E Learning Discussion Guide

Lexicon of Online and Distance LearningE-learning Tools and TechnologiesE-learning Methodologiese-Learning and the Science of InstructionGuide to Distance Learning ProgramsInstructional Design: Concepts, Methodologies, Tools and ApplicationsA Practical Guide to Authentic E-LearningHandbook of Distance Learning for Real-Time and Asynchronous Information Technology EducationE-Learning Technologies and Evidence-Based Assessment ApproachesA Practical Guide for Medical Teachers E-BookInstitutional Transformation through Best Practices in Virtual Campus Development: Advancing E-Learning PoliciesInteractive Distance Learning in PreK-12 SettingsThe ASTD E-learning HandbookAdvances in E-Learning: Experiences and MethodologiesVirtual Training Tools and TemplatesUsing Edu-Tainment for Distance Education in Community WorkThe Distance Learning Playbook, Grades K-12Michael Allen's Guide to e-LearningTechnologies for E-Learning and Digital EntertainmentPromoting Health: A Practical Guide - E-BookHandbook of Research on E-Learning Methodologies for Language AcquisitionLearning by DoingDesigning and Developing Training ProgramsThe Complete Step-by-Step Guide to Designing and Teaching Online CoursesThe Theory and Practice of Online LearningStudent Participation in Online DiscussionsApplied E-Learning and E-Teaching in Higher EducationThe Accidental Instructional DesignerTechnology, E-learning and Distance EducationTeaching and Learning at a DistanceThe E-learning Question and Answer BookInfo-line Guide to Training EvaluationE-Learning Companion: A Student's Guide to Online SuccessOnline LearningPharmacotherapy Principles and Practice Study Guide 3/EE-LearningE-Learning in the 21st CenturyE-Learning Companion: Student's Guide to Online SuccessImplementing E-Learning SolutionsArchitecture Solutions for E-Learning Systems

Lexicon of Online and Distance Learning

Neither an academic tome nor a prescriptive 'how to' guide, The Theory and Practice of Online Learning is an illuminating collection of essays by practitioners and scholars active in the complex field of distance education. Distance education has evolved significantly in its 150 years of existence. For most of this time, it was an individual pursuit defined by infrequent postal communication. But recently, three more developmental generations have emerged, supported by television and radio, teleconferencing, and computer conferencing. The early 21st century has produced a fifth generation, based on autonomous agents and intelligent, database-assisted learning, that has been referred to as Web 2.0. The second edition of "The Theory and Practice of Online Learning" features updates in each chapter, plus four new chapters on current distance education issues such as connectivism and social software innovations.

E-learning Tools and Technologies

Teaching and Learning at a Distance is written for introductory distance education courses for preservice or in- service teachers, and for training programs that discuss teaching distant learners or managing distance education systems. This text provides readers with the basic information needed to be knowledgeable distance educators and leaders of distance education programs. The teacher or trainer who uses this book will be able to distinguish between appropriate uses of distance education. In this text we take the following themes: The first theme is the definition of distance education. Before we started writing the first edition of Teaching and Learning at a Distance we carefully reviewed the literature to determine the definition that would be at the foundation of our writing. This definition is based on the work of Desmond Keegan, but is unique to this book. This definition of distance education has been adopted by the Association for Educational Communications and Technology and by the Encyclopedia Britannica. The second theme of the book was the importance of research to the development of the contents of the book. The best practices presented in Teaching and Learning at a Distance are validated by scientific evidence. Certainly there are "rules of thumb", but we have always attempted to only include recommendations that can be supported by research. The third theme of Teaching and Learning at a Distance is derived from Richard Clark's famous quote published in the Review of Educational Research that states that media are mere vehicles that do not directly influence achievement. Clark's controversial work is discussed in the book, but is also fundamental to the book's advocacy for distance education – in other words, we authors did not make the claim that education delivered at a distance was inherently better than other ways people learn. Distance delivered instruction is not a "magical" approach that makes learners achieve more. The fourth theme of the book is equivalency theory. Here we presented the concept that instruction should be provided to learners that is equivalent rather than identical to what might be delivered in a traditional environment. Equivalency theory helps the instructional designer approach the development of instruction for each learner without attempting to duplicate what happens in a face to face classroom. The final theme for Teaching and Learning at a Distance is the idea that the book should be comprehensive – that it should cover as much of the various ways instruction is made available to distant learners as is possible. It should be a single source of information about the field.

