

The Handbook Of Blended Learning Global Perspectives Local Designs

As e-learning has evolved into a global change agent in higher education, it has become more diverse in its form and applications. Now that many institutions have implemented e-learning programs as part of their course offerings, it is essential for these institutions to fully grasp how best to facilitate continued improvements and accessibility in online education. The Handbook of Research on Building, Growing, and Sustaining Quality E-Learning Programs highlights several significant elements of e-learning, including program planning, quality standards, and online course development, as well as institutional, student, and faculty support. Serving as a critical resource for online and hybrid learning programs, this publication is designed for use by administrators, educators, instructional designers, and doctorate-level students in the field of education. National efforts have been made to encourage technology integration in teacher preparation with expectations for frequent and successful applications with K-12 learners. While online learning has become pervasive in many fields in education, it has been somewhat slow to catch on in K-12 settings. The Handbook of Research on Emerging Practices and Methods for K-12 Online and Blended Learning is a collection of innovative research on the applications of technology in online and blended learning environments in order to develop quality courses, explore how content is delivered across disciplines and settings, and support the formation of relationships and enrichment opportunities. While highlighting topics including learning initiatives, institutional policies, and program structures, this book is ideally designed for teachers, principals, early childhood development centers, university faculty, administrators, policymakers, researchers, and practitioners.

In this digital age, faculty, teachers, and teacher educators are increasingly expected to adopt and adapt pedagogical perspectives to support student learning in instructional environments featuring online or blended learning. One highly adopted element of online and blended learning involves the use of online learning discussions. Discussion-based learning offers a rich pedagogical context for creating learning opportunities as well as a great deal of flexibility for a wide variety of learning and learner contexts. As post-secondary and, increasingly, K-12 institutions cope with the rapid growth of online learning, and an increase in the cultural diversity of learners, it is critical to understand, at a detailed level, the relationship between online interaction and learning and how educationally-effective interactions might be nurtured, in an inclusive way, by instructors. The Handbook of Research on Online Discussion-Based Teaching Methods is a cutting-edge research publication that seeks to identify promising designs, pedagogical and assessment strategies, conceptual models, and theoretical frameworks that support discussion-based learning in online and blended learning environments. This book provides a better understanding of the effects and both commonalities and differences of new tools that support interaction, such as video, audio, and real-time interaction in discussion-based learning. Featuring a wide range of topics such as gamification, intercultural learning, and digital agency, this book is ideal for teachers, educational software developers, instructional designers, IT consultants, academicians, curriculum designers, researchers, and students.

"This book demonstrates the view that Information and Communication Technologies should not be considered as a neutral teaching medium, but instead be implemented under pedagogical conditions; aiming at the development of critical thinking through their creative integration into the social and cultural context"--

The World Is Open

Handbook of Research on Determining the Reliability of Online Assessment and Distance Learning

Emerging Techniques and Applications for Blended Learning in K-20 Classrooms

Second Edition

Global Perspectives, Local Designs

Concepts, Methodologies, Tools, and Applications, VOL 1

Many books recommend teaching and learning strategies based on current learning research and theory. However, few books offer illustrative examples of how to take these strategies and put them into action in the real world. The Online Learning Idea Book is filled with concrete examples of people who make learning more inspiring and engaging every day, in all kinds of settings, all over the world. In this second volume of The Online Learning Idea Book you will find brand new and valuable ideas that you can adopt or adapt in your own instructional materials, to make them more dynamic and more worthwhile for learners and learning. These ideas will let you peek over the shoulders of some of the world's most creative instructors, instructional designers and developers, trainers, media developers, and others in order to help spark creative ideas of your own. This hands-on resource will help you build online instructional materials or improve existing materials including online courses, modules, activities, or supplementary materials for classroom-based courses. This book provides great tips, techniques, and tricks in the following areas: The Design and Development Process, Supporting Learning, Synchronous and Interpersonal Activities, Asynchronous and Self-Paced Activities, and NS Better Media. Within these pages you will discover creative ways to give your online and blended instruction a boost by adopting and adapting great ideas from others.

