Constructing Self Discovery Learning Spaces Online Scaffolding And Decision Making Technologies

In recent years, distance education programs have grown to allow greater educational opportunities to a diverse set of learners from all over the world. As remote learning becomes a widespread practice, universities too must adapt to this changing educational landscape. Critical Examinations of Distance Education Transformation across Disciplines provides an interdisciplinary look at the development of distance learning in higher education. This reference work bridges the gap between disciplines by offering practical tools and solutions for successful distance education implementation. Educators, administrators, and researchers across academia will find this publication a timely and relevant resource.

Following the migration of workflows, data, and communication to the Cloud and other Internet-based frameworks, interaction over the Web has become ever more commonplace. As with any social situation, there are rules and consequences to actions within a virtual environment. Cyber Behavior: Concepts, Methodologies, Tools, and Applications explores the role of cyberspace in modern communication and interaction, including considerations of ethics, crime, security, and education. With chapters on a variety of topics and concerns inherent to a contemporary networked society, this multi-volume work will be of particular interest to students and academicians, as well as software developers, computer scientists, and specialists in the field of Information Technologies.

This book sets out to (re)capture learning spaces within academic life. By challenging the notion that academic thinking must take place in cramped, busy working spaces, it re-introduces the reader to the importance of spaces for reflecting, thinking and writing.

The ever-growing creation of new internet technologies has led to a growing trend and use of scenario-based virtual environments and serious games in education. Along with these new technologies, there is an increasing interest in how students can be effectively assessed when using these virtual environments. Cases on the Assessment of Scenario and Game-Based Virtual Worlds in Higher Education is a comprehensive collection that provides aspects of assessment in virtual worlds combined with lessons learned from critical reflection. These case studies present successes, challenges, and innovations to be utilized as a framework for practitioners and researchers to base their own effective forms of scenario-based learning. This publication would be of particular interest to practice-based disciplines such as education, nursing, medicine, and social work.

Implementation and Critical Assessment of the Flipped Classroom Experience

Blended Learning: Re-thinking and Re-defining the Learning Process.

Game Science in Hybrid Learning Spaces

Rethinking Library Spaces and Services

Toward Cost-Effective Adaptive, Interactive and Intelligent Educational Software

Encyclopedia of the Sciences of Learning

The use of media to create and maintain a public presence has become a ubiquitous aspect of daily life. Such interactions should be used to enhance other aspects of life that have become heavily technology-driven, such as education. Enhancing Social Presence in Online Learning Environments is a critical scholarly publication that explores the different perspectives of public latency and the creation of electronic educational formats that mimic the experience of traditional classrooms. Featuring a wide range of coverage on topics that include active learning, teacher authority, and computer-mediated communication, this publication is geared toward educators, professionals, school administrators, researchers, and practitioners in the field of education.

After centuries of rethinking education and learning, the current theory is based on technology's approach to and affect on the planned interaction between knowledge trainers and trainees. Online Tutor 2.0: Methodologies and Case Studies for Successful Learning demonstrates, through the exposure of successful cases in online education and training, the necessity of the human factor, particularly in teaching/tutoring roles, for ensuring the development of quality and excellent learning activities. The didactic patterns derived from these experiences and methodologies will provide a basis for a more powerful and efficient new generation of technology-based learning solutions for high school teachers, university professors, researchers, and students at all levels of education.

Individuals with disabilities often have difficulty accomplishing tasks, living independently, and utilizing information technologies; simple aspects of daily life taken for granted by non-disabled individuals. Assistive Technologies: Concepts, Methodologies, Tools, and Applications presents a comprehensive collection of research, developments, and knowledge on technologies that enable disabled individuals to function effectively and accomplish otherwise impossible tasks. These volumes serve as a crucial reference source for experts in fields as diverse as healthcare, information science, education, engineering, and human-computer interaction, with applications bridging multiple disciplines.