E-learning Methodologies

e-Learning and the Science of Instruction

This Fourth Edition of the highly praised Practical Guide for Medical Teachers provides a bridge between the theoretical aspects of medical education and the delivery of enthusiastic and effective teaching in basic science and clinical medicine. Healthcare professionals are committed teachers and this book is a practical guide to help them maximise their performance. Practical Guide for Medical Teachers charts the steady rise of global interest in medical education in a concise

format. This is a highly practical book with useful "Tips" throughout the text. The continual emergence of new topics which are of interest to teachers in all healthcare disciplines is recognised in this new edition with seven new chapters: The hidden curriculum; Team based learning; Patient safety; Assessment of attitudes and professionalism; Medical education leadership; Medical education research; and How to manage a medical college An enlarged group of 73 authors from 14 countries provide both an international perspective and a multiprofessional approach to topics of interest to all healthcare teachers.

Guide to Distance Learning Programs

It has long been known that carefully constructed programs delivered through the media, such as radio, television and, more recently, Internet can have a profound effect on social development and behavior. There is, however, increasing acknowledgment that media programming alone is not enough to sustain beneficial behavior change. There is a clear need for these Entertainment-Education programs to be reinforced by strong on-the-ground support from trained community workers. In remote areas of developing countries, this support must often be given through distance education. This book, which is the third in the series titled Communication for Behavior Change, provides guidelines on the preparation of distance education radio, TV and Internet programs, using the Edu-tainment format. This method of teaching provides clear, concise instruction set against an entertainment background that can attract and hold the attention of learners who frequently have no contact with a teacher or mentor. In this book, the author—a leading practitioner in the fields of both Edu-tainment and Entertainment-Education (the format used for general public programming)—provides detailed instructions on creating distance education programs for community workers in developing countries. A special section, provided by a specialist in the field of Internet use, gives clear guidelines on IT application for distance education. The book is designed to help project managers, writers, producers, researchers, development planners, donors, NGOs and other organizations who want to make use of distance education programming for community workers. It provides clear guidelines on curriculum preparation, media selection, program format choice, script writing and review, program production, preparation of support books and participant guides and methods of audience feedback. The 6Ts of successful lesson preparation are explained along with demonstrations of how the 6Ts are used in various script samples.

Instructional Design: Concepts, Methodologies, Tools and Applications

Are your virtual training tools ready for a tune-up? You've discovered the best way to reach remote audiences without boarding a single plane. And you've learned that an effective virtual training program is relatively short, highly relevant, and extremely engaging. Now you need the tried-and-true tools that will make your next program an all-out success. Virtual Training Tools and Templates: An Action Guide to Live Online Learning offers proven resources for delivering top-notch

virtual training programs. Make expert trainer Cindy Huggett's professional array of virtual tools your own, and discover new perspectives from a range of training trailblazers. You'll find their real-world lessons learned and get full access to their secrets of the trade. Starting with a simple four-step process (get started, get ready, get buy-in, and get going), Huggett helps you select the right technology, then offers detailed sections on how to design content, develop activities, and work with both facilitators and producers. And if you're wondering how to prepare participants and evaluate program results, Huggett does not disappoint. Follow along as she guides you with new and relevant tips, tools, and templates every step of the way. A virtual training pioneer, Huggett wrote this book for you---instructional designers, facilitating trainers, learning coordinators, and training managers. And she continues to experiment with creative techniques and hone her skills so you can jump in with confidence. This complete guide builds on the author's popular The Virtual Training Guidebook---use them together or on their own to delve into Huggett's holistic approach to virtual training.