Teaching in Blended Learning Environments provides a coherent framework in which to explore the transformative concept of blended learning. Blended learning can be defined as the organic integration of thoughtfully selected and complementary face-to-face and online approaches and technologies. A direct result of the transformative innovation of virtual communication and online learning communities, blended learning environments have created new ways for teachers and students to engage, interact, and collaborate. The authors argue that this new learning environment necessitates significant role adjustments for instructors and generates a need to understand the aspects of teaching presence required of deep and meaningful learning outcomes. Built upon the theoretical framework of the Community of Inquiry – the premise that higher education is both a collaborative and individually constructivist learning experience – the authors present seven principles that provide a valuable set of tools for harnessing the opportunities for teaching and learning available through technology. Focusing on teaching practices related to the design, facilitation, direction and assessment of blended learning experiences, Teaching in Blended Learning Environments addresses the growing demand for improved teaching in higher education.

In order to be successful, online learning should be planned systematically. It can be said that offering distance education courses without preparation and knowledge about the theoretical background can cause drawbacks. While distance education has become widespread and popular, it is observed that there could be problems in its application. Such problems can include technical problems, inability to meet the learning needs at the learners' own speeds, lack of communication among learners and between learners and teachers, and lack of quality materials appropriate for online learning or the inclusion of materials used in traditional methods directly into online learning. For successful online courses, these critical aspects of distance education are important, and they should be taken into account by the institutions and the instructors offering online courses. The Handbook of Research on Managing and Designing Online Courses in Synchronous and Asynchronous Environments provides up-to-date knowledge and experiences regarding technologies, processes, and environments for online course design in distance education systems and covers topics related to the aspects of successful distance education systems with a focus on teaching and learning in online environments. Focusing on topics such as instructional design and integrated systems, it is an ideal guide for online course designers, instructional designers, curricula developers, administrators, educators, researchers, trainers, and students.

This work provides overviews and summaries of the research and practice of distance education in the USA. It addresses such questions as how distance education is best practised at the level of the teacher, as well as the administrator.

Handbook of Research on Online Discussion-Based Teaching Methods

Research Perspectives, Volume 3

Evaluations and Frameworks

Go Blended!

A Standards-Based Guide

How Web Technology Is Revolutionizing Education

Learning environments continue to change considerably and is no longer confined to the face-to-face classroom setting. As learning options have evolved, educators must adopt a variety of pedagogical strategies and innovative technologies to enable learning. Practical Applications and Experiences in K-20 Blended Learning Environments compiles pedagogical strategies and technologies and their outcomes that have been successfully applied in blended instruction. Highlighting best practices as elementary, secondary, and tertiary educational levels; this book is a vital tool for educators who teach or plan to teach in blended learning environments and for researchers interested in the area of blended education knowledge.

The Blended Learning Book is your user?s manual for implementing blended learning. It gives you a guidebook to combining the latest technologies with traditional training models to create high-impact programs that drive superior business results (not just reduce costs). Filled with real-world examples and case studies from organizations such as Accenture, BI, Cisco, FedEx, Kinko?s, Grant-Thornton, IBM, Novell, the U.S. Navy, Verizon, and more, e-learning veteran Josh Bersin zeros in on What Works -- in all shapes and sizes of training departments from a variety of industries.

Though in the past online learning was considered of poorer professional quality than classroom learning, it has become a useful and, in some cases, vital tool for promoting the inclusivity of education. Some of its benefits include allowing greater accessibility to educational resources previously unattainable by those in rural areas, and in current times, it has proven to be a critical asset as universities shut down due to natural disasters and pandemics. Examining the current state of distance learning and determining online assessment tools and processes that can enhance the online learning experience are clearly crucial for the advancement of modern education. The Handbook of Research on Determining the Reliability of Online Assessment and Distance Learning is a collection of pioneering investigations on the methods and applications of digital technologies in the realm of education. It provides a clear and extensive analysis of issues regarding online learning while also offering frameworks to solve these addressed problems. Moreover, the book reviews and evaluates the present and intended future of distance learning, focusing on the societal and employer perspective versus the academic proposals. While highlighting topics including hybrid teaching, blended learning, and telelearning, this book is ideally designed for teachers, academicians, researchers, educational administrators, and students.

