

E Learning By Design William Horton

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.

Since the first edition of E-learning by Design, e-learning has evolved rapidly and fringe techniques have moved into the mainstream. Underlying and underwriting these changes in e-learning are advances in technology and changes in society. The second edition of the bestselling book E-Learning by Design offers a comprehensive look at the concepts and processes of developing, creating, and implementing a successful e-learning program. This practical, down-to-earth resource is filled with clear information and instruction without over simplification. The book helps instructors build customized e-learning programs from scratch—building on core principles of instructional design to: develop meaningful activities and lessons; create and administer online tests and assessments; design learning games and simulations; and implement an individualized program. "Every newcomer to the field will find this edition indispensable, while professionals will find much needed contemporary information to manage the rapid changes happening in our field. Even if you own the first edition, buy this update as soon as possible." —Michael W. Allen, CEO of Allen Interactions, Inc.; author, Michael Allen's e-Learning Library Series "Covers the full range of options for presenting learning materials online—including designing useful topics, engaging activities, and reliable tests—and it takes into account the realities and issues of today's instructional designers, such as social learning and mobile learning." —Saul Carliner, associate professor, Concordia University; author, The E-Learning Handbook "Horton nails it! Perfectly timed, robust, and practical, this second edition of brings together the latest strategies for learning without losing its critical premise—technology enables e-learning, but great design makes it work." —Marc J. Rosenberg, e-learning strategist; author, Beyond E-Learning "An e-learning encyclopedia loaded with detailed guidelines and examples ranging from basic instructional design techniques to the latest applications in games, social media, and mobile-learning. An essential reference for anyone involved in e-learning design, development, or evaluation" —Ruth Colvin Clark, author, e-Learning and the Science of Instruction

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.

A Yale professor and author of A Jane Austen Education evaluates the consequences of high-pressure educational and parenting approaches that challenge the mind's ability to think critically and creatively, calling for strategic changes that can offer college students a self-directed sense of purpose.

A Complete Guide to Successful Learning Using Moodle

A consumer's guide for trainers, teachers, educators, and instructional designers

e-Learning by Design

Technology, E-learning and Distance Education

125 Ways to Enhance Usability, Influence Perception, Increase Appeal, Make Better Design Decisions, and Teach Through Design

Mastering the Instructional Design Process

Teaching in a Digital Age

This book offers a highly revealing and troubling view of today's high school students and the ways they pursue high grades and success. Denise Pope, veteran teacher and curriculum expert, follows five motivated and successful students through a school year, closely shadowing them and engaging them in lengthy reflections on their school experiences. What emerges is a double-sided picture of school success. On the one hand, these students work hard in school, participate in extracurricular activities, serve their communities, earn awards and honours, and appear to uphold school values. But on the other hand, they feel that in order to get ahead they must compromise their values and manipulate the system by scheming, lying, and cheating. In short, they do school, that is, they are not really engaged with learning nor can they commit to such values as integrity and community. The words and actions of these five students - two boys and three girls from diverse ethnic and socioeconomic backgrounds - underscore the frustrations of being caught in a grade trap that pins future success to high grades and test scores. Their stories raise critical questions that are too important for parents, educators, and community leaders to ignore. Are schools cultivating an environment that promotes intellectual curiosity, cooperation, and integrity? Or are they fostering anxiety, deception, and hostility? Do today's schools inadvertently impede the very values they claim to embrace? Is the success that current assessment practices measure the kind of success we want for our children?

Interpersonal phenomena such as attachment, conflict, person perception, learning, and influence have traditionally been studied by examining individuals in isolation, which falls short of capturing their truly interpersonal nature. This book offers state-of-the-art solutions to this age-old problem by presenting methodological and data-analytic approaches useful in investigating processes that take place among dyads: couples, coworkers, parent and child, teacher and student, or doctor and patient, to name just a few. Rich examples from psychology and across the behavioral and social sciences help build the researcher's ability to conceptualize relationship processes; model and test for actor effects, partner effects, and relationship effects; and model and control for the statistical interdependence that can exist between partners. The companion website provides clarifications, elaborations, corrections, and data and files for each chapter.

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."