The field of education is in constant flux as new theories and practices emerge to engage students and improve the learning experience. Globalization has created new challenges for mathematics educators as they are compelled to respond to the shifting patterns and practices of everyday life and stay abreast of the latest research in education, curriculum, development, and technologies. Globalized Curriculum Methods for Modern Mathematics Education is a comprehensive and timely publication that contains the latest research in mathematics education and modern globalized curriculum development and technologies. The book examines subjects such as teaching competencies, digital games for teaching and learning mathematics, and the challenges and prospects of globalized science curriculum. This is an ideal resource for educators, academicians, teachers, policy makers, researchers, and graduate-level students seeking to further their research in mathematics education.

Augmented Reality for Enhanced Learning Environments
Adult and Continuing Education: Concepts, Methodologies, Tools, and Applications
Advanced Research in Adult Learning and Professional Development: Tools, Trends, and Methodologies
Theoretical Foundations
New Challenges for Architecture and Planning
Anne's World

As an increasing amount of information is made available online, the assumption is that people who visit Web sites will be able to strategize their learning to optimize access to this information. Constructing Self-Discovery Learning Spaces Online: Scaffolding and Decision Making Technologies raises awareness of the strategies supporting self-driven learner efficacy on a number of site types. This book reflects on existing literature about self-discovery learning and what learners need in terms of scaffolding to help them make the right decisions, assess their own level of learning, vet information strategically, collaborate with other learners, and build their own skill sets.

In an environment where some countries are coming out of the recession at different speeds and others remain in a gloomy economic environment, education plays a vital role in reducing the negative impact of the global economic problems. In this sense, new technologies help to generate human resources with a better quality of education. Augmented Reality for Enhanced Learning Environments provides emerging research on using new technologies to encourage education and improve learning quality through augmented reality. While highlighting issues such as global economic problems impacting schools and insufficient aid, this publication explores new technologies in emerging economies and effective means of knowledge and learning transfer. This book is a vital resource for teachers, students, and aid workers seeking current research on creating a new horizon in science and technology to strengthen the current system of learning.

This textbook considers and addresses the design of online learning objects, electronic textbooks, short courses, long courses, MOOC courses, and other types of contents for open sharing. It also considers the design of online mediated communities to enhance such learning. The ‖openness‖ may be open-access, and/or it may even be open-source. The learning may range from self-directed and automated to AI robot-led to instructor-led. The main concept of this work is that design learning for open sharing, requires different considerations than when designing for closed and proprietary contexts. Open sharing of learning contents requires a different sense of laws (intellectual property, learner privacy, pedagogical strategies, technologies, media, and others). It requires different considerations of learner diversity and inclusion. It requires geographical, cultural, and linguistic considerations that are not as present in more localized designs. The open sharing aspect also has effects on learner performance tracking (assessments) and learner feedback. This textbook targets students, both undergraduate and graduate in computer science, education and other related fields. Also, professionals in this field managing online systems would find this book helpful.

Continuous advances in technologies, individuals, and the workplace have increased the importance of adult learning and professional development for keeping up with the current pace of technologies and information. Advanced Research in Adult Learning and Professional Development: Tools, Trends, and Methodologies explores the understanding, practice, and research within technical education and professional development. By providing a comprehensive view on educational technologies for adult learning, this book is essential for lecturers, practitioners, as well as academics interested in a variety of research in continuing education.

