315, 322, 323, 324, 337, 338 | media comparison studies 139 |
| instructional technology centers 310 | medical education 143, 148, 149, 150, 154, |
| integrated system 238, 239, 244 | 155, 157, 158, 159 |
| intellectual energy 101 | medical educators 145, 157 |
| intellectual property rights 320 | medical industry 143, 144, 145, 146, 147, 151, |
| interactive learning environment 125 | 152, 153, 154, 155 |
| international support 103 | medical information 155 |
| interpersonal communication skills 201, 215 | medical simulation development 155 |
| interregnum 176 | mental health professionals (MPHs) 114, 115, |
| Item Response Theory (IRT) 224, 225 | 116, 117, 118, 119, 122, 123, 124, 125, |
| IT environments 89 | 126, 127, 128, 131 |
| IT investments 89 | mental health professions 115, 117, 128 |
| IT services 176, 182, 187 | mental health services 115, 117, 118, 123, 124, |
| т | 127, 131 |
| J | mental health system 123 |
| jobs creation 102 | mental models 134, 135, 141 |
| , , , , , , , , , , , , , , , , , , , | MERLOT (Multimedia Educational Resource |
| K | for Learning and Online Teaching) 178 |
| Impoulades areation 10 27 | message passing 204 |
| knowledge creation 18, 27 | MHP-in-training 117 |
| knowledge economy 332 | micro-managing 102 |
| knowledge transfer 273, 275 | middleware 89 |
| | |

| Millennials 179, 329, 330, 339, 341 | online instructors 46, 47, 54 |
|--|---|
| mobile computing 63 | online learning 42, 43, 46, 47, 49, 50, 51, 54, |
| mobile devices 161, 162, 163, 165, 166, 167, | 56, 57, 61, 139, 141, 236, 254, 255, 256, |
| 168, 169 | 257, 258, 260, 261, 262, 263, 279, 280, |
| mobile learning devices 160, 161, 166 | 281, 282, 283, 284, 288, 289 |
| mobile learning (mLearning) 160, 161, 162, | online learning environments 331 |
| 165, 166, 167, 168, 169, 170, 171, 172, | online learning technologies 279 |
| 173 | online materials 76, 79, 85 |
| mobile technology 160, 161, 162, 167, 168, | online pedagogy 181 |
| 169, 170, 171 | online services 236, 237, 238, 240 |
| motion pictures 74 | online teachers 43, 45, 46, 54 |
| MP3 players 31, 41 | online teaching 42, 43, 44, 45, 46, 48, 50, 51, |
| multicultural competence 120 | 54, 55 |
| musical works 74 | online training 284 |
| mutual influence 256, 257 | OpenCourseWare (OCW) 77, 78, 83 |
| N | Open Educational Resources (OER) 75, 77 |
| N | organizational assessment 222, 229 |
| National Council for Accreditation of Teacher | organizational cultures 307, 308 |
| Education (NCATE) 229, 230, 233 | D |
| National Council Licensure Examination | P |
| (NCLEX) 152, 157 | patient care 145, 147, 152, 159 |
| National Education Association (NEA) 76 | patient management problems (PMPs) 151 |
| natural disasters 2 | pedagogical strategies 135 |
| NDM (New Digital Media) 179 | pedagogy 291, 292, 293, 301, 303, 304 |
| needs assessment 336, 337 | pedagogy 2.0 178, 181, 183 |
| negative stereotypes 191 | peer-review 102 |
| neoliberalism 274 | peer-reviewed journal articles 104 |
| neo-millenial learning style 179 | performance assessments 226, 227, 228, 232 |
| new measurement technologies 222 | personal digital assistants (PDAs) 36, 147, 148 |
| New Media Consortium (NMC) 335, 338, 339 | personalized learning environments (PLEs) |
| news reporting 74 | 183 |
| Next-Geners 333, 340 | philosophy 43, 44, 49, 91 |
| non-disabled peers 192 | podcasting 162, 163, 168, 170, 171, 172 |
| non-electronic activities 177 | policy development 72 |
| nonverbal interaction 201 | policy makers 1, 2, 10 |
| | portable information repositories 165 |
| 0 | portable real-world data collection devices 165 |
| offehore compused 25 | poverty 7 |
| offshore campuses 25 one-on-one sessions 61 | print media 238 |
| | problem-based learning 117, 133, 134, 140, |
| online classroom 254, 263, 264 | 142 |
| online communities 126 | problem-solving skills 14 |
| online courses 147, 148, 153, 156, 253, 254, | professional community 292 |
| 255, 256, 258, 259, 261, 262, 263 | professional development opportunities 197 |
| online course texts 255, 258, 260 | protocols 89 |
| online environment 225 | public health 132, 133, 136, 138, 141 |
| online instruction 144, 145, 150 | Pacific Health 152, 155, 150, 150, 111 |

