

Aspire Publishes Its First Blended Learning Book

Handbook of Research on Blended Learning Pedagogies and Professional Development in Higher Education
Blended Learning Models for Improving and Optimizing Online and Blended Learning in Higher Education
Blended Learning Environments for Adults: Evaluations and Frameworks
Learning Technologies
Blended Learning Designs in STEM Higher Education
Practical Applications and Experiences in K-20 Blended Learning Environments
Hybrid Learning and Education
Handbook of Research on Creating Meaningful Experiences in Online Courses
Essentials for Blended Learning, 2nd Edition
Blended Learning in Action
Handbook of Research on Engaging Digital Natives in Higher Education Settings
Blended Learning The Quick Guide to Simultaneous, Hybrid, and Blended Learning
Online Learning
The Virtual University
Academy of Management Learning and Education
The ASTD E-learning Handbook
The Blended Classroom
From Traditional to Blended Learning
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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

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 economies of scale and beyond

this book examines the benefits and costs associated with the utilization of technology mediated instructional environments recognizing that instructional technology could offer alternative means of communication for understanding provided by publisher

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

with a historical context covering the past 20 years this book provides in depth discussions of research trends and issues related to learning technologies in k 12 schools higher education settings and educational administration in the u s given the remote learning challenges and opportunities that the covid 19 pandemic has recently brought to our attention world wide interest in educational technology related issues is at its peak therefore this book is specifically directed at the entire educational technology field educators educational leaders researchers and policymakers alike who are interested in learning technologies in the u s educational system three main resources guide the discussions in the book first an extensive literature review related to the book s central focus learning technologies in the u s education system including relevant studies published over the last two decades is presented second reflections on the author s twenty years of professional teaching research and scholarship focused on educational technology at a major u s research university are provided and third the viewpoints of students in the graduate level educational technology courses taught by the author presenting the vital perspective of practicing teachers and educational leaders regarding how learning technologies affect their schools and their work within them are considered all of these perspectives and data combine to provide a comprehensive overview on the topic of learning technologies in the u s education system together they create a book that is indispensable for anyone interested in learning technologies in education

this book offers a set of learning principles to support the design of rich learning experiences in science technology engineering and mathematics stem higher education including detailed evaluations and discussions for a variety of science subjects further it presents a professional learning framework that can be used to support the implementation of blended learning technologies to increase buy in from academic staff to support grass roots initiatives to develop a sense of community and to sustain change the principles developed here will help readers to think about blended learning from a learner s perspective put learning first and develop activities that will help learners achieve better learning outcomes in addition the book addresses how to design rich evidence based blended learning experiences that support learning it demonstrates a range of learning principles in practice with step by step instructions and includes templates supporting material instructions and other resources to help teachers embed and adapt designs in their own subject readers will be equipped with an expanded toolkit of resources designs ideas and activities that can be directly applied in a variety of subject areas

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

this book constitutes the refereed proceedings of the first international conference on hybrid learning ichl 2008 held in hong kong china in august 2008 the 38 revised full papers presented together with 3 keynote lectures were carefully reviewed and selected from 142 submissions the papers are organized in topical sections on hybrid education model and pedagogies for hybrid learning trends pervasive learning mobile and ubiquitous learning hybrid learning experiences hybrid learning systems technologies as well as contextual attitude and cultural effects

while online courses are said to be beneficial and many reputable brick and mortar higher education institutions are now offering undergraduate and graduate programs online there is still ongoing debate on issues related to credibility and acceptability there is some reluctance to teach online and to admit and hire students who have enrolled in online programs given these concerns it is essential that educators in online communities continue to share the significant learning experiences and outcomes that occur in online classrooms and highlight pedagogical practices used by online instructors to make their courses and programs comparable to those offered face to face the handbook of research on creating meaningful experiences in online courses is a comprehensive research book that examines the quality of courses in higher education that are offered exclusively online and details strategies and practices used by online instructors to create meaningful teaching and learning experiences in online courses featuring a range of topics such as gamification professional development and learning outcomes this book is ideal for academicians researchers educators administrators instructional designers curriculum developers higher education faculty and students

essentials for blended learning provides a practical streamlined approach for creating effective learning experiences by blending online activities and the best of face to face teaching effective blended learning requires rethinking of

teaching practices and a redesign of course structure suitable for instructors in any content area this book simplifies these difficult challenges without neglecting important opportunities to transform teaching the revised second edition is more streamlined and easier to use and includes more real world examples of blended teaching and learning the latest technologies and additional research based learning activities

shift to blended learning to transform education blended learning has the power to reinvent education but the transition requires a new approach to learning and a new skillset for educators loaded with research and examples blended learning in action demonstrates the advantages a blended model has over traditional instruction when technology is used to engage students both inside the classroom and online readers will find breakdowns of the most effective classroom setups for blended learning tips for leaders ideas for personalizing and differentiating instruction using technology strategies for managing devices in schools questions to facilitate professional development and deeper learning

the integration of technology has become so deeply rooted into modern society that the upcoming generation of students has never known a world without such innovations this defining trait calls for an examination of effective methods in which to support and motivate these learners the handbook of research on engaging digital natives in higher education settings focuses on the importance of educational institutions implementing technology into the learning and teaching process in order to prepare for students born into a digital world highlighting relevant issues on teaching strategies and virtual education this book is a pivotal reference source for academicians upper level students practitioners and researchers actively involved in higher education

the purpose of this collective case study was to understand the transitional experiences of first time instructors teaching a blended learning course at three separate high school sites blended learning is defined as inquiry that combines both face to face and online modalities halverson graham spring drysdale 2012 this unique merger between both traditional face to face instruction and innovative online learning creates transition and change experiences for instructors as they adapt their practice to satisfy the requirements of the blended learning environment guskey 1986 data collected through individual interviews reflective journals observations and a culminating focus group interview examined these experiences in search of the successes and challenges encountered by instructors new to blended learning the findings included five broad themes related to change uncertainty technology collaboration and student

centered pedagogy the participants grappled with change in both concrete and personal ways as they journeyed through a unique change process that transformed their instruction their interactions with students and ultimately their pedagogy about learning the participants struggled with feelings of uncertainty connected with the many changes they experienced the use of technology as well as collaboration were integral components of the participants experience with blended learning

what a year twelve months and counting since covid expanded stretched and blurred the boundaries of teaching and learning at least one thing has remained constant our commitment as educators to move learning forward it's just the context that keeps changing why doug fisher nancy frey john almarode and aleigha henderson rosser have created a follow up to the distance learning playbook their all new quick guide to simultaneous hybrid and blended learning first to be clear simultaneous learning must not be an additive meaning we combine two entirely different approaches and double our workload that's unsustainable instead we must extract integrate and implement what works best from both distance learning and face to face learning environments then and only then doug nancy john and aleigha insist can we maximize the learning opportunities for all of our students to that end the quick guide to simultaneous hybrid and blended learning describes how to have clarity about the most important learning outcomes for our students this will help us decide what is best done asynchronously and what is best done with our roomies and zoomies capitalize on the potential of asynchronous learning and use that valuable time to preview and review this way we can draw on evidence from these tasks to help us decide where to go next in our teaching and our students learning utilize synchronous learning for collaborative learning and scaffolding of content skills and essential understandings in doing so we can collect additional evidence of students learning so that we provide feedback that moves learning forward establish norms for combining synchronous and face to face environments in simultaneous learning importantly we have to set up the environment for our roomies and zoomies to learn together develop learning experiences and tasks that maximize learner engagement for all learners in all settings focus on acceleration and learning recovery in other words no more deficit thinking our students are where they are and there are specific things that we can do to ensure their learning implement the guide's many resources strategies and templates none of us chose to be in a situation where some learners are physically in our classrooms while others attend virtually and remotely write doug nancy john and aleigha however what we hope to convey is that we've got this while the context is different the principles behind clarity planning high yield strategies and interventions student learning and assessment hold steady this is where the quick guide to simultaneous hybrid and blended learning will prove

indispensable on this next leg of our journey

jill couldn t help falling for todd he was handsome charming and they had incredible chemistry but he had a wife and they had an arrangement learning to live in a poly amorous relationship was different for everyone involved but they adjusted then entered dean witty romantic and entirely available to be jill s alone he swept jill off her feet in a way that would have answered her desires but now only left her confused a marriage proposal from dean brought even more questions could jill learn to be the one

e learning and the virtual university are examples of the use of information and communication technology ict as a teaching and learning approach and an organizational structure both raise issues associated with the phenomenon of cross border education this publication explores the related ict policy planning and management implications of several new or reorganized institutions of higher education three background chapters describe the context the trends and challenges and the impact of cross border education eight case studies from different regions and representing various institutional models tell the story of their development and relate what they have learned

the entire training industry is undergoing dramatic change as training is moved out of traditional classrooms and onto the training publications and conferences are now dominated by speakers writers and vendors talking about e learning the e learning revolution is forcing companies to spend millions on new technology and new web based courseware threatening the role of traditional classroom trainers and saving companies millions of dollars in housing and travel costs because trainees no longer need a plane ticket and 3 nights accommodation to attend a corporate training program the training can be delivered to each learner s desktop over the but because e learning is still in the revolution stage there are no clear standards and models for how to create and deliver e learning successfully everyone is asking the same questions how does web based training fit in with traditional classroom based training what are the standards for designing high quality e learning how much interaction with an instructor do e learning participants need what is the role of the instructional designer in online learning the astd e learning yearbook will be the first annual refe

many teachers struggle to make sense of the seemingly overwhelming task of transitioning to technology supported blended teaching and learning if you find yourself wondering how to begin then this guide is for you in it you will be

shown how to put student learning first using a strategic framework for implementing blended learning practical strategies using a variety of technology tools are included but technology is not the focus the focus is on thinking through the most important aspect of this transformation your teaching practice alignment of blended learning with the common core state standards and competency based learning are also addressed

would you like to get rid of the traditional methods of teaching do your students feel bored inside the classroom do you think that you face tsunami alone in the class take revolutionary decisions do it our book will give you a hand it is a step by step guideline to using digital technology in teaching this book is designed to expose you to three stages of learning practice and development you are not only going to learn from the book but it guides you to various sources of learning as well in the practice stage you are going to design different digital activities and deliver them effectively the last phase starts when you self reflect and collect others feedback so that you can improve your first trial and design more engaging and effective digital activities the book will take you through nine chapters blended learning digital technologies used in teaching learning management systems video conference digital tools formative assessment digital tools presentation applications animated video makers class management digital tools collecting and analysing audience information and feedback the first two chapters are more theoretical than practical where you are going to explore blended learning the book introduces you to the blended learning requirements according to the requirements the other seven chapters focus on seven categories of digital technologies mentioned earlier in each chapter you will study and use several tools comparing and contrasting their pros and cons focusing on the learning outcomes they achieve you adopt the tools that satisfy your students needs and then start practicing them in real life sessions then you collect the feedback and improve the first practice as a result of that you will master blended and online teaching why are you waiting be the first in your school to have this unique book that will stay forever get your copy today by clicking the buy now button right now

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