Bridging the Scholar-Practitioner Gap in Human Resources Development
Emerging Technologies and Trends
Brain, Mind, Experience, and School: Expanded Edition
Cyber Behavior: Concepts, Methodologies, Tools, and Applications
Insights on the Road to Excellence
Encyclopedia of Information Science and Technology, Fourth Edition

The recent 100 year anniversary of the first publication of L.M. Montgomery's Anne of Green Gables has inspired renewed interest in one of Canada's most beloved fictional icons. The international appeal of the red-haired orphan has not diminished over the past century, and the cultural meanings of her story continue to grow and change. The original essays in Anne's World offer fresh and timely approaches to issues of culture, identity, health, and globalization as they apply to Montgomery's famous character and to today's readers. In conversation with each other and with the work of previous experts, the contributors to Anne's World discuss topics as diverse as Anne in fashion, the global industry surrounding Anne, how the novel can be used as a tool to counteract depression, and the possibility that Anne suffers from Fetal Alcohol Syndrome. Anne in translation and its adaptation for film and television are also considered. By establishing new ways to examine one of popular culture's most beloved characters, the essays of Anne's World demonstrate the timeless and ongoing appeal of L.M. Montgomery's writing.

"This book targets pressing needs in distance education by connecting theory and practice, addressing emerging leadership issues, and identifying best practices in teaching and learning"--Provided by publisher.

The book reveals the key techniques and strategies that all successful teachers and coaches use to help their students and athletes achieve success. It covers how to create stimulating learning environments, how to form effective relationships with students, how to teach motor skills, how to manage the lesson time and resources to aid students' learning, how to maintain a dynamic pace of instruction, and how to master other indispensable skills that apply no matter what sport is being taught.

This textbook on Instructional Design for Learning is a must for all education and teaching students and specialists. It provides a comprehensive overview about the theoretical foundations of the various models of Instructional Design and Technology from its very beginning to the most recent approaches. It elaborates Instructional Design (ID) as a science of educational planning. The book expands on this general understanding of ID and presents an up-to-date perspective on the theories and models for the creation of detailed and precise blueprints for effective instruction. It integrates different theoretical aspects and practical approaches, such as conceptual ID models, technology-based ID, and research-based ID. In doing so, this book takes a multi-perspective view on the questions that are central for professional ID: How to analyze the relevant characteristics of the learner and the environment? How to create precise goals and adequate instruments of assessment? How to design classroom and technology-supported learning environments? How to ensure effective teaching and learning by employing formative and summative evaluation? Furthermore, this book presents empirical findings on the processes that enable effective instructional designing. Finally, this book demonstrates two different fields of application by addressing ID for teaching and learning at secondary schools and colleges, as well as for higher education.

Designing Instruction For Open Sharing
Learning Environments for Young Children
Identification, Evaluation, and Perceptions of Distance Education Experts
Virtual Immersive and 3D Learning Spaces: Emerging Technologies and Trends

Processes and Interactions

Cases on the Assessment of Scenario and Game-Based Virtual Worlds in Higher Education

As virtual reality approaches mainstream consumer use, new research and innovations in the field have impacted how we view and can use this technology across a wide range of industries. Advancements in this technology have led to recent breakthroughs in sound, perception, and visual processing that take virtual reality to new dimensions. As such, research is needed to support the adoption of these new methods and applications. Cases on Immersive Virtual Reality Techniques is an essential reference source that discusses new applications of virtual reality and how they can be integrated with immersive techniques and computer resources. Featuring research on topics such as 3D modeling, cognitive load, and motion cueing, this book is ideally designed for educators, academicians, researchers, and students seeking coverage on the applications of collaborative virtual environments.

Traditional approaches to understand space tend to view public space mainly as a shell or container, focussing on its morphological structures and functional uses. That way, its ever-changing meanings, contested or challenged uses have been largely ignored, as well as the contextual and on-going dynamics between social actors, their cultures, and struggles. The key role of space in enabling spatial opportunities for social action, the fluidity of its social meaning and the changing degree of "publicness" of a space remain unexplored fields of academic inquiry and professional practice. Public Space and Relational Perspectives offers a different understanding of public spaces in the city. The aim of the book is to (re)introduce the lived experiences in public life into the teaching curricula of those academic disciplines which deal with public space and the built environment, such as architecture, planning and urban design, as well as the social sciences. The book presents conceptual, practical and research challenges and brings together findings from activists, practitioners and theorists. The editors provide eight educational challenges that educators can endorse when training future practitioners and researchers to accept and to engage with the social relations that unfold in and through public space. Cover image: KARO*