A lot has happened in the world of digital design since the first edition of this title was published, but one thing remains true: There is an ever-growing number of people attempting to design everything from newsletters to advertisements with no formal training. This book is the one place they can turn to find quick, non-intimidating, excellent design help from trusted design instructor Robin Williams. This revised and expanded classic includes a new chapter on designing with type, more quizzes and exercises, updated projects, and new visual and typographic examples that give the book a fresh, modern look. In The Non-Designer's Design Book, 4th Edition, Robin turns her attention to the basic principles that govern good design. Perfect for beginners, Robin boils great design into four easy-to-master principles: contrast, repetition, alignment, and proximity (C.R.A.P.!). Readers who follow her clearly explained concepts will produce more sophisticated and professional work immediately. Humor-infused, jargon-free prose interspersed with design exercises, quizzes, and illustrations make learning a snap—which is just what audiences have come to expect from this bestselling author.

Guidelines for Teaching and Learning

Designing Web-Based Training

Building Interactive, Fun, and Effective Learning Programs for Any Company

e-Learning Ecologies

Concepts, Methodologies, Tools and Applications

Principles for New Learning and Assessment

A complete guide on course development and delivery using Moodle 3.x Key Features Get the best out of the latest Moodle 3 framework to ensure successful learning Create 3rd party plugins and widgets and secure your course efficiently Create your first Moodle VR app using the Moodle VR toolset Book Description Moodle is a learning platform or Course Management System (CMS) that is easy to install and use, but the real challenge is in developing a learning process that leverages its power and maps the learning objectives to content and assessments for an integrated and effective course. Moodle 3 E-Learning Course Development guides you through meeting that challenge in a practical way. This latest edition will show you how to add static learning material, assessments, and social features such as forum-based instructional strategy, a chat module, and forums to your courses so that students reach their learning potential. Whether you want to support traditional class teaching or lecturing, or provide complete online and distance e-learning courses, this book will prove to be a powerful resource throughout your use of Moodle. You'll learn how to create and integrate third-party plugins and widgets in your Moodle app, implement site permissions and user accounts, and ensure the security of content and test papers. Further on, you'll implement PHP scripts that will help you create customized UIs for your app. You'll also understand how to create your first Moodle VR e-learning app using the latest VR learning experience that Moodle 3 has to offer. By the end of this book, you will have explored the decisions, design considerations, and thought processes that go into developing a successful course. What you will learn Know what Moodle does and how it supports your teaching strategies Install Moodle on your computer and navigate your way around it Understand all of Moodle's learning features Monitor how learners interact with your site using site statistics Add multimedia content to your site Allow students to enroll themselves or invite other students to join a course Who this book is for This book is for anyone who wants to get the best out of Moodle. As a beginner, this is a thorough guide for you to understand how the software works, with great ideas for getting off to a good start with your first course. Some experience of working with e-learning systems will be beneficial. Experienced Moodle users will find powerful insights into developing successful and educational courses.

Here's the book to help ensure that your organization really uses technology as an effective, efficient, and financially responsible way as part of any learning initiative. Learn what types of e-learning to use, how to blend technology with other forms of learning and how to implement e-learning projects that accomplish targeted goals.

Take charge of the e-learning initiative in your organization. Team leaders, HR executives, or anyone wishing to understand the e-learning revolution in learning, will find this book to be a valuable tool.

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.