A Practical Guide to Authentic E-Learning

E-learning--the delivery of training and performance support directly to employees' desktops--is exploding in growth and complexity. The 2002 ASTD E-Learning Handbook gives readers the very juiciest, most practical, most recent articles and reference information from leading experts and gurus. Covering E-Learning best practices and useful reviews of the literature, the book gives guidance on getting better results for dollars committed to E-Learning and provides a directory of contact information for key E-Learning organizations, sources, conference schedules, and more.

Handbook of Distance Learning for Real-Time and Asynchronous Information Technology Education

Successful educational programs are often the result of pragmatic design and development methodologies that take into account all aspects of the educational and instructional experience. Instructional Design: Concepts, Methodologies, Tools and Applications presents a complete overview of historical perspectives, new methods and applications, and models in instructional design research and development. This three-volume work covers all fundamental strategies and theories and encourages continued research in strengthening the consistent design and reliable results of educational programs and models.

E-Learning Technologies and Evidence-Based Assessment Approaches

"This book aims to provide readers with a variety of contemporary solutions to identified educational problems of practice related to the assessment of student learning in e-learning environments"--Provided by publisher.

A Practical Guide for Medical Teachers E-Book

"This book presents international practices in the development and use of applied e-Learning and e-Teaching in the classroom in order to enhance student experience, add value to teaching practices, and illuminate best practices in the area of e-Assessment. This book provides insight into e-Learning and e-Teaching practices while exploring the roles of academic staff in adoption and application"--Provided by publisher.

Institutional Transformation through Best Practices in Virtual Campus Development: Advancing E-Learning Policies

"This book provides fundamental research on the architecture of learning technology systems, discussing such issues as the common structures in LTS and solutions for specific forms such as knowledge-based, distributed, or adaptive applications of e-learning. Researchers, and scholars in the fields of learning content software development, computing and educational technologies, and e-learning will find it an invaluable resource"--Provided by publisher.

Interactive Distance Learning in PreK-12 Settings

The increasingly prevalent use of online- or blended-learning in schools universities has resulted in asynchronous online discussion forum becoming an increasingly common means to facilitate dialogue between instructors and students, as well as students and students beyond the boundaries of their physical classrooms. This proposed academic book contributes to the literature on asynchronous online discussions in the following three main ways: First, it reviews previous research studies in order to identify the factors leading to limited student contribution. Limited student contribution is defined as students making few or no postings, students exhibiting surface-level thinking or students demonstrating low-level knowledge construction in online discussions. It then identifies the various empirically-based guidelines to address the factors. Second, three potential guideline dilemmas that educators may encounter: (a) use of grades, (b) use of number of posting guideline, and (c) instructor-facilitation are introduced. These are guidelines where previous empirical research shows mixed results when they are implemented. Acknowledging the dilemmas is essential for educators and researchers to make informed decisions about the discussion guidelines they are considering implementing. Third, nine exploratory case studies related to student-facilitation and audio-based discussion are reported on and examined. Using students as facilitators may be an alternative solution to educators who wish to avoid the instructor-facilitation guideline dilemma. Using audio discussion would be useful for participants with poor typing skills or those who prefer talking to typing. The proposed book is distinctive in comparison to current competitor titles because all the findings and guidelines are empirically-based. Furthermore, the nine expanded case studies provided specifically address the issue of student/peer

facilitation and audio-based discussion. Student/peer facilitation and audio discussion are two areas that hitherto received comparatively lesser attention compared to instructor facilitation and text-based discussion.

The ASTD E-learning Handbook

This book constitutes the refereed proceedings of the Third International Conference on E-learning and Games, Edutainment 2008, held in Nanjing, China, in June 2008. The 83 revised full papers presented together with the abstract of 5 keynote speeches were carefully reviewed and selected from a total of 219 submissions. The papers are organized in topical sections on e-learning platforms and tools, e-learning system for education, application of e-learning systems, e-learning resource management, interaction in game and education, integration of game and education, game design and development, virtual characters, animation and navigation, graphics rendering and digital media, as well as geometric modeling in games and virtual reality.