This book constitutes the refereed proceedings of the 14th International Conference on Blended Learning, ICBL 2021, held online in August 2021. The 30 papers, including 4 keynote papers, were carefully reviewed and selected from 79 submissions. The conference theme of ICBL 2021 is Blended Learning: Re-thinking and Re-defining the Learning Process. The papers are organized in topical sections named: content and instructional design; enriched and smart learning experience; experience in blended learning; institutional policies and strategies; and online and collaborative learning.

Instructional quality can make or break the learning experience, especially in digital environments where the expressional nuances of interpersonal communication are lost. The most effective distance education instructors and experts are those who recognize the educational needs of students and are able to address those needs through creative use of the technological tools available to them. Identification, Evaluation, and Perceptions of Distance Education Experts explores the current and future trends, needs, and priorities that affect the development of distance education in a postmodern world. This premier reference work will be of significance to those interested in online learning, teaching and training, communication, and education across multiple sectors such as universities, colleges, schools, profit/non-profit e-organizations, and e-commerce.

ECGBL2014

Learning Spaces: Creating Opportunities For Knowledge Creation In Academic Life

Learning Spaces

Methodologies and Case Studies for Successful Learning

Enhancing Social Presence in Online Learning Environments

Public Space and Relational Perspectives

Advising in Language Learning (ALL) brings together examples of advising practice and research from various international contexts in a fast-developing field. A theoretical model based on constructivism and sociocultural theory (the "Dialogue, Tools and Context Model") is proposed and supported thoughout the book, as each of the contributions focuses on one or more areas of the model. In this volume the editors set out the general aims and understandings of the field, illustrating the innovative manner in which advisors around the world are working with learners and researching the practice of ALL.

Over the past century, educational psychologists and researchers have posited many theories to explain how individuals learn, i.e. how they acquire, organize and deploy knowledge and skills. The 20th century can be considered the century of psychology on learning and related fields of interest (such as motivation, cognition, metacognition etc.) and it is fascinating to see the various mainstreams of learning, remembered and forgotten over the 20th century and note that basic assumptions of early theories survived several paradigm shifts of psychology and epistemology. Beyond folk psychology and its naïve theories of learning, psychological learning theories can be grouped into some basic categories, such as behaviorist learning theories, connectionist learning theories, cognitive learning theories, constructivist learning theories, and social learning theories. Learning theories are not limited to psychology and related fields of interest but rather we can find the topic of learning in various disciplines, such as philosophy and epistemology, education, information science, biology, and – as a result of the emergence of computer technologies – especially also in the field of computer sciences and artificial intelligence. As a consequence, machine learning struck a chord in the 1980s and became an important field of the learning sciences in general. As the learning sciences became more specialized and complex, the various fields of interest were widely spread and separated from each other; as a consequence, even presently, there

is no comprehensive overview of the sciences of learning or the central theoretical concepts and vocabulary on which researchers rely. The Encyclopedia of the Sciences of Learning provides an up-to-date, broad and authoritative coverage of the specific terms mostly used in the sciences of learning and its related fields, including relevant areas of instruction, pedagogy, cognitive sciences, and especially machine learning and knowledge engineering. This modern compendium will be an indispensable source of information for scientists, educators, engineers, and technical staff active in all fields of learning. More specifically, the Encyclopedia provides fast access to the most relevant theoretical terms provides up-to-date, broad and authoritative coverage of the most important theories within the various fields of the learning sciences and adjacent sciences and communication technologies; supplies clear and precise explanations of the theoretical terms, cross-references to related entries and up-to-date references to important research and publications. The Encyclopedia also contains biographical entries of individuals who have substantially contributed to the sciences of learning; the entries are written by a distinguished panel of researchers in the various fields of the learning sciences.

