Index

attrition rates 43 **Symbols** Australian universities 43 3D autonomy 4-5 digital model of structure 251 autopoiesis 93 modeling 238 virtual reality 154 B A belief desire intention 64 blog 61 Academy 1-20 Bluetooth 61 active learning model 210 \mathbf{C} student 76 central processing unit 59-74 adaptive educational environment 178 classroom kinetic structure 241 -based teaching 222 added value 99 Classroom Teaching 21 adult learning 87 cognitive agent-based software 65 challenge 132 constructivism 155 animal disease 206 collaboration 132 animation 158 collaborative APEC Cyber Academy 154–177 learning 82-83 architecture students 238 communities 132 asynchronous online learning model 132 discussion 136 skills 132 learning 90

common language 5–20 communication tools 161 communities of practice (CoPs) 87–89	ethnographic action research 58–74 eXtensible Markup Language (XML) 60 F
community 88 complexity theory 1 computer -assisted learning (CAL) 204 Computer-Based Classroom Teaching 21 computer usage 23	face-to-face 80–81, 196 learning 59, 114 faculty autonomy 4–5 flexible education 113 formZ 248
constructivism 155 continuing education 6–20	G
continuous learning 87 course design 222 culture 2, 155 curriculum 132 customized agent software 57, 63 D	gender 97 graphical user interface (GUI) 179 graphics tablet 25 group learning 5–20, 135 support system 93
design	Н
-personae 110–131 process 60 digital graphics literacy 238 ink 31 media 200 pen 25	Hasbro Energon toy 239 higer education 43 human-dimension 111 human computer interaction (HCI) 1, 21– 22, 76, 93–94, 110, 132, 154, 160, 178, 204–207, 222
distance education 132, 192 learner 43 learning 222 distributed leadership 3	I information and communications technology (ICT) 1, 21, 76, 110, 154 in classrooms 22
domain centered design (DCD) 13–20 E	initiatives 8 mediated learning 2 inquiry learning 192
e-learning 164 e-mail 64 e-persona 111 education 132–153 educational design 57 environment 178 electronic learning 10–20 whiteboard 26, 35	institutional reward system 9 instructional architecture 112 design 11–20 science 112 integrative approach 238 interaction 94, 132 interactive LCD panel 25 international networked learning environment 154
enterprise reconfiguration dynamics 1 environmental management 222	interpersonal communication 164

K K-12 learner 159 student 154 knowledge construction 154 L language 5–20 Lathner Primary School 196 leadership 3 learner 134 learning 12–20, 87 communities 89 environment 77, 154	facilitation 43–45 posting 162 teacher 135 tutoring 48 virtual environment 192 Open University Malaysia 132, 135 organizational culture 5–20 economies 9 structure 2–3 overhead projector 23 P pedagogical praxis 11
face-to-face 59 profile 110 lurker 95	principles 154 transformation 204 problem-based learning 222 project-based learning 154 Project Student Rescue 43
machine-dimension 111 mediating tools 178 medicine curricula 204 mental picture 115 minesweeping 158 mobile computing 57 mobility 62 modern classroom 21 multiliteracies 178 multimodality 178 multiple intelligences 180 multisensoriality 178	R record keeping 51 retention rates 43 robot 238 S self -observation 156 -regulated learning 156 shared physical space 89 sociability 94
narrative-based scenario 192 networked learning 154 new learning philosophies 192 O online classroom 132 community 132	social constructivism 155 learning 87 student centered 114 empowerment 114 model 114 motivation 44 T Tablet PC 27, 57
discourse 76 discussion 82, 132 forum 134 interaction 44, 133 learning 192	tangible user interface 178, 180 teacher 78 -student interaction 132 education 192–203

```
narrative 198
teaching 21
 3D modelling 238
 English as a second language (TESL) 137
team skills 132
technology management 1
text-to-speech technology 154
traditional teaching 23
transformable architectural artifact 251
transformer robot toy 238
tutor 45, 136
U
ubiquitous computing 22-23, 28
unit completion 43
usability 96
user interface 178
verbalizer 115
veterinary
 college 204
 educators 204
 information 206
 medicine curricula 204
video conferencing 154
virtual
 communities of practice 87-109
 discussion 78
 primary school 192
 private network (VPN) 62
visualizer 115
voice conferencing 154
W
 -based education 110
 -based learning 155
 site 193
wireless network 57, 62
workplace-based learning 59
```