Advances in E-Learning: Experiences and Methodologies

Explore effective learning programs with the father of e-learning Michael Allen's Guide to e-Learning: Building Interactive, Fun, and Effective Learning Programs for Any Company, Second Edition presents best practices for building interactive, fun, and effective online learning programs. This engaging text offers insight regarding what makes great e-learning, particularly from the perspectives of motivation and interactivity, and features history lessons that assist you in avoiding common pitfalls and guide you in the direction of e-learning success. This updated edition also considers changes in technology and tools that facilitate the implementation of the strategies, guidelines, and techniques it presents. E-learning has experienced a surge in popularity over the past ten years, with education professionals around the world leveraging technology to facilitate instruction. From hybrid courses that integrate technology into traditional classroom instruction to full online courses that are conducted solely on the internet, a range of e-learning models is available. The key to creating a successful e-learning program lies in understanding how to use the tools at your disposal to create an interactive, engaging, and effective learning experience. Gain a new perspective on e-learning, and how technology can facilitate education Explore updated content, including coverage regarding learner interface, gamification, mobile learning, and individualization Discuss the experiences of others via targeted case studies, which cover good and not so good e-learning projects Understand key concepts through new examples that reinforce essential ideas and demonstrate their practical application Michael Allen's Guide to e-Learning: Building Interactive, Fun, and Effective Learning Programs for Any Company, Second Edition is an essential resource if you are studying for the e-Learning Instructional Design Certificate Program.

Virtual Training Tools and Templates

There is currently a technological revolution taking place in higher education. The growth of e-learning is being described as explosive, unprecedented, and above all, disruptive. This timely and comprehensive book provides a coherent framework for understanding e-learning in higher education. The authors draw on their extensive research in the area to explore the technological, pedagogical and organisational implications of e-learning, and more importantly, they provide practical models for educators to use to realise the full potential of e-learning. A unique feature of the book is that the authors focus less on the ever-evolving technologies and more on the search for an understanding of these technologies from an educational perspective. This book will be invaluable for researchers, practitioners and senior administrators looking for guidance on how to successfully adopt e-learning in their institutions. It will also appeal to anyone with an interest in the impact of e-learning on higher education and society.

Using Edu-Tainment for Distance Education in Community Work

Web-based training, known as e-learning, has experienced a great evolution and growth in recent years, as the capacity for education is no longer limited by physical and time constraints. The emergence of such a prized learning tool mandates a comprehensive evaluation of the effectiveness and implications of e-learning. Advances in E-Learning: Experiences and Methodologies explores the technical, pedagogical, methodological, tutorial, legal, and emotional aspects of e-learning, considering and analyzing its different application contexts, and providing researchers and practitioners with an innovative view of e-learning as a lifelong learning tool for scholars in both academic and professional spheres.

The Distance Learning Playbook, Grades K-12

Base your ideas and strategies for successful implementation of e-learning initiatives on what's worked at other organizations. Use this set of collected cases to implement best practices and models.

Michael Allen's Guide to e-Learning

"This book discusses the complete range of contemporary research topics such as computer modeling, geometry, geoprocessing, and geographic information systems"--Provided by publisher.

Technologies for E-Learning and Digital Entertainment

Promoting Health: A Practical Guide - E-Book

Don't create boring e-learning! Cammy Bean presents a fresh, modern take on instructional design for e-learning. Filled with her personal insights and tips, The Accidental Instructional Designer covers nearly every aspect of the e-learning design process, including understanding instructional design, creating scenarios, building interactivity, designing visuals, and working with SMEs. You'll learn all about the CBT Lady and how to avoid her instructional design mistakes. Along the way, you'll hear from a few other accidental instructional designers, get ideas for your own projects, and find resources and references to take your own practice to the next level. The Accidental Instructional Designer is perfect for the learning professional or instructional designer who is just getting started with e-learning—or the more experienced practitioner looking for new ideas. In addition to sharing proven techniques and strategies, this book: covers best practices and what to avoid when designing an e-learning program presents e-learning in action through various case studies shows how you can go from being an accidental instructional designer to an intentional one.