The Non-designer's Design Book

Forget What You Know About Instructional Design and Do Something Interesting

An A-Z of Type Designers

Instructional Design: Concepts, Methodologies, Tools and Applications

Concepts, Methodologies, Tools, and Applications

Excellent Sheep

Learning Online

A comprehensive framework for effective real-world instructional design Mastering the Instructional Design Process provides step-by-step guidance on the design and development of an engaging, effective training program. The focus on core competencies of instructional system design helps you develop your skills in a way that's immediately applicable to real-world settings, and this newly updated fifth edition has been revised to reflect the new IBSTPI Competencies and Standards for Instructional Design. With a solid foundation of researched and validated standards, this invaluable guide provides useful insight and a flexible framework for approaching instructional design from a practical perspective. Coverage includes the full range of design considerations concerning the learners, objectives, setting, and more, and ancillaries include design templates, PowerPoint slides, lecture notes, and a test bank help you bring these competencies to the classroom. Instructional design is always evolving, and new trends are emerging to meet the ever-changing needs of learners and exploit the newest tools at our disposal. This book brings together the latest developments and the most effective best practices to give you a foolproof framework for successfully managing instructional design projects. Detect and solve human performance problems Analyze needs, learners, work settings, and work Establish performance objectives and measurements Deliver effective instruction in a variety of scenarios Effective training programs don't just happen. Instructional design is a complex field, and practitioners must be skilled in very specific areas to deliver a training program that engages learners and makes the learning 'stick.' Mastering the Instructional Design Process is a comprehensive handbook for developing the skillset that facilitates positive training outcomes.

To develop strong disciplinary literacy skills, middle and high school students need to engage with diverse types of challenging texts in every content area. This book provides a blueprint for constructing literacy-rich instructional units in English language arts, science, and social studies. The authors describe how to design interconnected text sets and plan lessons that support learning and engagement before, during, and after reading. Presented are ways to build academic vocabulary and background knowledge, teach research-based comprehension strategies, and guide effective discussions and text-based writing activities. Chapters also cover how to teach students to write argumentative, informative, and narrative essays, and to conduct discipline-specific inquiry. Special features include sample text sets and 24 reproducible planning templates and other teaching tools; purchasers get access to a Web page where they can download and print the reproducible materials in a convenient 8 1/2" x 11" size.

A cross-disciplinary reference of design. Pairs common design concepts with examples that illustrate them in practice.

An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in The Art of Failure, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even though the us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it. The Art of Failure is essential reading for anyone interested in video games, whether as entertainment, art, or education.

The e-Learning Handbook

Spinning the Semantic Web

Learning ID Fast and Right

How We Are Creating a Generation of Stressed Out, Materialistic, and Miseducated Students

Learning Design for the Digital Age

Bringing the World Wide Web to Its Full Potential

Leading E-Learning

The delivery of quality education to students relies heavily on the actions of an institution's administrative staff. Effective teaching strategies allow for the continued progress of modern educational initiatives. Student Engagement and Participation: Concepts, Methodologies, Tools, and Applications provides comprehensive research perspectives on the multi-faceted issues of student engagement and involvement within the education sector.

Including innovative studies on learning environments, self-regulation, and classroom management, this multi-volume book is an ideal source for educators, professionals, school administrators, researchers, and practitioners in the field of education.

This update to the award-winning first edition analyzes the pros and cons of different media and focuses on general guidelines and basic principles, making the ideas in this guide transferable to future technologies.

e-Learning Ecologies explores transformations in the patterns of pedagogy that accompany e-learning—the use of computing devices that mediate or supplement the relationships between learners and teachers—to present and assess learnable content, to provide spaces where students do their work, and to mediate peer-to-peer interactions. Written by the members of the "new learning" research group, this textbook suggests that e-learning ecologies may play a key part in shifting the systems of modern education, even as technology itself is pedagogically neutral. The chapters in this book aim to create an analytical framework with which to differentiate those aspects of educational technology that reproduce old pedagogical relations from those that are genuinely innovative and generative of new kinds of learning. Featuring case studies from elementary schools, colleges, and universities on the practicalities of new learning environments, e-Learning Ecologies elucidates the role of new technologies of knowledge representation and communication in bringing about change to educational institutions.

The e-Learning Handbook provides a critical reflection on the current state of e-learning with contributions from the world's foremost e-learning experts and best-selling authors from academe and industry, including Margaret Driscoll; Brent Wilson Lee Christopher; William Horton, L. Wayne Precht, Harvey Singh, Jim Everidge, and Jane Bozarth; Pat Brogan; Patrick Parrish; Marc J. Rosenberg and Steve Forman; Pat McGee; Philip C. Abrami, Gretchen Lowerison, Roger Cote, and Marie-Claude Lavoie; Thomas C. Reeves, Jan Herrington, and Ron Oliver; and Patrick Lambe. The book offers a comprehensive and up-to-date assessment of the technological, design, economic, evaluation, research, economic, and philosophical issues underlying e-learning. Each chapter includes a chart that summarizes the key take-away points, contains questions that are useful for guiding discussions, and offers suggestions of related links, books, papers, reports, and articles.