Game Science in Hybrid Learning Spaces explores the potential, implications, and impact of game-based approaches and interventions in response to the blurring of boundaries between digital and physical as well as formal and informal learning spaces and contexts. The book delves into the concept, opportunities, and challenges of hybrid learning, which aims to reduce the barriers of time and physical space in teaching and learning practices, fostering seamless, sustained, and measurable learning experience and outcomes beyond the barriers of formal education and physical learning contexts. Based on original research, Game Science in Hybrid Learning Spaces establishes trans-disciplinary and holistic considerations for further conceptual and empirical investigation into this topic, with the dual goals of a better understanding of the role of game-based approaches in a blended environment and of the possible structural and cultural transformation of formal education and lifelong learning. This book is an essential guide for researchers, designers, teachers, learners, and practitioners who want to better understand the relationship between games and learning that merges digital and physical experiences and blends formal and informal instructions.

Human resource professionals are an essential part of an organization; by helping to establish a rapport between employees and their managers and providing individual support, they ensure the overall well-being and success of an establishment. However, in certain sectors, such as academia or industrial settings, their role still remains unclear. Bridging the Scholar-Practitioner Gap in Human Resources Development examines the knowledge breach in the role of human resources professionals and the pivotal role they play in an organization. Featuring timely research, future implications, and practical applications of theoretical assumptions, this publication is a pivotal source for professionals, practitioners, academics, and researchers interested in the impact human resources specialists have in organizational settings.

Scaffolding and Decision Making Technologies

Instructional Design for Learning

Teaching Sport and Physical Activity

How People Learn

Online Tutor 2.0: Methodologies and Case Studies for Successful Learning

Encyclopedia of Information Science and Technology, Third Edition

This practitioner-focused guide to creating identity-safe classrooms presents four categories of core instructional practices: - child-centered teaching - classroom relationships - caring environme book presents a set of strategies that can be implemented immediately by teachers. It includes a wealth of vignettes taken from identity-safe classrooms as well as reflective exercises that can or teacher teams.

Motivation is an important factor in and for all education levels. However, as learners in online distance education milieus are away from both teachers, other learners, and the learning environme becomes more important for online education. Motivating learners in distance education and keeping their motivation alive throughout the learning process is an issue that should be emphasized and instructional designers. At this point, although there are many approaches, models, and theories regarding enhancing and sustaining motivation and engagement in the education processes, it work and/or effective and efficient strategies that can be applied in online distance learning environments. Motivation, Volition, and Engagement in Online Distance Learning evaluates motivationa education both theoretically and practically, identifies the strengths and weaknesses of the online education environments regarding motivation, and provides actionable motivational and volitiona educators. This book offers coverage of topics such as learning theories, motivation research, and synchronous online learning environments, making it a valuable resource for researchers, profes institutions in all education levels, academicians, pre-service teachers, and most importantly, online educators from various disciplines and learners from all educational landscapes.

Once considered disruptive to learning, technology has increasingly become an integrated and valued part of the modern classroom. In particular, mobile technologies provide the ability to encour through new experiences. Promoting Active Learning through the Integration of Mobile and Ubiquitous Technologies showcases the widely varied ways that technology can be applied to enhance examining and critiquing the best methods in assimilating technologies, this publication is a valuable resource for faculty, teachers, administrators, technology staff, directors of learning centers, leaders interested in incorporating new technologies within the classroom for engaging student learning.