Blended learning has gained significant attention recently by educational leaders, practitioners, and researchers. i² Flex, a variation of blended learning, is based on the premise that certain non-interactive teaching activities, such as lecturing, can take place by students without teachers' direct involvement. Classroom time can then be used for educational activities that fully exploit teacher-student and student-student interactions, allowing for meaningful personalized feedback and scaffolding on demand. Revolutionizing K-12 Blended Learning through the i² Flex Classroom Model presents a well-rounded discussion on the i² Flex model, highlighting methods for K-12 course design, delivery, and evaluation in addition to teacher performance assessment in a blended i² Flex environment. Emphasizing new methods for improving the classroom and learning experience in addition to preparing students for higher education and careers, this publication is an essential reference source for pre-service and in-service teachers, researchers, administrators, and educational technology developers.

Designing Effective Distance and Blended Learning Environments in K-12

Handbook of Research on K-12 Online and Blended Learning

Handbook of Distance Education

A Handbook for Teaching and Learning in Higher Education

K-12 Blended Teaching

Handbook of Research on Building, Growing, and Sustaining Quality E-Learning Programs

This practical handbook for designing and teaching hybrid or blended courses focuses on outcomes-based practice. It reflects the author's experience of having taught over 70 hybrid courses, and having worked for three years in the Learning Technology Center at the University of Wisconsin-Milwaukee, a center that is recognized as a leader in the field of hybrid course design. Jay Caulfield defines hybrid courses as ones where not only is face time replaced to varying degrees by online learning, but also by experiential learning that takes place in the community or within an organization with or without the presence of a teacher; and as a pedagogy that places the primary responsibility of learning on the learner, with the teacher's primary role being to create opportunities and environments that foster independent and collaborative student learning. Starting with a brief review of the relevant theory – such as andragogy, inquiry-based learning, experiential learning and theories that specifically relate to distance education – she addresses the practicalities of planning a hybrid course, taking into account class characteristics such as size, demographics, subject matter, learning outcomes, and time available. She offers criteria for determining the appropriate mix of face-to-face, online, and experiential components for a course, and guidance on creating social presence online. The section on designing and teaching in the hybrid environment covers such key elements as promoting and managing discussion, using small groups, creating opportunities for student feedback, and ensuring that students' learning expectations are met. A concluding section of interviews with students and teachers offers a rich vein of tips and ideas.

Blended synchronous learning - where remote students participate in face-to-face classes by means of rich-media synchronous technologies such as video conferencing, web conferencing and virtual worlds - is an emerging phenomenon in education. More and more teachers are attempting to teach in this challenging mode, but without any systematic research evidence to help guide their blended synchronous learning practices. The Blended Synchronous Learning Handbook is a definitive resource that addresses this issue. It includes a Blended Synchronous Learning Design Framework that offers pedagogical, technological and logistical recommendations for teachers attempting to design and implement blended synchronous learning lessons. It also includes a Rich-Media Synchronous Technology Capabilities Framework to support the selection of technologies for different types of learning activities, as well as a review of relevant literature, a summary of the Blended Synchronous Learning Scoping Study, detailed reports of seven blended synchronous learning case studies, and an in-depth cross case analysis to underpin the recommendations that are drawn.

The Handbook of Distance Education, 4th Edition is a comprehensive compendium of research in the field of distance education. The volume is divided into four sections covering the historical and theoretical foundations of distance education, attributes of teaching and learning using technology, management and administration, and different audiences and providers. Throughout, leading scholars address future research needs and directions based on current research, established practices, and recent changes to implementation, pedagogy, and policy.

