Related Content

Developing a 3D Game Design Authoring Package to Assist Students’ Visualization Process in Design Thinking
[www.igi-global.com/article/developing-a-3d-game-design-authoring-package-to-assist-students-visualization-process-in-design-thinking/102812?camid=4v1a](www.igi-global.com/article/developing-a-3d-game-design-authoring-package-to-assist-students-visualization-process-in-design-thinking/102812?camid=4v1a)

Using Blogs as a Technology Tool to Promote Teaching Goals in Education
[www.igi-global.com/article/using-blogs-technology-tool-promote/61389?camid=4v1a](www.igi-global.com/article/using-blogs-technology-tool-promote/61389?camid=4v1a)

E-Moderating in Higher Education
Gilly Salmon (2004). *Distance Learning and University Effectiveness: Changing Educational Paradigms for Online Learning* (pp. 55-78).
[www.igi-global.com/chapter/moderating-higher-education/8562?camid=4v1a](www.igi-global.com/chapter/moderating-higher-education/8562?camid=4v1a)

Overview of Using Vignettes to Develop Higher Order Thinking and Academic Achievement in Adult Learners in an Online Learning Environment
Maria H.Z. Kish (2008). *Adapting Information and Communication Technologies for Effective Education* (pp. 135-156).
[www.igi-global.com/chapter/overview-using-vignettes-develop-higher/4202?camid=4v1a](www.igi-global.com/chapter/overview-using-vignettes-develop-higher/4202?camid=4v1a)