Universal Principles of Design, Revised and Updated

Moodle 2.0 E-learning Course Development

Moodle 3 E-Learning Course Development - Fourth Edition

A Step-by-step Guide

The Art of Failure

Literacy Instruction with Disciplinary Texts

The Theory and Practice of Online Learning

From William Horton -- a world renowned expert with more than thirty-five years of hands-on experience creating networked-based educational systems -- comes the next-step resource for e-learning training professionals. Like his best-selling book Designing Web-Based Training, this book is a comprehensive resource that provides practical guidance for making the thousand and one decisions needed to design effective e-learning. e-Learning by Design includes a systematic, flexible, and rapid design process covering every phase of designing e-learning. Free of academic jargon and confusing theory, this down-to-earth, hands-on book is filled with hundreds of real-world examples and case studies from dozens of fields. "Like the book's predecessor (Designing Web-based Training), it deserves four stars and is a must read for anyone not selling an expensive solution. -- From Training Media Review, by Jon Aleckson, www.tmreview.com, 2007

"This book is for anyone charged with designing a specific type of e-learning - self-paced computer-based training run entirely by the students with no instructor intervention or support. It is not about how to design distance learning used in colleges or live presentations given over the internet (webinars). It is not about any kind of instructor-led training"-- p. i.

The surge in the number of online training sites has created an unprecedented demand for experts who know all aspects of Web-based training (WBT) site design. Written by bestselling author William Horton, this book provides the hands-on and practical guidance that trainers demand. Packed with over 100 examples, this well-illustrated guide walks you through every phase of designing WBT, from analyzing your course requirements and assessing the needs of potential students to designing a course for a global audience. You'll find out how to combine elements into effective and interesting learning sequences, discover how to overcome any technical hurdle that may arise, how to offer materials that motivate learning, and how to use Web technologies to create 21st-century alternatives to traditional courses. Praise for Designing Web-Based Training "Horton has done it again! He's addressed the cutting-edge problem of Web-based training design with his pragmatic, research-based approach. His work is task-oriented and down-to-earth. He doesn't waste our time with excessive educational philosophy.

*In short-comprehensive overview, practical advice, engaging presentation."-Robert E. Horn, Author, Visual Language: Global Communication for the 21st Century "As each new media wave is adopted for instructional pur-poses, there is a lag in effective exploitation of the unique features the medium brings for supporting learning. Designing Web-Based Training bridges the gap by providing a rich and detailed reference."-Ruth Clark, EdD, President, Clark Training & Consulting "Designers have been seeking guidance on how to exploit the Web's distribution potential while combining it with powerful instructional programs. Horton provides structure, stimulation, and substance in this important book. Web-based training is definitely what is happening now. Designing Web-Based Training will be a de facto classic in the field." -Gloria Gery, Principal, Gery Associates, Author, Making CBT Happen The companion Web site at www.wiley.com/compbooks/horton/ features: * Design guidelines * Live versions of many examples from the book * A course shell and sample lessons * Links to helpful references*

Online learning has increasingly been viewed as a possible way to remove barriers associated with traditional face-to-face teaching, such as overcrowded classrooms and shortage of certified teachers. While online learning has been recognized as a possible approach to deliver more desirable learning outcomes, close to half of online students drop out as a result of student-related, course-related, and out-of-school-related factors (e.g., poor self-regulation; ineffective teacher-student, student-student, and platform-student interactions; low household income). Many educators have expressed concern over students who unexpectedly begin to struggle and appear to fall off track without apparent reason. A well-implemented early warning system, therefore, can help educators identify students at risk of dropping out and assign and monitor interventions to keep them on track for graduation. Despite the popularity of early warning systems, research on their design and implementation is sparse. Early Warning Systems and Targeted Interventions for Student Success in Online Courses is a cutting-edge research publication that examines current theoretical frameworks, research projects, and empirical studies related to the design, implementation, and evaluation of early warning systems and targeted interventions and discusses their implications for policy and practice. Moreover, this book will review common challenges of early warning systems and dashboard design and will explore design principles and data visualization tools to make data more understandable and, therefore, more actionable. Highlighting a range of topics such as curriculum design, game-based learning, and learning support, it is ideal for academicians, policymakers, administrators, researchers, education professionals, instructional designers, data analysts, and students.