| public management 26 | self-efficacy 116, 119 |
|--|---|
| public service 101, 102, 105, 109 | self-management 14 |
| r ,,, | self-reflection 119 |
| Q | service-level agreements (SLA) 88 |
| | shifting student demographics 307, 308 |
| quality vs. quantity 328 | simulations 223, 228 |
| R | SKYPE 282 |
| N. | |
| R&D culture 103 | social action 269, 273 |
| R&D funding 103 | social entrepreneurship 327 |
| R&D innovations 101 | social justice 273 |
| R&D investment 101 | social knowledge 273 |
| readerly texts 253, 260, 266 | social media 175, 177, 178, 179, 182, 187 |
| reality shock 43 | social networking 132, 138, 142, 174, 175, |
| * | 180, 182, 183, 187, 326, 329, 333 |
| reform 132, 133, 134, 137, 139, 140, 142 | social networking platforms 182, 183 |
| repair costs 5 | social networking sites 31, 33, 34, 36 |
| research expenditures 102 | social networking tools 132, 142 |
| research facilities 102 | social science 162 |
| resource allocations 241 | social stigma 189 |
| resource-sharing tools 175 | social structures 269, 270 |
| respiratory care 146, 147, 148, 151, 154, 156, | social worlds 269 |
| 159 | socio-pedagogic affordances 177, 179 |
| respiratory care educators 147 | soft systems methodology (SSM) 13, 15, 21 |
| rich media 291, 292, 293, 294, 295, 296, 297, | |
| 298, 299, 300, 301, 302, 303, 304 | software licensing 86, 90 |
| rich media technologies 291, 292, 293, 294, | SOLO (Structure of the Observed Learning |
| 295, 296, 297, 298, 299, 300, 301, 302, | Outcome) 227 |
| 303, 304 | sound recordings 74 |
| rich picture diagram (RPD) 21 | speech synthesis 204 |
| rituals of verification 274, 275 | stakeholders 1, 2, 4, 7, 10 |
| role conflict 43 | state assisted 327 |
| role-playing 201, 215, 216 | state supported 327 |
| Rosetta Stone 53 | strategic planning 1, 6, 9, 86, 87, 88, 89, 91, |
| RSS feed 162 | 92, 93, 98 |
| KSS 1660 102 | student centeredness 267 |
| S | student-centered pedagogy 134 |
| ~ | student learning 91, 267, 275 |
| scalability 291, 292, 300, 301, 302, 304 | student recreation facilities 102 |
| school architecture 91 | student-to-student exchanges 256 |
| scientific innovation 308 | subcontractor activity 102 |
| Second Life 282 | supervision at-a-distance 114, 118, 121, 124 |
| second order questions 1, 2, 4, 6, 8 | sustainability 291, 292, 300, 301, 302, 304 |
| see one, do one 149 | sustaining innovation 174, 175, 176, 177, 181 |
| see one, do one, teach one 149 | synchronous communications technologies |
| self-assessment 117 | 291, 306 |
| self-awareness 119 | synchronous online learning environments |
| self-directed learning opportunities 161 | • |
| of the control of the | (SOLE) 282, 283, 289 |