Handbook of Research on E-Learning Methodologies for Language Acquisition

This title is now out of print. A new version with e-book is available under ISBN 9780702044564. Promoting Health is a seminal text that has been used in the training and education of health promoters over the last 25 years and has shaped health promotion practice in the UK. This 6th edition has undergone significant revision by a new author, Angela Scriven, a leading academic widely published in the health-promotion field, bringing it up to date with current practice. The text provides an accessible practical guide for all those involved in health promotion. Concerned with the what, why, who and how of health promotion, it is invaluable to students of the discipline. Fully updated to meet the needs of today's public health practitioners Case studies and exercises enable application of ideas Provides practice and guidance on report writing, running meetings and working with the media and influencing policy Discusses working with groups and networks, as well as individual clients User-friendly, interactive style New, contemporary format

Learning by Doing

This text serves as a resource and quick-reference guide for any course that demands technology skills. E-LEARNING COMPANION shows students how to adapt previously mastered skills such as time management, note-taking, and critical thinking to the online environment. The text also serves as a bridge for students who may be familiar with technologies such as real-time chats, online discussion boards, and e-mail as recreational tools, but have not learned how to apply these in a learning environment. Students learn technical terminology and how to troubleshoot, which allows them to become more flexible and capable learners. The skills they gain will support them throughout college and their future careers. The

Third Edition features thoroughly updated, expanded, and edited content to ensure that it remains relevant for today's college students. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Designing and Developing Training Programs

The essential e-learning design manual, updated with the latest research, design principles, and examples e-Learning and the Science of Instruction is the ultimate handbook for evidence-based e-learning design. Since the first edition of this book, e-learning has grown to account for at least 40% of all training delivery media. However, digital courses often fail to reach their potential for learning effectiveness and efficiency. This guide provides research-based guidelines on how best to present content with text, graphics, and audio as well as the conditions under which those guidelines are most effective. This updated fourth edition describes the guidelines, psychology, and applications for ways to improve learning through personalization techniques, coherence, animations, and a new chapter on evidence-based game design. The chapter on the Cognitive Theory of Multimedia Learning introduces three forms of cognitive load which are revisited throughout each chapter as the psychological basis for chapter principles. A new chapter on engagement in learning lays the groundwork for in-depth reviews of how to leverage worked examples, practice, online collaboration, and learner control to optimize learning. The updated instructor's materials include a syllabus, assignments, storyboard projects, and test items that you can adapt to your own course schedule and students. Co-authored by the most productive instructional research scientist in the world, Dr. Richard E. Mayer, this book distills copious e-learning research into a practical manual for improving learning through optimal design and delivery. Get up to date on the latest e-learning research Adopt best practices for communicating information effectively Use evidence-based techniques to engage your learners Replace popular instructional ideas, such as learning styles with evidence-based guidelines Apply evidence-based design techniques to optimize learning games e-Learning continues to grow as an alternative or adjunct to the classroom, and correspondingly, has become a focus among researchers in learning-related fields. New findings from research laboratories can inform the design and development of e-learning. However, much of this research published in technical journals is inaccessible to those who actually design e-learning material. By collecting the latest evidence into a single volume and translating the theoretical into the practical, e-Learning and the Science of Instruction has become an essential resource for consumers and designers of multimedia learning.