Computer-based Training, Web-based Training, Distance Broadcast Training, Performance-based Solutions

The Miseducation of the American Elite and the Way to a Meaningful Life

An Essay on the Pain of Playing Video Games

Evaluating E-Learning

Doing School

Student Engagement and Participation: Concepts, Methodologies, Tools, and Applications

Designing Successful e-Learning, Michael Allen's Online Learning Library

An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.

#1 NEW YORK TIMES BEST SELLER • At last, a book that shows you how to build—design—a life you can thrive in, at any age or stage Designers create worlds and solve problems using design thinking. Look around your office or home—at the tablet or smartphone you may be holding or the chair you are sitting in. Everything in our lives was designed by someone. And every design starts with a problem that a designer or team of designers seeks to solve. In this book, Bill Burnett and Dave Evans show us how design thinking can help us create a life that is both meaningful and fulfilling, regardless of who or where we are, what we do or have done for a living, or how young or old we are. The same design thinking responsible for amazing technology, products, and spaces can be used to design and build your career and your life, a life of fulfillment and joy, constantly creative and productive, one that always holds the possibility of surprise.

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.

Review: "This illustrated A-Z features outstanding type designers from around the world, from Gutenberg to the present day. Arranged alphabetically by designer's name, the book contains over 260 biographical profiles. Entries are illustrated by key typefaces taken from a wide range of sources, including type specimens, original posters, private press editions and magazine covers, and also give a list of work and, where applicable, further reading references and a website address. An essential reference for typographers, graphic designers and students, the book also features a full index and eight short texts by leading typographers - Jonathan Barnbrook, Erik van Blokland, Clive Bruton, John Downer, John Hudson, Jean Francois Porchez, Erik Spiekermann and Jeremy Tankard - that cover a variety of different aspects of type design, including typeface revivals, font piracy, designing fonts for corporate identities and the role of nationality in type design."--BOOK JACKET

How to Teach Anyone Anything Anywhere Anytime

What Research Tells Us About Whether, When and How

A Systematic Approach

Design and Typographic Principles for the Visual Novice

Dyadic Data Analysis

New Learning

Rapid Instructional Design

The third edition of this award-winning Handbook continues the mission of its predecessors: to provide a comprehensive compendium of research in all aspects of distance education, arguably the most significant development in education over the past three decades. While the book deals with education that uses technology, the focus is on teaching and learning and how its management can be facilitated through technology. Key features include: Comprehensive coverage that includes all aspects of distance education, including design, instruction, management, policy, and a section on different audiences. Chapter authors frame their topic in terms of empirical research (past and present) and discuss the nature of current practice in terms of that research. Future research needs are discussed in relation to both confirmed practice and recent changes in the field. Section one provides a unique review of the theories that support distance education pedagogy. Section six includes a unique review of distance education as a component of global culture. This book will be of interest to anyone engaged in distance education at any level. It is also appropriate for corporate and government trainers and for administrators and policy makers in all these environments. Recipient of the 2013 IAP Distance Education Book Award

This book contains everything you'd expect from an introduction to Moodle: clear step-by-step instructions, plenty of screenshots, explanations and guides through the many features and options that you have to choose from. Throughout the book you will follow an example course that will help you to explore the sort of decisions, design considerations, and thought that goes into developing a successful course. This book is for anyone who wants to get the best from Moodle. Beginners will get a thorough guide to how the software works, with great ideas for getting off to a good start with their first course. More experienced Moodle users will find powerful insights into developing more successful and educational courses.

e-Learning by DesignJohn Wiley & Sons

A guide to the Semantic Web, which will transform the Web into a structured network of resources organized by meaning and relationships.

E-learning Tools and Technologies

Designing Effective Elearning

The World Book Encyclopedia

Using E-learning

Michael Allen's Guide to e-Learning

Learning Spaces

The Accidental Instructional Designer

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.

