Computer-Mediated Learning for Workforce Development

Part of the Advances in Educational Technologies and Instructional Design Book Series

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Description:
Technology has become a driving force of innovation in every industry and professionals need to strengthen their proficiency in emerging technologies to remain competitive. Today’s working world is very demanding of young professionals, as recent graduates are expected to come into their chosen field both knowledgeable and ready to hit the ground running, with minimal on-the-job training.

Computer-Mediated Learning for Workforce Development delivers crucial knowledge on how to prepare twenty-first century students for today’s fast-paced workforce. This book explores the use of multimedia programs in classrooms to train students on necessary technology skills through techniques such as game-based training curriculums and massive open online courses (MOOCs). This publication also touches on computer-mediated youth civic action and interaction by examining the use of social media during the Arab Spring, Occupy Wall Street, and Black Lives Matter movements. Filled with critical information on educational technology, mobile learning, and employment preparation, this book is a vital resource for academicians, education practitioners, school administrators, and advanced-level students.

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Topics Covered:
- Informal Learning
- Mobile Journalism
- Mobile Learning
- MOOCs
- Online Learning
- Simulations
- Teacher Training
- Technology Integration
- Virtual Reality
- Youth Activism

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