The Complete Step-by-Step Guide to Designing and Teaching Online Courses

E-LEARNING COMPANION serves as a resource and quick-reference guide for any course that demands technology skills. In addition to helping students adapt previously mastered skills--such as time management, note-taking, and critical

thinking--to the online environment, this text shows students how social networking, cloud file storage, wikis, and blogs can be utilized appropriately and effectively in a college course. Technical terminology and how-to tutorials help students become more capable and flexible online learners, and build skills that will support them throughout college and their future careers. The Fourth Edition is fully updated to be current and relevant for today's online learning environments, and also includes new Workplace Applications, and coverage of professional behavior and professional emails. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The Theory and Practice of Online Learning

The "E-Learning Methodologies" guide will support professionals involved in the design and development of e-learning projects and products. The guide reviews the basic concepts of e-learning with a focus on adult learning, and introduces the various activities and roles involved in an e-learning project. The guide covers methodologies and tips for creating interactive content and for facilitating online learning, as well as some of the technologies used to create and deliver e-learning.

Student Participation in Online Discussions

This book has strategies and tips that every online professor wants students to know before they sign up for an online class. Bowman has provided a reference tool for students to develop self-directed learning skills that will help them become secure and knowledgeable about technology, studying, communicating online, and getting work done on time.

Applied E-Learning and E-Teaching in Higher Education

"This book looks at solutions that provide the best fits of distance learning technologies for the teacher and learner presented by sharing teacher experiences in information technology education"--Provided by publisher.

The Accidental Instructional Designer

In this guide to the use of technology in flexible and distance learning, the author argues that technology is not inherently good or bad for teaching, rather, that it is the way in which it is used which is important. This second edition of the text pays particular attention to the use of the Internet.

Technology, E-learning and Distance Education

Designing and Developing Training Programs is filled withpractical information, best practices, and proven strategies. Thisbook will help both new and experienced trainers design and developtraining programs that achieve results for both individuals andtheir organizations while meeting the challenges of today'sfast-paced, rapidly changing learning environment. Created to beeasy-to-use, Designing and Developing Training Programs covers awide range of topics, including how to: Ensure that training is needed, relevant, andcost-effective Analyze the needs and characteristics of the audience Write behavioral learning Select the right content and design activities that help peoplelearn Develop effective learning materials Create a program evaluation Design virtual and remote training programs Praise for Designing and Developing Training Programs "Janis Fisher Chan is truly a master designer, having an uncannyability to help people to truly think. Her book is of real serviceto anyone in the field of training." —Manfred Kets de Vries, Raoul de Vitry d'Avaucourt ChairedClinical Professor of Leadership Development and director, INSEADGlobal Leadership Centre "What makes Janis Chan's book so exceptional is the variety ofchallenging, content-related exercises that bring the concepts 'upclose and personal' into the reader's life and work." —Sharon Bowman, Author, Training from the BACK of theRoom!

Teaching and Learning at a Distance

Lexicon of Online and Distance Learning, a desktop resource, focuses specifically on distance education for researchers and practitioners. It provides key information about all levels of education (that is, KD12, higher education, proprietary education, and corporate training), allowing for comprehensive coverage of the discipline of distance education. The book offers a comprehensive index of distance learning terms; cross-references to synonyms and, when appropriate, online web links to encourage further exploration. Each lexicon entry is categorized by its root terminology_general, education, technology, instructional technology, or distance education_and provides the actual definition and complete exploration of the term along with specific references that include related books, volumes, and available manuscripts.

The E-learning Question and Answer Book

In this valuable resource, experts share deep knowledge including practical "how-to" and preventive trouble-shooting tips. Instructors will learn about course design and development, instructional methods for online teaching, and student engagement and community building techniques. The book contains successful teaching strategies, guidance for facilitating interactions and responding to diversity, and assessments, as well as future directions for online learning. With many field-tested examples and practice assignments, and with voices from students, teachers, and experts, this book arms instructors and administrators with the tools they need to teach effective and empowering online courses. This one-stop resource addresses all of the core elements of online teaching in terms that are universally applicable to any content area and at any instructional level. "A rare book in education: one that is not only highly useful but also intellectually coherent