| synchronous technologies 294 | telemedicine 115, 128, 129, 130 |
|---|---|
| systemic approach 315 | telenursing 152 |
| system interaction 214 | telesupervision 122 |
| T | Texas A&M University-Corpus Christi (TAMUCC) 86, 87, 91, 93, 94, 95, 96 |
| tablet computers 63, 64 | text-based communication 118, 119, 131 |
| teacher-centered pedagogy 134 | text-based electronic communication 118, 126, |
| TeacherTube 51 | 127 |
| Teaching and Learning Centre (TLC) 297, 298 | text messaging 31, 33, 35, 36, 41 |
| teaching and learning environments 333, 336 | theory of disruptive innovations 174 |
| teaching assistants 60 | top-down 267 |
| Teaching, Learning, and Technology Round- | top-level support 13 |
| table (TLTR) 93, 95, 98 | traditionals 179 |
| team approach 314, 315 | triple helix 103, 112 |
| Technical and Further Education, South Austra- | tuition revenue 5 |
| lia (TAFE SA) 299, 301, 302, 306 | two-way communication 121 |
| technological development 2, 10, 14, 16 | T T |
| technological expertise 101 | U |
| technological integration 326 | universal design 188, 189, 193, 194, 195, 196, |
| technological knowledge 31, 32 | 197, 198 |
| technological needs 90 | Universal Design for Instruction (UDI) 193 |
| Technological Pedagogical and Content Knowl- | Universal Design for Learning (UDL) 193 |
| edge (TPACK) 59, 68, 70, 71 | universally designed instruction 188 |
| technological societies 31, 32, 35, 40, 41 | university administrations 103 |
| technological tools 222 | university administrators 1, 2 |
| technology advances 237 | university-level courses 58, 59 |
| technology-based medium 125 | University of California at Davis (UCD) 89, |
| Technology Education and Harmonization | 90, 96 |
| (TEACH) Act 74, 75, 76, 77, 78, 79, 82, | University of Southern California's Institute for |
| 83, 84, 85 | Creative Technologies (USC/ICT) 203, |
| technology enhanced education 153 | 205 |
| Technology Fellowship Program (TFP) 61, 62, | urban development 268 |
| 63, 64, 67, 68 | U.S. Copyright Office 74 |
| technology in education 267, 268, 269, 276, | U.S. Department of Education 60 |
| 277 | U.S. Medical Licensing Examination (USMLE) |
| technology infrastructures 87, 88, 89, 90, 91, | 202, 215 |
| 92, 93, 95, 96, 97, 98, 99 | Utopianism 7 |
| technology integration 30, 35, 36, 38, 143, | Otopianism / |
| 144, 146, 148, 149, 152, 153, 155, 330, | \mathbf{V} |
| 331, 333, 334, 337, 339, 342 | |
| technology mediated innovations 149 | viability 291, 292, 299, 300, 301, 304 |
| technology-mediated supervision 114 | video cameras 31 |
| technology planning 6 | videoconferencing 195 |
| technology planning of technology platforms 114 | video conferencing (VC) 115, 121, 122, 124, |
| technology skills 32, 35 | 127, 129, 130 |
| • | video producers 60 |
| technosavvy 155 | virtual clients 122 |

Index

virtual environment 204, 212, 221 virtual human agents 201, 202, 220 Virtual Human Agent technology 217 virtual humans (VH) 201, 202, 203, 204, 207, 208, 210, 211, 212, 216, 220 virtual human systems 202, 203 virtual learning environments (VLE) 22, 24 virtual patient 207, 208, 215 virtual reality 207, 212, 217, 228 virtual reality environments 115 virtual reality patients 217 Virtual Standardized Patients (VSPs) 201, 202, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216 virtual world 282, 284, 290 visual media 194 VSP interface system 201, 211, 214 VSP platform 201

W

Web 2.0 50, 57, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 311, 332, 333, 339, 340, 341

Web 2.0 technologies 175, 176, 177, 178, 179, 183

web accessibility 188
Web Accessibility Initiative 194, 195
web-based groups 115, 118, 123, 125, 127
web-based learning 281, 284, 288
web-based learning systems 122
web-based supervision 115, 119, 120, 124, 126
web-based textual communication 125
WebCT 47, 48
Web design 48
wireless handheld devices (WHDs) 165, 173
world wide web (WWW) 15, 73
writerly/readerly opposition 253
writerly/readerly texts 253
writerly/readerly texts 253
writerly text 253, 259, 260, 262, 263, 266

X

X-ers 329, 341

Y

YouTube 51