The Handbook of Research on K-12 Online and Blended Learning is an edited collection of chapters that sets out to present the current state of research in K-12 online and blended learning. The chapters describe where we have been, what we currently know, and where we hope to go with research in multiple areas.

Achieving Student-Centered Learning through Blended Classroom, Online and Experiential Activities

How to Design and Teach a Hybrid Course

Tools for Teaching and Training

Handbook of Blended Shore Education

Enhancing Academic Practice

Cases on Active Blended Learning in Higher Education

It is the responsibility of educators to utilize contemporary avenues in order to reach their students in ways familiar to them. When teaching digital natives, new techniques are necessary for making new information relevant to their experience. One way to do this is through the use of mobile devices in curricula. This integration can make education accessible anywhere and to anyone, personalized to each student's schedule and needs. The Handbook of Research on Mobile Learning in Contemporary Classrooms expounds the current research on m-learning and strategies to leverage mobile devices in educational contexts. It also addresses the importance of communication, community, and mobility in modern classrooms, while offering a comprehensive overview of the theory and pedagogy associated with this new technology. Nonprofit organizers, K-12 educators, administrators, policy makers, students of education, and developers will find this book to be an important research companion.

The second edition of this award-winning book continues the mission of its predecessor, to provide a comprehensive compendium of research in all aspects of distance education, arguably the most significant development in education over the past quarter century. While the book deals with education that uses technology, the focus is on teaching and learning and how its management can be facilitated through technology. This volume will be of interest to anyone engaged in distance education at either the K-12 or college level. It is also appropriate for corporate and government trainers and for administrators and policy makers in all these environments.

This comprehensive resource highlights the most recent practices and trends in blended learning from a global perspective and provides targeted information for specific blended learning situations. You'll find examples of learning options that combine face-to-face instruction with online learning in the workplace, more formal academic settings, and the military. Across these environments, the book focuses on real-world practices and includes contributors from a broad range of fields including trainers, consultants, professors, university presidents, distance-learning center directors, learning strategists and evangelists, general managers of learning, CEOs, chancellors, deans, and directors of global talent and organizational development. This diversity and breadth will help you understand the wide range of possibilities available when designing blended learning environments. Order your copy today!

Blended Learning: Research Perspectives, Volume 3 offers new insights into the state of blended learning, an instructional modality that combines face-to-face and digitally mediated experiences. Education has recently seen remarkable advances in instructional technologies such as adaptive and personalized instruction, virtual learning environments, gaming, analytics, and big data software. This book examines how these and other evolving tools are fueling advances in our schools, colleges, and universities. Original scholarship from education's top thinkers will prepare researchers and learning designers to tackle major issues relating to learning effectiveness, diversity, economics of scale, and beyond.

Handbook of Research on Hybrid Learning Models: Advanced Tools, Technologies, and Applications

Blended Learning Environments for Adults: Evaluations and Frameworks

The Blended Learning Book

Blended Synchronous Learning

100+ Activities for Reading, Reflecting, Displaying, and Doing

Handbook of Research on K-12 and Blended Learning (Second Edition)

As we confront the future of our professional endeavors, we tend to rely with confidence on longstanding and widely honored assumptions about the world and ourselves. We believe we have accumulated sturdy structures of knowledge, effective practices, and sound values. Yet, we rely on these resources with scant consciousness that in the long run our assumptions, practices, and values may not only be inimical to the viability of our profession, but as well, oppressive in their effects on others. There is at least one assumption – common across many professions and cultures – that is of particular significance. It is the assumption that the world is made up of discrete entities or units. There are not only the species of plants and animals, for example, but there is me as opposed to you, us vs. them, my business enterprise in competition with yours, our nation or religion and yours. And with this assumption of separable units, we assemble ways of sustaining and protecting those units of which we feel a part. We erect buildings, laws, schools, governments, and armies to ensure that what is inside the boundary will flourish, and what is outside cannot threaten us. In effect, the assumption of a world of independent entities establishes the way in which we understand and conduct ourselves within relationships.