First released in the Spring of 1999, How People Learn has been expanded to show how the theories and insights from the original book can translate into actions and practice, now making a re activities and learning behavior. This edition includes far-reaching suggestions for research that could increase the impact that classroom teaching has on actual learning. Like the original edition, research about the mind and the brain that provides answers to a number of compelling questions. When do infants begin to learn? How do experts learn and how is this different from non-expe schools do-with curricula, classroom settings, and teaching methods--to help children learn most effectively? New evidence from many branches of science has significantly added to our underst from the neural processes that occur during learning to the influence of culture on what people see and absorb. How People Learn examines these findings and their implications for what we tea assess what our children learn. The book uses exemplary teaching to illustrate how approaches based on what we now know result in in-depth learning. This new knowledge calls into question c entrenched in our current education system. Topics include: How learning actually changes the physical structure of the brain. How existing knowledge affects what people notice and how they l

of experts tell us about how to teach. The amazing learning potential of infants. The relationship of classroom learning and everyday settings of community and workplace. Learning needs and opp
realistic look at the role of technology in education.

Educational Development and Infrastructure for Immigrants and Refugees

Assistive Technologies: Concepts, Methodologies, Tools, and Applications

Concepts, Methodologies, Tools, and Applications

A New Century of Anne of Green Gables

Strategies and Experiences

Globalized Curriculum Methods for Modern Mathematics Education

The vision of Learning Environments for Young Children: Rethinking Library Spaces and Services is about learning, families, and community, where the public library presents a community-based educational setting in which librarians serve as educators, guides, coaches, and facilitators of lifelong, active learning; access for children to enriching, satisfying, and developmentally appropriate resources and learning opportunities; diverse collections, programs, and technical resources for young children and the adults in their lives; programs and resources that encourage children's focused participation, creativity, critical thinking, cooperation, and problem solving; and a nonjudgmental, integrated, and interdisciplinary approach to lifelong learning, developing the whole person, child or adult. Included in Learning Environments for Young Children are field-tested measuring instruments that you and your staff can use to conduct a qualitative assessment of your library's children's services. These ready-to-use forms will help you collect information that will highlight the importance of early childhood services in presentations to funding sources, trustees, and other key stakeholders.

Education is a pivotal influence on all members of society. However, in the case of immigrants and refugees integrating into a new country, allowing proper learning opportunities can offer specific challenges that must be overcome. Educational Development and Infrastructure for Immigrants and Refugees is an innovative source of scholarly research on the role of education for refugees and immigrants, and it examines methods to develop effective learning processes for these students. Highlighting a range of perspectives on topics such as lifelong learning, legal considerations, and multiculturalism, this book is ideally designed for teachers, policy makers, researchers, academics, and professionals actively involved in the education sector.

In recent years, our world has experienced a profound shift and progression in available computing and knowledge sharing innovations. These emerging advancements have developed at a rapid pace, disseminating into and affecting numerous aspects of contemporary society. This has created a pivotal need for an innovative compendium encompassing the latest trends, concepts, and issues surrounding this relevant discipline area. During the past 15 years, the Encyclopedia of Information Science and Technology has become recognized as one of the landmark sources of the latest knowledge and discoveries in this discipline. The Encyclopedia of Information Science and Technology, Fourth Edition is a 10-volume set which includes 705 original and previously unpublished research articles covering a full range of perspectives, applications, and techniques contributed by thousands of experts and researchers from around the globe. This authoritative encyclopedia is an all-encompassing, well-established reference source that is ideally designed to disseminate the most forward-thinking and diverse research findings. With critical perspectives on the impact of information science management and new technologies in modern settings, including but not limited to computer science, education, healthcare, government, engineering, business, and natural and physical sciences, it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and is an invaluable addition to every academic and corporate library.

Virtual Immersive and 3D Learning Spaces: Emerging Technologies helps push the conceptual and applied boundaries of virtual immersive learning. Virtual immersive spaces bring with them plenty of promise, of sensory information-rich learning experiences that will enable a much wider range of experiential learning and training—delivered to computer desktops, augmented reality spaces, digital installations, and mobile projective devices. This work explains how these spaces may be exploited for effective learning in terms of the technologies, pedagogical strategies, and directions.

