Index

A

adult learning 134, 147 ambivalence 133 asynchronous learning 58 attrition 63, 133 authentic activities 4 authentic learning 2, 61 authentic project task 1

В

Blackboard 4, 59, 60, 275 blended learning 55, 66, 69

С

cautionary call 161 coding procedures 215 collaboration 183, 218, 264 collaboration in online communications 215 collaborative learning model 162 collaborative problem solving 30, 264, 296 communicative model of collaborative learning 162 components of collaborative learning 162 comprehension modeling tools 104 computer generated data 222 computer supported collaborative learning (CSCL) 1, 2, 20, 23, 37, 87, 103, 104, 182, 243, 260, 272, 281, 282 computer-based technologies 1 computer-mediated communication (CMC) 87, 161 computer-mediated groups 182, 183, 186, 190, 193, 197 computer-mediated learning groups 181 computer-supported learning environments 281 consensus groups 134 context 35, 162 cooperative learning 60, 94, 136-137, 182, 186-188, 191, 203-207, 210-211, 264 course management systems 4, 59 course ware 55 critical evaluation 36 cross-cultural demographics 165 cross-cultural studies 165 cultural practices 31

D

deepening knowledge 36

Copyright © 2004, Idea Group Inc. Copying or distributing in print or electronic forms without written permission of Idea Group Inc. is prohibited.

dialogue 31, 41, 58, 69, 71, 75, 137, 164, 166-167, 228, 243-249, 255-256, 263, 276 distance education (DE) 182 distance educators 164 distance learning 55, 76, 133, 182 distributed expertise 34, 37 distributed problem-based learning environment 87 drop-out rates 91

Ε

e-learning support units 161 emotional state 57, 94, 99 epistemic agency 30-34, 38, 46-48 ethnographic methods 163

F

face-to-face environment 182, 188, 191, 244 face-to-face groups 20, 91, 142, 148, 149, 183, 185, 195, 198 feedback 10, 16, 17, 40, 42, 44, 56, 61, 64-70, 73-77, 86-88, 92-99, 106, 121, 123, 154, 164, 189, 195, 268, 269, 272, 275, 277, 304 feedback mechanism 86-88, 95, 97 future learning environment 28, 38

G

group development 134, 151, 167 group dynamics 132, 134, 136, 142, 151-155, 161, 211, 262, 263, 274, 277 group well-being 91 group work 137, 181

Η

human-computer interaction 281

I

individual experience 164 individualistic learning 186-188

institutional contexts 164 instructional design techniques 161 instructional method studies 163 intellectual amplification 242 intellectual role 64 intelligent tutoring systems (ITS) 77, 87 interaction 227 interaction analysis model 162, 170 interaction feedback 93 interactive learning gualities 243 interactive media 166 interactivity 166, 170, 212, 220, 223, 245, 246 interdependence 134, 145, 146, 148, 151, 183, 184, 187, 193, 194, 210, 218, 220, 221, 225, 226, 230, 238, 239, 265 international collaborative learning 165 intersubjectivity 134, 144, 145, 151, 152, 155

Κ

knowledge-building communities 33, 104, 107, 124-126 knowledge-building efforts 33 knowledge-building process 242

L

learner motivation 189 learner-centered principles 61 learning by design (LBD) 90 learning groups 88, 91-93, 133-135, 137, 148, 152, 167, 181-199, 218 learning theory perspective 186 linguistic studies 162, 165-166 listening skills 62

Μ

mathematical modeling 105 media in online collaboration 274 mediated agency 32 member support 91

Copyright © 2004, Idea Group Inc. Copying or distributing in print or electronic forms without written permission of Idea Group Inc. is prohibited.

meta-communication 244, 250, 254-257 meta-instruction 243 metaskills 29, 47 modeling cycles 105 motivation 21, 56, 57, 72, 87, 88, 93-98, 133, 169, 171, 186-189, 268, 296 multimedia learning 166

Ν

new working theories 37 non-verbal communication 91

0

online collaborative groups 132, 262 online communication tools 161 online communicative practices 162 online communities 75, 165, 242, 264, 267, 272 online dialogue 244 online educators 262 online environment 3, 203 online instructor 267 online learning environments 181, 243 online tools 14 open communication 10 open-ended learning environments (OELEs) 58 organizational role 63

Ρ

participation 226 patterns of discussion 228 pedagogical studies 165 phenomenographic studies 163 problem solving 104 problem-based learning 86-87, 93, 135, 266, 305 problem-solving feedback 93 production function 91 productive interactions 162 productivity 162, 166-167, 172-174, 182, 185, 189 program theory 294 program theory evaluation 291 progressive inquiry 28 project management 285 project teams 6, 22, 283, 285, 286, 292, 304, 305 project-based subject 1

Q

qualitative case study 1 qualitative validation 164

R

representativity 252 research questions 35

S

scaffolding 33, 43-45, 77, 92, 244, 248, 254, 256-257, 268 scenario-based design 286 self-directed learning 62, 269, 271 self-direction 263 shared authority 207 shared knowledge 75, 76, 207 situated problems 282, 284-285 small group work 133 social presence theory 165 social role 63 sociocognitive processes 166 sociocultural studies 163 sociological studies 162 student learning outcomes 161 synchronous dpbl 93

Т

tacit knowledge 162 teachers as mediators 207 teamwork 2-4, 11, 13, 20, 24, 62, 70, 182, 210 theoretical frameworks 162 theory-driven empirical evaluation 162 time interaction and performance theory (TIP) 88 traditional approaches to evaluation 162 traditional learning 204 transformative shifts 162

Copyright © 2004, Idea Group Inc. Copying or distributing in print or electronic forms without written permission of Idea Group Inc. is prohibited.

V

virtual environment 243 virtual teamwork 182

W

Wallenberg global learning network (WGLN) 282 Web-based instruction 56 Web-based learning systems 161 WebCT 4, 12-15, 18, 59-60 work groups 181, 184-185 working theories 35

Copyright \bigcirc 2004, Idea Group Inc. Copying or distributing in print or electronic forms without written permission of Idea Group Inc. is prohibited.