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KEY=CONTENT - ORLANDO LEVY

E-Content

Technologies and Perspectives for the European Market

Springer Science & Business Media Technologies develop rapidly and reach hurricane levels of velocity but quality E-Content and innovative applications lag behind. This book addresses the question how content industries change within a digital environment and what role information and communication technologies play in transforming the competitive landscape. The authors argue that post-industrial societies tend to pay substantial amounts for equipment and gadgets but invest far too little in the quality of the content. As a result, much effort is and has to be spent on the enhancement of E-Content. The contributions give an elaborate overview of: - the specifics, challenges and prospects of content in the network economy; - market developments of digital media services; - paid content business models; - impacts on scientific publishing; - developments in the field of E-Learning; - the interplay between technology and content with the example of interactive digital TV; - the mobile games market; - emerging new cross media markets; - the need to enhance the usability of websites and mobile applications; - how digital applications might be used to capture and store our personal experiences. A final chapter shows the prospects of the European E-Content market and gives an overview of valuable initiatives and resources dealing with the topic of E-Content.

Perspectives and Trends in Education and Technology

Selected Papers from ICITED 2021

Springer Nature This book presents high-quality, peer-reviewed papers from the International Conference in Information Technology & Education (ICITED 2021), to be held at the ESPM – Higher School of Advertising and Marketing, Sao Paulo, Brazil, between the 15th and the 17th of July 2021. The book covers a specific field of knowledge. This intends to cover not only two fields of knowledge – Education and Technology – but also the interaction among them and the impact/result in the job market and organizations. It covers the research and pedagogic component of Education and Information Technologies but also the connection with society, addressing the three pillars of higher education. The book addresses impact of pandemic on education and use of technology in education. Finally, it also encourages companies to present their professional cases which is discussed. These can constitute real examples of how companies are overcoming their challenges with the uncertainty of the market.

Research Perspectives and Best Practices in Educational Technology Integration

IGI Global With advancements in technology continuing to influence all areas of society, students in current classrooms have a different understanding and perspective of learning than the educational system has been designed to teach. Research Perspectives and Best Practices in Educational Technology Integration highlights the emerging digital age, its complex transformation of the current educational system, and the integration of educational technologies into teaching strategies. This book offers best practices in the process of incorporating learning technologies into instruction and is an essential resource for academicians, professionals, educational researchers in education and educational-related fields.

Activity Theory Perspectives on Technology in Higher Education

IGI Global Activity Theory is a tool that can help make sense of the complex changes taking place in higher education because of the integration of technology. Unlike other theories, it allows for a focus that includes elements in the social, cultural, and historical setting in which the technology is used. In addition, it supports consideration of the practices of individual students and educators as well as practices at the institutional level. Activity Theory Perspectives on Technology in Higher Education presents a compelling theory that will be useful for researchers, academics, policy makers, administrators, and instructors interested in understanding and controlling the shifts that are occurring in education due to the integration of technology.

Critical Perspectives of Educational Technology in Africa

Design, Implementation, and Evaluation

Springer Nature This book is a critical-cultural evaluation of educational technology adoption in Sub-Saharan Africa, including projects such as the OLPC (One Laptop Per Child). It presents efficient ways of improving education delivery among low-income communities through designing and implementing congruent educational technologies that incorporate social and cultural proclivities. Ezumah defines technology with regards to pedagogy, and seeks to debunk the assumption that educational technology consists only of digital and interactive options. Additionally, she argues for a narrative paradigm shift aimed at validating analog technologies as equally capable of providing necessary and desired educational objectives and outcomes for communities who cannot afford the digital alternatives. By comparing African educational systems in precolonial, colonial, and post-colonial times and incorporating the history of technology transfers from the Global North to South, the book highlights cultural imperialism, development theory, neocolonialism, and hegemonic tendencies.