This is the second volume of six in Michael Allen 's e-Learning Library—a comprehensive collection of proven techniques for creating e-learning applications that achieve targeted behavioral outcomes through meaningful, memorable, and motivational learning experiences. This book examines common instructional design practices with a critical eye and recommends substituting success rather than tradition as a guide. Drawing from theory, research, and experience in learning and behavioral change, the author provides a framework for addressing a broader range of learner needs and achieving superior performance outcomes.

Fully updated and revised, the second edition of New Learning explores the contemporary debates and challenges in education and considers how schools can prepare their students for the future. New Learning, Second Edition is an inspiring and comprehensive resource for pre-service and in-service teachers alike.

Does e-learning work? How much does e-learning benefit both the organization and its learners? Is e-learning a wise investment or a waste of corporate resources? Here's a book that answers these and other important questions and guides you in taking a systematic approach that will strengthen your case for e-learning into your organization. Use the book's interactive sections and visit the companion Website to download design forms, examples, job aids, and more!

Designing Your Life

Multimedia-based Instructional Design

Learning by Doing

Past Promises, Present Challenges

A Comprehensive Guide to Simulations, Computer Games, and Pedagogy in e-Learning and Other Educational Experiences

Handbook of Distance Education

Early Warning Systems and Targeted Interventions for Student Success in Online Courses

The classic guide to instructional design, fully updated for the new ways we learn Rapid Instructional Design is the industry standard guideto creating effective instructional materials, providingno-nonsense practicality rather than theory-driven text. Beginningwith a look at what "instructional design" really means, readersare guided step-by-step through the ADDIE model to exploretechniques for analysis, design, development, intervention, andevaluation. This new third edition has been updated to cover newapplications, technologies, and concepts, and includes many newtemplates, real-life examples, and additional instructor materials.Instruction delivery has expanded rapidly in the nine years sincethe second edition's publication, and this update covers all themajor advances in the field. The major instructional models areeexpanded to apply to e-learning, MOOCs, mobile learning, and socialnetwork-based learning. Informal learning and communities ofpractice are examined, as well. Instructional design is the systematic process by whichinstructional materials are designed, developed, and delivered.Designers must determine the learner's current state and needs,define the end goals of the instruction, and create an interventionto assist in the transition. This book is a complete guide to theprocess, helping readers design efficient, effective materials. Learn the ins and outs of the ADDIE model Discover shortcuts for rapid design Design for e-learning, Millennials, and MOOCs Investigate methods for emerging avenues of instruction This book does exactly what a well-designed course should do,providing relevant guidance for anyone who wants to know how toapply good instructional design. Eminently practical and fullyup-to-date, Rapid Instructional Design is the one-stop guideto more effective instruction.

At a time when more and more of what people learn both in formal courses and in everyday life is mediated by technology, Learning Online provides a much-needed guide to different forms and applications of online learning. This book describes how online learning is being used in both K-12 and higher education settings as well as in learning outside of school. Particular online learning technologies, such as MOOCs (massive open online courses), multi-player games, learning analytics, and adaptive online practice environments, are described in terms of design principles, implementation, and contexts of use. Learning Online synthesizes research findings on the effectiveness of different types of online learning, but a major message of the book is that student outcomes arise from the joint influence of implementation, context, and learner characteristics interacting with technology--not from technology alone. The book describes available research about how best to implement different forms of on learning for specific kinds of students, subject areas, and contexts. Building on available evidence regarding practices that make online and blended learning more effective in different contexts, Learning Online draws implications for institutional and state policies that would promote judicious uses of online learning and effective implementation models. This in-depth research work concludes with a call for an online learning implementation research agenda, combining education institutions and research partners in a collaborative effort to generate and share evidence on effective practices.

Multimedia-Based Instructional Design is a thoroughlyrevised and updated second edition of the best-selling book thatprovided a complete guide to designing and developing interactivemultimedia training. While most training companies develop theirtraining programs in many different technological deliverymedia—computer-based, web-based, and distance learningtechnologies—this unique book demonstrates that the sameinstructional design process can be used for all media. Using justone process reduces cycle time for course development—andalso reduces costs.

Elements of a Science of Education
How to Build a Well-Lived, Joyful Life