Projects, trends, ideas

Promoting Active Learning through the Integration of Mobile and Ubiquitous Technologies

Cases on Immersive Virtual Reality Techniques

Tools, Trends, and Methodologies

Motivation, Volition, and Engagement in Online Distance Learning

Advising in Language Learning

"This 10-volume compilation of authoritative, research-based articles contributed by thousands of researchers and experts from all over the world emphasized modern issues and the presentation of potential opportunities, prospective solutions, and future directions in the field of information science and technology"--Provided by publisher.

This edited book gives a comprehensive picture of the state of the art in authoring systems and authoring tools for advanced technology instructional systems. It includes descriptions of fifteen systems and research projects from almost every significant effort in the field. The book will appeal to researchers, teachers and advanced students working in education, instructional technology and computer-based education, psychology, cognitive science and computer science.

In the past decade, traditional classroom teaching models have been transformed in order to better promote active learning and learner engagement. Implementation and Critical Assessment of the Flipped Classroom Experience seeks to capture the momentum of non-traditional teaching methods and provide a necessary resource for individuals who are interested in taking advantage of this pedagogical endeavor. Using narrative explanations and foundation materials provided by experienced instructors, this premier reference work presents the benefits and challenges of flipped methodology implementation in today's classroom to educators and educational administrators across all disciplines and levels.

"*Using a case study analysis, this book provides a unifying perspective for discussing the viability of collaborative virtual spaces as training programs for insurance brokers, forums to support at-risk university students, simulations of historical places, means to aid autistic children learn social skills, repositories for digital libraries, collaborative spaces designing new university programs and emergency response training*"--*Provided by publisher.*

Authoring Tools for Advanced Technology Learning Environments

Cases on Collaboration in Virtual Learning Environments: Processes and Interactions

Cases on Building Quality Distance Delivery Programs: Strategies and Experiences

Identity Safe Classrooms

Better Library and Learning Space

Constructing Self-Discovery Learning Spaces Online: Scaffolding and Decision Making Technologies

What are the most important things a 21st-century library should do with its space? Each chapter in this cutting-edge text addresses this critical question, capturing the insights and practical ideas of leading international librarians, educators and designers to offer you a 'creative resource bank' that will help to transform your library and learning spaces. This is an innovative and practical toolkit introducing concepts, drawing together opinions and encouraging new ways of thinking about library learning spaces for the future. The book is structured in three parts. Part 1 – Projects and trends describes features of library space around the world through a selection of focused case studies painting a global picture, identifying common directions and ideas as well as highlighting country and regional diversity. Part 2 – Trends and ideas looks at the why and how of library space, covering topics such as contextual factors, current ideas in library space development, and the creative design of new spaces. It examines how library spaces are adapting to new forms of learning, digital literacies and technological fluency. Finally, Part 3 – Ideas and futures looks to the future of libraries and their learning spaces, inviting future-scanning contributions from a diverse range of authors, including librarians, learning specialists, academics, architects, an interior designer, a furniture designer and a management specialist. Readership: This is a must-have text for those involved in designing and developing library and learning spaces, from library and university management to designers and architects. It's also a useful guide for students taking courses in library and information science to get to grips with the importance of library design.

Beyond the undergraduate and graduate levels, education has traditionally ceased when students enter the workforce as professionals in their respective fields. However, recent trends in education have found that adult students beyond the traditional university age often benefit greatly from returning to further their education. Adult and Continuing Education: Concepts, Methodologies, Tools, and Applications investigates some of the most promising trends in furthering education and professional development in a variety of settings and industries. With an extensive array of chapters on topics ranging from non-traditional students to online and distance education for adult learners, this multi-volume reference book will provide students, educators, and industry professionals with the tools necessary to make the most of their return to the classroom.

14th International Conference, ICBL 2021, Nagoya, Japan, August 10–13, 2021, Proceedings

Dialogue, Tools and Context

Critical Examinations of Distance Education Transformation across Disciplines

ECGBL2014-8th European Conference on Games Based Learning

Creating Oppurtunities for Knowledge Creation in Academic Life