How People Learn

Brain, Mind, Experience, and School: Expanded Edition

National Academies Press 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 real connection between classroom 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, this book offers exciting new 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-experts? What can teachers and 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 understanding of what it means to know, 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 teach, how we teach it, and how we 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 concepts and practices firmly 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 learn. What the thought processes 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 opportunities for teachers. A realistic look at the role of technology in education.

Teaching Mathematics Online: Emergent Technologies and Methodologies

Emergent Technologies and Methodologies

IGI Global "This book shares theoretical and applied pedagogical models and systems used in math e-learning including the use of computer supported collaborative learning, which is common to most e-learning practices"--Provided by publisher.

Computational Intelligence for Technology Enhanced Learning

Springer E-Learning has become one of the most wide spread ways of distance teaching and learning. Technologies such as Web, Grid, and Mobile and Wireless networks are pushing teaching and learning communities to find new and intelligent ways of using these technologies to enhance teaching and learning activities. Indeed, these new technologies can play an important role in increasing the support to teachers and learners, to shorten the time to learning and teaching; yet, it is necessary to use intelligent techniques to take advantage of these new technologies to achieve the desired support to teachers and learners and enhance learners' performance in distributed learning environments. The chapters of this volume bring advances in using intelligent techniques for technology enhanced learning as well as development of e-Learning applications based on such techniques and supported by technology. Such intelligent techniques include clustering and classification for personalization of learning, intelligent context-aware techniques, adaptive learning, data mining techniques and ontologies in e-Learning systems, among others. Academics, scientists, software developers, teachers and tutors and students interested in e-Learning will find this book useful for their academic, research and practice activity.

Strategic Pervasive Computing Applications: Emerging Trends

Emerging Trends

IGI Global "The focus of this book is on the ever increasing capacity of Pervasive context-aware applications that are aiming to develop into context-responsive applications in different application areas"--Provided by publisher.

E-Systems for the 21st Century

Concept, Developments, and Applications, Volume 2: E-Learning, E-Maintenance, E-Portfolio, E-System, and E-Voting

CRC Press E-based systems and computer networks are becoming standard practice across all sectors, including health, engineering, business, education, security, and citizen interaction with local and national government. With contributions from researchers and practitioners from around the world, this two-volume book discusses and reports on new and important developments in the field of e-systems, covering a wide range of current issues in the design, engineering, and adoption of e-systems.

Emerging Trends in Digital Era Through Educational Technology

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Cases on Successful E-Learning Practices in the Developed and Developing World: Methods for the Global Information Economy

Methods for the Global Information Economy

IGI Global Cases on Successful E-Learning Practices in the Developed and Developing World: Methods for the Global Information Economy provides eclectic accounts of case studies in different contexts of e-learning.

Gamification Mindset

Springer This book explores how gamification techniques are used to leverage users' natural desires for achievement, competition, collaboration, learning and more. Compared to other books on this topic, it gives more than just an introduction and develops the readers understanding through frameworks and models, based on research to make it easier to develop gamified systems. The concept of gamification achieved increased popularity in 2010 when a number of softwares and services started explaining their products as a 'gamification' design. Gamification Mindset explains how game elements and mechanics are important, how video games are learning systems and examines how video game aesthetics are vital in the development of gamification. The book will challenge some common beliefs when it comes to gamifications' abilities to immerse and change the user's intrinsic and extrinsic motivations. Gamification Mindset aims to develop new models in gamification to enable easier gamification scenarios. It is a comprehensive analysis and discussion about gamification and serves as a useful tool, since it acquaints readers with gamification and how to use it, through illustrated practical theoretical models. Academic researchers, students, educators and professional game and gamification designers will find this book invaluable.

A Hand Book on UNIVERSITY SYSTEM

Allied Publishers The objective of this handbook is to provide all information for academic administrators and all other participants like students, parents, academicians, government agencies, industries dealing with university. This book is an attempt to give an overall picture of Universities of higher learning describing their mode of functioning, infrastructure necessary and usefulness to the society and interests of various stakeholders. The cost of higher education during last decade in a few counties is tabulated helping the student in their choice. This book also outlines the administrative structure, responsibility infrastructure, process and functions of the University system. It also elucidates checks and balances that are to be in place. With newly given insight, an academic administrator will be better equipped to arrive at innovative solutions, optimize cost, improve reliability, simultaneously concentrating on the delivery of quality education of very high order.

Methodologies, Tools and New Developments for E-Learning

BoD – Books on Demand With the resources provided by communication technologies, E-learning has been employed in multiple universities, as well as in wide range of training centers and schools. This book presents a structured collection of chapters, dealing with the subject and stressing the importance of E-learning. It shows the evolution of E-learning, with discussion about tools, methodologies, improvements and new possibilities for long-distance learning. The book is divided into three sections and their respective chapters refer to three macro areas. The first section of the book covers methodologies and tools applied for E-learning, considering collaborative methodologies and specific environments. The second section is about E-learning assessment, highlighting studies about E-learning features and evaluations for different methodologies. The last section deals with the new developments in E-learning, emphasizing subjects like knowledge building in virtual environments, new proposals for architectures in tutoring systems, and case studies.

New Perspectives on Affect and Learning Technologies

Springer Science & Business Media This monograph integrates theoretical perspectives on affect and learning with recent research in affective computing with an emphasis on building new learning technologies. The "new perspectives" come from the intersection of several research themes: -Basic research on emotion, cognition, and motivation applied to learning environments -Pedagogical and motivational strategies that are sensitive to affective and cognitive processes -Multimodal Human Computer Interfaces, with a focus on affect recognition and synthesis -Recent advances in affect-sensitive Intelligent Tutoring Systems -Novel methodologies to investigate affect and learning -Neuroscience research on emotions and learning

Global Mobile Media

Routledge Gerard Goggin has produced an incisive and penetrating overview of the world according to mobiles. Covering sight, sound and status, plus a host of other issues, he provides a provocative analysis of how mobile communication gadgets come to play such a prominent role in our lives. Any scholar of New Media will want to read this book – James Katz, Department of Communication, Rutgers University, USA With billions of users worldwide, the cell phone is not only a successful communications technology; it is also key to the future of media. Global Mobile Media offers an overview of the complex topic of mobile media, looking at the emerging industry structures, new media economies, mobile media cultures and network politics of cell phones as they move centre-stage in media industries. The development, adoption and significance of cell phones for society and culture have been registered in a growing body of work. Where existing books have focused on communication, and on the social and cultural aspects of mobile media, Global Mobile Media looks at the media dimensions. Goggin provides a pioneering yet measured evaluation of how cell phone corporations, media interests, users and policy makers are together shaping a new media dispensation. Global Mobile Media successfully places new mobile media historically, socially and culturally in a wider field of portable media technologies through extensive case studies, including: the rise of smartphones, with a detailed discussion of the Apple iPhone and how it has catalysed a new phase in convergent media, audiences and innovation the new agenda in cultural politics and media policy, featuring topics such as iPhone apps and control, mobile commons, and open mobile networks a succinct map of the political economy of mobile media, identifying key players, patterns of ownership and control, institutions, and issues a critical account of cell phones' involvement in and contribution to much-discussed new forms of production and consumption, such as user-generated content, p2p networks, open and free source software networks an anatomy of how cell phones relate to other online media, particularly the Internet and wireless technologies. Global Mobile Media is an engaging, accessible text which will be of immense interest to upper-level undergraduates, postgraduates and researchers in Communication Studies, Cultural Studies and Media Studies, as well as those taking New Media courses.

Artificial Intelligence Applications in Distance Education

IGI Global "This book seeks to examine the efforts made to bridge the gap between student and educator with computer applications through an in-depth discussion of applications employed to overcome the problems encountered during educational processes"--Provided by publisher.

Ccsme 2015 Proceedings

Lulu.com Colloquium in Computer & Mathematical Sciences Education 2015 (CCMSE 2015) is an initiative from the Faculty of Computer & Mathematical Sciences, UiTM Perlis to foster a platform for discussing issues related to Teaching and Learning approach within the field of Computer Sciences, System Sciences, Information Technology, Computer Networks, Mathematics and Statistics.

Foundations of Educational Technology

Integrative Approaches and Interdisciplinary Perspectives

Routledge An engaging book for professional educators and an ideal textbook for certificate, masters, and doctoral programs in educational technology, instructional systems and learning design, Foundations of Educational Technology, Second Edition offers a fresh, interdisciplinary, problem-centered approach to the subject, helping students build extensive notes and an electronic portfolio as they navigate the text. The book addresses fundamental aspects of educational technology theory, research and practice that span various users, contexts and settings; includes a full range of engaging

exercises for students that will contribute to their professional growth; and offers the following 4-step pedagogical features inspired by M. D. Merrill's First Principles of Instruction: TELL: Primary presentations and pointers to major sources of information and resources ASK: Activities that encourage students to critique applications and share their individual interpretations SHOW: Activities that demonstrate the application of key concepts and complex skills with appropriate opportunities for learner responses DO: Activities in which learners apply key concepts and complex skills while working on practice assignments and/or projects to be created for their electronic portfolios The second edition of this textbook covers the core objectives addressed in introductory educational technology courses while adding new sections on mobile learning, MOOCs, open educational resources, "big data," and learning analytics along with suggestions to instructors and appendices on effective writing, professional associations, journal and trade magazines.

Multimedia, Computer Graphics and Broadcasting, Part II

International Conference, MulGraB 2011, Held as Part of the Future Generation Information Technology Conference, FGIT 2011, in Conjunction with GDC 2011, Jeju Island, Korea, December 8-10, 2011. Proceedings, Part II

Springer The two volume set, CCIS 262 and 263, constitutes the refereed proceedings of the International Conference, MulGraB 2011, held as Part of the Future Generation Information Technology Conference, FGIT 2011, in conjunction with GDC 2011, Jeju Island, Korea, in December 2011. The papers presented were carefully reviewed and selected from numerous submissions and focuse on the various aspects of multimedia, computer graphics and broadcasting.

Healthcare Informatics and Analytics: Emerging Issues and Trends

Emerging Issues and Trends

IGI Global Healthcare practices have been enhanced through the use of information technologies and analytical methods. A cross between computer science, healthcare, and information science is needed for the optimization of data resources and information systems within the healthcare industry. Healthcare Informatics and Analytics: Emerging Issues and Trends introduces the latest research concerning the innovative implementation of information technology and data analysis in the healthcare field. Highlighting current concerns and recent advances in patient care and healthcare delivery, this book is a comprehensive reference source for academics, researchers, medical students, and healthcare practitioners interested in the application of information science within the health sector.

ELT Through Social Media

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New Directions in Technological Pedagogical Content Knowledge Research

Multiple Perspectives

IAP In the past decades wide-ranging research on effective integration of technology in instruction have been conducted by various educators and researchers with the hope that the affordances of technology might be leveraged to improve the teaching and learning process. However, in order to put the technology in optimum use, knowledge about how and in what way technology can enhance the instruction is also essential. A number of theories and models have been proposed in harnessing the technology in everyday lessons. Among these attempts Technological and Pedagogical Content

Knowledge (TPACK) framework introduced by Mishra and Koehler has emerged as a representation of the complex relationships between technology, pedagogy and content knowledge. The TPACK framework extends the concept of Shulman's pedagogical content knowledge (PCK) which defines the need for knowledge about the content and pedagogical skills in teaching activities. Since then the framework has been embraced by the educational technology practitioners, instructional designers, and educators. TPACK research received increasing attention from education and training community covering diverse range of subjects and academic disciplines and significant progress has been made in recent years. This book attempts to bring the practitioners and researchers to present current directions, trends and approaches, convey experience and findings, and share reflection and vision to improve science teaching and learning with the use of TPACK framework. A wide array of topics will be covered in this book including applications in teacher training, designing courses, professional development and impact on learning, intervention strategies and other complex educational issues. Information contained in this book will provide knowledge growth and insights into effective educational strategies in integration of technology with the use of TPACK as a theoretical and developmental tool. The book will be of special interest to international readers including educators, teacher trainers, school administrators, curriculum designers, policy makers, and researchers and complement the existing literature and published works.

Adult Learning in the Digital Age: Perspectives on Online Technologies and Outcomes

Perspectives on Online Technologies and Outcomes

IGI Global "This book provides a comprehensive framework of trends and issues related to adult learning"--Provided by publisher.

International Perspectives on the Design of Technology-supported Learning Environments

Routledge In recent years, the use of technology for the purposes of improving and enriching traditional instructional practices has received a great deal of attention. However, few works have explicitly examined cognitive, psychological, and educational principles on which technology-supported learning environments are based. This volume attempts to cover the need for a thorough theoretical analysis and discussion of the principles of system design that underlie the construction of technology-enhanced learning environments. It presents examples of technology-supported learning environments that cover a broad range of content domains, from the physical sciences and mathematics to the teaching of language and literacy. The emphasis in this book is not on the design of educational software but on the design of learning environments. A great deal of research on learning and instruction has recently moved out of the laboratory into the design of applications in instructional settings. By designing technology-supported learning environments instructional scientists attempt to better understand the theories and principles that are explicit in their theories of learning. The contributors to this volume examine how factors such as social interaction, the creation of meaningful activities, the use of multiple perspectives, and the construction of concrete representations influence the acquisition of new information and transfer.

Emerging Perspectives on the Mobile Content Evolution

IGI Global In less than a decade, mobile technology has revolutionized our cultures, societies, and economies by impacting both personal and professional aspects of human life. Mobile technology has therefore become the fastest diffusing technology in history, expanding and transforming existent possibilities by making technology accessible and ubiquitous. Emerging Perspectives on the Mobile Content Evolution seeks a better understanding of the centrality of mobile content in the recent and coming evolution of both the ICT ecosystem and the media industry. This publication appeals to a broad audience within the interdisciplinary field of media studies, covering topic areas such as journalism, marketing and advertising, broadcasting, information management, media management, media economics, media- and technology-related public policies, media sociology, audience/consumption studies, and arts. This publication presents a multi-disciplinary discussion through a collection of academic chapters covering topics such as mobile communications and entrepreneurship, reflection on wearables and innovation, personal and mobile healthcare, mobile journalism and innovation, and behavioral targeting in the mobile ecosystem.

Cases on Interactive Technology Environments and Transnational Collaboration: Concerns and Perspectives

Concerns and Perspectives

IGI Global Technology is essential for access to learning and development of a knowledge society. Cases on Interactive Technology Environments and Transnational Collaboration: Concerns and Perspectives provides a comparative and comprehensive analysis of technologically enabled educational environments and various issues concerning education and collaborations across the world while also focusing on best practices and experiences from a varied range of countries.

Content Management for E-Learning

Springer Science & Business Media The increasing growth in the use of e-learning environments, in which education is delivered and supported through information and communication technologies, has brought new challenges to academic institutions. From all the current definitions of e-learning, it can be seen that learning contents are one of the key issues for a successful e-learning experience. Therefore, there is a real need for academic staff, managers and librarians to re-think the whole process of delivering courses, information resources and information services. The book focuses on defining content management and its relationship with knowledge management, providing perspectives on how the semantic web could complement content management, how to deal with copyright restrictions, and how to describe information competencies and skills required and acquired by teachers and students in virtual environments. Offered is a design project for managing digital content for classical and distance education institutions, covering all the aspects related to the content lifecycle, integrating it into the learning process. Practical aspects such as standards for content e-learning management, a review of existing experiences of learning repositories, and a survey of available platforms for delivering courses and providing access to information resources is also covered. Lastly, the book addresses the three main factors which make it crucial in the current context: first, the web 2.0 paradigm, which breaks the content producer-consumer barrier; second, the open content movement for educational purposes, which changes the knowledge management transference model; and third, the new European Higher Education Area, where the concept of content needs to be rethought.

Cross-Cultural Perspectives on Technology-Enhanced Language Learning

IGI Global The ability to effectively communicate with individuals from different linguistic and cultural backgrounds is an invaluable asset. Learning a second language proves useful as students navigate the culturally diverse world; however, studying a second language can be difficult for learners who are not immersed in the real and natural environment of the foreign language. Also, changes in education and advancements in information and communication technologies pose a number of challenges for implementing and maintaining sound practices within technology-enhanced language learning (TELL). Cross-Cultural Perspectives on Technology-Enhanced Language Learning provides information on educational technologies that enable language learners to have access to authentic and useful language resources. Readers will explore themes such as language pedagogy, how specific and universal cultural contexts influence audio-visual media used in technology-enhanced language learning (TELL), and the use of English video games to promote foreign language learning. This book is a valuable resource for academicians, education practitioners, advanced-level students, and school administrators seeking to improve language learning through technology-based resources.

Transnational Perspectives on Innovation in Teaching and Learning Technologies

Brill - Sense The volume provides insights on strategies and technologies for teaching and learning that are being used in unique national/cultural contexts of Africa, Asia and the Middle East, Europe, Latin America, and North America.

Revolutionizing Indian Education system

Archers & Elevators Publishing House

Educational Technology and the New World of Persistent Learning

IGI Global Technologies, such as artificial intelligence and augmented and mixed reality, continue to be implemented to support the process of teaching and learning. However, technological advances and new applications should not be seen as a replacement for the requisite consideration of proper needs analysis, instructional design, and educational philosophy within courses or training; rather it should serve as an enabler to allow faster and more open access to learning for individuals. Educational Technology and the New World of Persistent Learning provides innovative insights into technology integration methods within classroom settings including how they can empower students and how they can be used in the creation of dynamic learning experiences. The content within this publication examines e-learning, robotics, and tutoring systems and is designed for academicians, educators, principles, administrators, researchers, and students.

Design of Technology-Enhanced Learning

Integrating Research and Practice

Emerald Group Publishing This book explains how educational research can inform the design of technology-enhanced learning environments. After laying pedagogical, technological and content foundations, it analyses learning in Web 2.0, Social Networking, Mobile Learning and Virtual Worlds to derive nuanced principles for technology-enhanced learning design.

Integrated and Holistic Perspectives on Learning, Instruction and Technology

Understanding Complexity

Springer Science & Business Media One outcome of recent progress in educational technology is strong interest in providing effective support for learning in complex and ill-structured domains. We know how to use technology to promote understanding in simpler domains (e.g., orientation information, procedures with minimal-branching, etc.), but we are less sure how to use technology to support understanding in more complex domains (e.g., managing limited resources, understanding environmental impacts, etc.). Such domains are increasingly significant for society. Technology (e.g., collaborative tele-learning, digital repositories, interactive simulations, etc.) can provide conceptually and functionally rich domains for learning. However, this introduces the problem of determining what works in which circumstances and why. Research and development on these matters is reflected in this collection of papers. This research suggests a need to rethink foundational issues in educational philosophy and learning technology. One major theme connecting these papers is the need to address learning in the large - from a more holistic perspective. A second theme concerns the need to take learners where and as they are, integrating technology into effective learning places. Significant and systematic progress in learning support for complex domains demands further attention to these important issues.

Cognitive and Affective Perspectives on Immersive Technology in Education

IGI Global Immersive technology as an umbrella concept consists of multiple emerging technologies including augmented reality (AR), virtual reality (VR), gaming, simulation, and 3D printing. Research has shown immersive technology provides unique learning opportunities for experiential learning, multiple perspectives, and knowledge transfer. Due to its role in influencing learners' cognitive and affective processes, it is shown to have great potential in changing the educational landscape in the decades to come. However, there is a lack of general cognitive and affective theoretical framework to guide the diverse aspects of immersive technology research. In fact, lacking the cognitive and affective theoretical framework has begun to hamper the design and application of immersive technology in schools and related professional training. Cognitive and Affective Perspectives on Immersive Technology in Education is an essential research book that explores methods and implications for the design and

implementation of upcoming immersive technologies in pedagogical and professional development settings. The book includes case studies that highlight the cognitive and affective processes in immersive technology as well as the successful applications of immersive technology in education. Featuring a wide range of topics such as curriculum design, K-12 education, and mobile learning, this book is ideal for academicians, educators, policymakers, curriculum developers, instructional designers, administrators, researchers, and students.

International Perspectives on the Role of Technology in Humanizing Higher Education

Emerald Group Publishing By highlighting the use of emerging technologies in pedagogy and drawing on real-life case studies, the authors in this volume address the ongoing debate that technology brings a positive effect on education and beyond. They demonstrate how technology continues to fulfil the challenges of creating a more democratic educational environment.

Content Management for E-Learning

Springer The increasing growth in the use of e-learning environments, in which education is delivered and supported through information and communication technologies, has brought new challenges to academic institutions. From all the current definitions of e-learning, it can be seen that learning contents are one of the key issues for a successful e-learning experience. Therefore, there is a real need for academic staff, managers and librarians to re-think the whole process of delivering courses, information resources and information services. The book focuses on defining content management and its relationship with knowledge management, providing perspectives on how the semantic web could complement content management, how to deal with copyright restrictions, and how to describe information competencies and skills required and acquired by teachers and students in virtual environments. Offered is a design project for managing digital content for classical and distance education institutions, covering all the aspects related to the content lifecycle, integrating it into the learning process. Practical aspects such as standards for content e-learning management, a review of existing experiences of learning repositories, and a survey of available platforms for delivering courses and providing access to information resources is also covered. Lastly, the book addresses the three main factors which make it crucial in the current context: first, the web 2.0 paradigm, which breaks the content producer-consumer barrier; second, the open content movement for educational purposes, which changes the knowledge management transference model; and third, the new European Higher Education Area, where the concept of content needs to be rethought.

Digital Product Management, Technology and Practice: Interdisciplinary Perspectives

Interdisciplinary Perspectives

IGI Global "This book covers a wide range of digital product management issues and offers some insight into real-world practice and research findings on the technical, operational, and strategic challenges that face digital product managers and researchers now and in the next several decades"--Provided by publisher.

Enterprise Content Management in Information Systems Research

Foundations, Methods and Cases

Springer Science & Business Media This book collects ECM research from the academic discipline of Information Systems and related fields to support academics and practitioners who are interested in understanding the design, use and impact of ECM systems. It also provides a valuable resource for students and lecturers in the field. "Enterprise content management in Information Systems research – Foundations, methods and cases" consolidates our current knowledge on how today's organizations can manage their digital information assets. The business challenges related to organizational information management include reducing search times, maintaining information quality, and complying with reporting obligations and standards. Many of these challenges are well-known in information management, but because of the vast quantities of information being generated today, they are more difficult to deal with than ever. Many companies use the term "enterprise content management" (ECM) to refer to the management of all forms of information, especially unstructured information. While ECM systems promise to increase and maintain information quality, to streamline content-related business processes, and to track the lifecycle of information, their implementation poses several questions and challenges: Which content objects should be put under the control of the ECM system? Which processes are affected by the implementation? How should outdated technology be replaced? Research is challenged to support practitioners in answering these questions.