and based on robusta>, transferable principles of learning and teaching. All educators—in online environments and in brick-and-mortar schools—will find this an invaluable resource." —From the Foreword by Grant Wiggins "We now know we can get increased participation with online tools to make thinking more visible and switch the traditional delivery of instruction to personalize learning. While it is inevitable that online learning will become an important skill for everyone, the ideas, concepts, strategies, design elements, and tools in the book by Thormann and Zimmerman can also be applied to blended learning." —Alan November, Senior Partner and Founder, November Learning "The authors of this book have created an excellent resource for anyone interested in becoming an online instructor or improving his or her skills in online teaching. The authors share a wealth of step-by-step activities, examples of assignments and teaching strategies that will guide both novice and experienced teachers as they expand their skills into the online realm. Even as a 'veteran' online instructor the book provided me with new ideas to try in my next online class." —Sam Gladstein, Coordinator, Edmonds eLearning Program at Edmonds School District, WA "Cheers to Thormann and Zimmerman for providing a must-read for online teaching. This clear and practical guide takes the instructor from design to implementation of online courses. The authors remove the anxiety about online teaching for those thinking about on-screen instruction, and provide new thinking and examples for those already immersed in it. It is a great guide for those entering the field and a superb resource for those actively engaged in it." —Anthony J. Bent, Chairman, Global Studies-21st Century Skills Committee of the Massachusetts Association of School Superintendents Book Features: The building blocks necessary to create a successful online course. The know-how of long-time online instructors. Models for Skype conferencing with groups of students. Templates for course building, including sample assignments, activities, assessments, and emails. Detailed treatment of diversity in the online environment Joan Thormann is professor in the division of Technology in Education at Lesley University, Cambridge, Massachusetts. She edits a column on technology and special needs for Learning and Leading with Technology. Isa Kaftal Zimmerman is the principal of IKZ Advisors in Boston, Massachusetts, an educational consulting firm serving educators and stakeholders in the Science, Technology, Engineering, and Mathematics (STEM) fields.

Info-line Guide to Training Evaluation

A Guide to Authentic e-Learning provides the tools to apply authentic e-learning principles across a range of disciplines, with practical guidance on design, development, implementation and evaluation.

E-Learning Companion: A Student's Guide to Online Success

This practical book shows how to integrate elements of distance learning into PreK-12 settings. With emphasis on Internet-based delivery formats, Yates presents the latest research and proven techniques for creating effective distance-learning opportunities that enhance student achievement.

Online Learning

A collection of 13 Infolines on training evaluation, this work walks you through evaluation essentials, including establishing evaluation criteria, understanding various test types and styles, measuring training on-the-job, capturing behavior in the workplace, and demonstrating how training affects the bottom line.

Pharmacotherapy Principles and Practice Study Guide 3/E

In this book, we can read about new technologies that enhance training and performance; discover new, exciting ways to design and deliver content; and have access to proven strategies, practices and solutions shared by experts. The authors of this book come from all over the world; their ideas, studies, findings and experiences are beneficial contributions to enhance our knowledge in the field of e-learning. The book is divided into three sections, and their respective chapters refer to three macro areas. The first section of the book covers Instructional Design of E-learning, considering methodology and tools for designing e-learning environments and courseware. Also, there are examples of effective ways of gaming and educating. The second section is about Organizational Strategy and Management. The last section deals with the new Developments in E-learning Technology, emphasizing subjects like knowledge building by mobile e-learning systems, cloud computing and new proposals for virtual learning environments/platforms.

E-Learning

A comprehensive guide to help you cut through the hype in order to select the best E-Learning tools and vendors for your specific needs With its ability to both reduce operating costs and train more people, E-Learning is an attractive option for companies that are trying to balance business and educational goals. But in order to implement an E-Learning program, you'll have to wade through hundreds of learning management systems, learning content management systems, authoring schools, and collaboration environments to determine what solution will work best for your situation. In this in-depth book, recognized E-Learning experts William and Katherine Horton survey the entire field of E-Learning tools for you. They provide you with a systematic way to identify, evaluate, and choose products and services based on different E-Learning scenarios. In this no-holds barred look at E-Learning tools, the authors: * Arm you with a complete list of questions to ask vendors before you commit to a product * Describe product limitations throughout each chapter and include special Rant sections that you must read * Present tips and tricks as well as common mistakes to avoid * List potential vendors and contact information by tool category The companion Web site contains design forms, checklists of features to look for in the various tool categories, spreadsheets, and lists of specific tools and vendors.