"The Handbook of Research on K-12 Online and Blended Learning is an edited collection of chapters that sets out to present the current state of research in K-12 online and blended learning. The beginning chapters lay the groundwork of the historical, international, and political landscape as well as present the scope of research methodologies used. Subsequent sections share a synthesis of theoretical and empirical work describing where we have been, what we currently know, and where we hope to go with research in the areas of learning and learners, content domains, teaching, the role of the other, and technological innovations."--Book home page.

Online and blended courses are becoming increasingly prevalent in higher education settings, and the pressures to incorporate these environments highlights the increased demand to serve a generation that prefers learning through experience or through interacting with learning tools. Challenges arise in assisting instructors in facilitating and designing blended learning environments that will provide effective learning for all students. The Handbook of Research on Blended Learning Pedagogies and Professional Development in Higher Education is a critical research publication that delves into the importance of effective professional development for educators planning and teaching online or blended courses. It also establishes the benefits of technology-mediated learning environments over traditional learning methods. Highlighting a wide array of topics such as online learning environments, active learning model, and educational development, this publication explores technology-based teaching methods in higher education. This book is targeted toward educators, educational administrators, academicians, researchers, and professionals within the realm of higher education.

"This book focuses on Hybrid Learning as a way to compensate for the shortcomings of traditional face-to-face teaching, distance learning, and technology-mediated learning"--Provided by publisher.

Advanced Tools, Technologies, and Applications

Transcultural Blended Learning and Teaching in Postsecondary Education

Creating and Sustaining Communities of Inquiry

Best Practices, Proven Methodologies, and Lessons Learned

Adult Program Development and Delivery

Handbook of Research on Adult Learning in Higher Education

Craft a blended learning program tailor-made for your students Go Blended! is a practical implementation guide for educators interested in getting blended learning off the ground. Author Liz Arney is a seasoned developer of blended learning programs at Aspire Public Schools, and she also closely collaborates with district and charter leaders from across the country on this work. Go Blended! offers boots-on-the-ground support for laying the foundation for a blended learning program in our schools and classrooms. Throughout the book teachers with blended learning experience share helpful tips and lesson plans to help educators make purposeful choices in using technology to fulfill students' needs without becoming an end in itself. This useful guide also offers key documents and timelines to support a blended learning implementation and provides step-by-step practical advice for avoiding mistakes. Readers will gain expert insight into both the broad and narrow of blended transition, from sweeping concepts like program goals to nitty-gritty details like teaching routines around technology use. Technology is rapidly changing the landscape of education; teacher effectiveness and student achievement are both tied to the ability to adapt to new technology, and blended learning has become a hot topic in schools across the nation. Go Blended! helps school leaders and teachers take their first steps toward blended learning, putting them in a better position to continuously adapt as the world changes. You'll learn how to: Investigate leadership and staff readiness to "go blended." Learn how to evaluate and purchase the right educational software. Keep the program's goals in mind throughout the development process. Teach lessons that set students up for success when using classroom technology. Tailor the program to the students, not the other way around. Aspire's impressive track record of high performance, along with a growing body of evidence from blended schools across the nation, testifies to the reality that incorporating technology into the classroom can improve student outcomes. But improved student outcomes will only occur when teachers and administrators intentionally tailor technology and curricula to meet their goals. With Go Blended!, you can be confident that you're focused on the ultimate goal of blended learning: increasing student achievement.

Active blended learning (ABL) is a pedagogical approach that combines sensemaking activities with focused interactions in appropriate learning settings. ABL has become a great learning tool as it is easily accessible online, with digitally rich environments, close peer and tutor interactions, and accommodations per individual learner needs. It encompasses a variety of concepts, methods, and techniques, such as collaborative learning, experiential learning, problem-based learning, team-based learning, and flipped classrooms. ABL is a tool used by educators to develop learner autonomy, engaging students in knowledge construction, reflection, and critique. In the current educational climate, there is a strong case for the implementation of ABL. Cases on Active Blended Learning in Higher Education explores strategies and methods to implement ABL in higher education. It will provide insights into teaching practice by describing the experiences and reflections of academics from around the world. The chapters analyze enablers, barriers to engagement, outcomes, implications, and recommendations to benefit from ABL in different contexts, as well as associated concepts and models. While highlighting topics such as personalized university courses, remote service learning, team-based learning, and universal design, this book is ideal for in-service and preservice teachers, administrators, instructional designers, teacher educators, practitioners, researchers, academicians, and students interested in pedagogical approaches aligned to ABL and how this works in higher education institutions.

It has quickly become apparent in the past year that online learning is not only an asset, but it is critical to the continued education of youth during times of crisis. However, districts and schools across the nation are in need of guidance and practical, research-backed approaches to distance and hybrid learning. The current COVID-19 crisis has demonstrated that effective learning in K-12 is possible, but many districts struggled and continue to struggle in achieving that reality. There is also the growing consensus that even if things "return to normal," distance and blended learning strategies should continue to be employed in many ways across the K-12 environment. Designing Effective Distance and Blended Learning Environments in K-12 provides key insights into the ways that school districts and educators from across the world have effectively designed and implemented distance and blended learning approaches to enable and enhance student learning. The diverse collection of authors from various demographics and roles in school systems will benefit readers across a wide spectrum of school community stakeholders. There will also be an emphasis on how research and theory is put into practice, along with an honest discussion of what strategies and actions were successful as well as those that were less so. This book is essential for professionals and researchers working in the field of K-12 education, particularly superintendents, curriculum developers, professional learning designers, school principals, instructional technology specialists, and teachers, as well as administrators, researchers, academicians, and students interested in the effective practices being used in blended learning approaches.

This is an essential resource for anyone designing or facilitating online learning. It introduces an easy, practical model (R2D2: read, reflect, display, and do) that will show online educators how to deliver content in ways that benefit all types of learners (visual, auditory, observational, and kinesthetic) from a wide variety of backgrounds and skill levels. With a solid theoretical foundation and concrete guidance and examples, this book can be used as a handy reference, a professional guidebook, or a course text. The authors intend for it to help online instructors and instructional designers as well as those contemplating such positions design, develop, and deliver learner-centered online instruction. Empowering Online Learning has 25 unique activities for each phase of the R2D2 model as well as summary tables helping you pick and choose what to use whenever you need it. Each activity lists a description, skills addressed, advice, variations, cost, risk, and time index, and much more. This title is loaded with current information about emerging technologies (e.g., simulations, podcasts, wikis, blogs) and the Web 2.0. With a useful model, more than 100 online activities, the latest information on emerging technologies, hundreds of quickly accessible Web resources, and relevance to all types and ages of learners--Empowering Online Learning is a book whose time has come.

A Guide to Personalized Learning and Online Integration

Revolutionizing K-12 Blended Learning through the iFlex Classroom Model

Handbook of Research on Mobile Learning in Contemporary Classrooms

Teaching in Blended Learning Environments

A Handbook for Educators

Practical Applications and Experiences in K-20 Blended Learning Environments

The Handbook of Technology and Second Language Teaching and Learning presents a comprehensive exploration of the impact of technology on the field of second language learning. The rapidly evolving language-technology interface has propelled dramatic changes in, and increased opportunities for, second language teaching and learning. Its influence has been felt no less keenly in the approaches and methods of assessing learners' language and researching language teaching and learning. Contributions from a team of international scholars make up the Handbook consisting of four parts: language teaching and learning through technology; the technology-pedagogy interface; technology for L2 assessment; and research and development of technology for language learning. It considers how technology assists in all areas of language development, the emergence of pedagogy at the intersection of language and technology, technology in language assessment, and major research issues in research and development of technologies for language learning. It covers all aspects of language including grammar, vocabulary, reading, writing, listening, speaking, pragmatics, and intercultural learning, as well as new pedagogical and assessment approaches, and new ways of conceiving and conducting research and development. The Handbook of Technology and Second Language Teaching and Learning demonstrates the extensive, multifaceted implications of technology for language teachers, learners, materials-developers, and researchers. Incorporating new methods and approaches in learning environments is imperative to the development of education systems. By enhancing learning processes, education becomes more attainable at all levels. The Handbook of Research on Instructional Systems and Educational Technology is an essential reference source for the latest scholarly research on new models, trends, and data for solving instructional and learning challenges in education. Featuring extensive coverage on a wide range of topics such as distance education, online learning, and blended learning, this publication is ideally designed for academicians, practitioners, researchers, and students seeking current research on the latest improvements in instructional systems.

This essential guide should be on the desk of any library and information professional, records manager, archivist or knowledge manager involved in planning and introducing an ERM system, whether in a public or private sector organization. Information professionals currently face the challenge of providing end-user education and staff training to very large and diverse groups, whilst integrating the use of ICT into their teaching. But there seems to be a tendency within the literature to focus solely on face-to-face learning or on e-learning, and this is a lost opportunity. This book offers a new blended learning approach, combining the two techniques to make best use of the advantages of each while minimizing the disadvantages. It provides information professionals with a practical guide to the design and delivery of such training programmes, illustrated with a range of library-based examples, checklists and case studies. Many organizations establish projects, sometimes using external funding, as a means of developing their education and training provision, and the book provides a practical overview of this subject in the context of blended learning. Key areas covered include:

technologies in the classroom virtual communication tools integrated learning environments websites and web tools models of teaching and learning planning and designing learning activities individual and group learning coaching and mentoring engaging with communities of interest and practice managing learning and teaching projects. Readership: This unique book will be of great value to any information professionals involved in establishing and delivering end-user education and staff development, whatever their previous experience. It will also benefit staff developers in school, college and higher education, library and information students, independent consultants and trainers, and information suppliers such as database providers.

Schedule constraints and other complicating factors can make face-to-face educational methods inadequate to the needs of learners. Thus, blended learning has emerged as a compromise that reconciles the need for high-tech and high-touch learning and teaching interactions. Transcultural Blended Learning and Teaching in Postsecondary Education educates readers across nations and cultures and strengthens their understanding of theories, models, research, applications, best practices, and emerging issues related to blended learning and teaching through a holistic and transcultural perspective. This research volume serves as a valued resource for faculty, administrators, and leaders in postsecondary institutions to plan, develop, implement, and evaluate blended learning programs and courses. It also provides researchers with the latest research in transcultural blended learning and teaching theories, findings, best practices, and emerging trends.

Handbook of Research on Instructional Systems and Educational Technology

Proven Ways to Enhance Technology-Based and Blended Learning

The Handbook of Technology and Second Language Teaching and Learning

The Online Learning Idea Book

Essentials for Blended Learning

Handbook of Research on Managing and Designing Online Courses in Synchronous and Asynchronous Environments

First Published in 2002. Routledge is an imprint of Taylor & Francis, an informa company.

In today's globalized world, professional fields are continually transforming to keep pace with advancing methods of practice. The theory of adult learning, specifically, is a subject that has seen new innovations and insights with the advancement of online and blended learning. Examining new principles and characteristics in adult learning is imperative, as emerging technologies are rapidly shifting the standards of higher education. The Handbook of Research on Adult Learning in Higher Education is a collection of innovative research on the methods and applications of adult education in residential, online, and blended course delivery formats. This book will focus on the impact that culture, globalization, and emerging technology currently has on adult education. While highlighting topics including andragogical principles, professional development, and artificial intelligence, this book is ideally designed for teachers, program developers, instructional designers, technologists, educational practitioners, deans, researchers, higher education faculty, and students seeking current research on new methodologies in adult education.

Many learning options are possible in education, from traditional to blended/hybrid to fully online. Of the three delivery formats, the blended mode, which involves the fusion of online and traditional face-to-face instruction and learning activities, is considered to have the greatest potential to provide the best learning environment. As blended learning continues to evolve and expand, it is important that information regarding what constitutes the ideal combination of online and traditional pedagogical strategies in blended education and at all levels is illuminated and shared. Emerging Techniques and Applications for Blended Learning in K-20 Classrooms is an academic publication that focuses on pedagogical strategies and technologies that have been successfully employed by educators in blended instruction. In addition, the student outcomes from the use of these techniques are presented. Covering a wide range of topics such as gamification, civic education, and critical thinking, this book is essential for academicians, administrators, educators, instructors, researchers, instructional designers, curriculum developers, principals, early childhood educators, higher education faculty, and students.

Essentials for Blended Learning: A Standards-Based Guide provides a practical, streamlined approach for creating effective learning experiences by blending online activities and the best of face-to-face teaching. This guide is: Easy to use: Clear, jargon-free writing; illustrations; and references to online resources help readers understand concepts. Streamlined: A simple but effective design process focuses on creating manageable activities for the right environment. Practical: Real-world examples from different subject areas help teachers understand principles in context. Contemporary: The variety of modern, connected technologies covered in the guide addresses a range of teaching challenges. Forward-Looking: The approach bridges the gap between formal classroom learning and informal lifelong learning. Standards-based: Guidelines and standards are based on current research in the field, relevant learning theories, and practitioner experiences. Effective blended learning requires significant rethinking of teaching practices and a fundamental redesign of course structure. Essentials for Blended Learning: A Standards-Based Guide simplifies these difficult challenges without neglecting important opportunities to transform teaching. This guide is suitable for teachers in any content area. Please visit www.essentialsforblended.com for additional resources.

A Handbook for Blending Technology in Schools

Handbook of Research on Blended Learning Pedagogies and Professional Development in Higher Education

Blended Learning

The Handbook of Blended Learning

Handbook of Research on Emerging Practices and Methods for K-12 Online and Blended Learning

Empowering Online Learning

Discover the dramatic changes that are affecting all learners Web-based technology has opened up education around the world to the point where anyone can learn anything from anyone else at any time. To help educators and others understand what's possible, Curt Bonk employs his groundbreaking "WE-ALL-LEARN" model to outline ten key technology and learning trends, demonstrating how technology has transformed educational opportunities for learners of every age in every corner of the globe. The book is filled with inspiring stories of ordinary learners as well as interviews with technology and education leaders that reveal the power of this new way of learning. Captures the global nature of open education from those who are creating and using new learning technologies Includes a new Preface and Postscript with the latest updates A free companion web site provides additional stories and information Using the dynamic "WE-ALL-LEARN" model, learners, educators, executives, administrators, instructors, and parents can discover how to tap into the power of Web technology and unleash a world of information.

This book is the color print version (go here for the black and white version: <http://bit.ly/k12blended-print>). This book is your guide to blended teaching in K-12 settings. It was designed to help both pre-service and in-service teachers prepare their classes for blended teaching. The book can be accessed in several different formats at <http://edtechbooks.org/k12blended>. This book begins by orienting you to the foundational dispositions and skills needed to support your blended teaching practice. Then you will be introduced to four key competencies for blended teaching which are: (1) Online Integration - ability to effectively combine online instruction with in-person instruction. (2) Data Practices - ability to use digital tools to monitor student activity and performance in order to guide student growth. (3) Personalization - ability to implement a learning environment that allows for student customization of goals, pace, and/or learning path. (4) Online Interaction - ability to facilitate online interactions with and between students. The final chapter of the book helps you bring all four competencies together as you implement blended teaching in your classroom.