E-Learning in the 21st Century

Designed for learning professionals and drawing on both game creators and instructional designers, Learning by Doing explains how to select, research, build, sell, deploy, and measure the right type of educational simulation for the right situation. It covers simple approaches that use basic or no technology through projects on the scale of computer games and flight simulators. The book role models content as well, written accessibly with humor, precision, interactivity, and lots of pictures. Many will also find it a useful tool to improve communication between themselves and their customers, employees, sponsors, and colleagues. As John Coné, former chief learning officer of Dell Computers, suggests, "Anyone who wants to lead or even succeed in our profession would do well to read this book."

E-Learning Companion: Student's Guide to Online Success

More than 100 cases teach how you how to apply pharmacotherapeutic concepts to real-world clinical situations Pharmacotherapy Principles and Practice Study Guide, Third Edition, includes more than 100 patient cases that correspond to chapters in the third edition of Pharmacotherapy Principles and Practice. These cases are presented in realistic fashion, using terms and abbreviations that would normally be found in a patient's medical record. Patients in these cases have drug therapy problems requiring identification and management. For each case, you will be asked to develop a Patient Database, Drug Therapy Problem Worksheet, and Pharmacotherapy Care Plan, using the forms provided. With Pharmacotherapy Principles and Practice Study Guide you will learn how to navigate through the process of applying your knowledge of pharmacotherapy to specific patient cases by organizing patient data to logically assess a patient's medication issues and formulate a sound pharmacotherapy care plan. EACH CASE INCLUDES: Learning Objectives Patient Presentation Targeted Questions followed by hints that refer you to pages in Pharmacotherapy Principles and Practice, Third Edition, where you can find the information necessary to answer the question Follow-Up Global Perspective which highlights an issue related to the case that is important to countries outside of North America or involves selected ethic groups or races Case Summary Student Workup where you are asked to review the patient case for missing information and to complete the various patient forms

Implementing E-Learning Solutions

Effective teaching is effective teaching, no matter where it occurs The pandemic teaching of mid-2020 was not really distance learning, but rather crisis teaching. But starting now, teachers have the opportunity to prepare for distance learning with purpose and intent—using what works best to accelerate students' learning all the while maintaining an indelible focus on equity. Harnessing the insights and experience of renowned educators Douglas Fisher, Nancy Frey, and

John Hattie, The Distance Learning Playbook applies the wisdom and evidence of VISIBLE LEARNING® research to understand what works best with distance learning. Spanning topics from teacher-student relationships, teacher credibility and clarity, instructional design, assessments, and grading, this comprehensive playbook details the research- and evidence-based strategies teachers can mobilize to deliver high- impact learning in an online, virtual, and distributed environment. This powerful guide includes: · Learning Intentions and Success Criteria for each module to track your own learning and model evidence-based teacher practices for meaningful learning · A diversity of instructional approaches, including direct instruction, peer learning, and independent work that foster student self-regulation and move learning to deep and transfer levels · Discussion of equity challenges associated with distance learning, along with examples of how teachers can work to ensure that equity gains that have been realized are not lost. · Special guidance for teachers of young children who are learning from a distance · Videos of the authors and teachers discussing a wide variety of distance learning topics · Space to write and reflect on current practices and plan future instruction The Distance Learning Playbook is the essential hands-on guide to preparing and delivering distance learning experiences that are truly effective and impactful.

Architecture Solutions for E-Learning Systems

Provides cost effective and sustainable learning procedures vital to ensuring long term success for both teacher and student; covers the latest research and findings in relation to best practice examples and case studies.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION