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Collaboration in Teacher Education - Andrea Peter-Koop 2013-03-09
This book systematically explores and reflects on a variety of issues related to collaborative mathematics teacher education practice and research – such as classroom coaching, mentoring or co-learning agreements - highlighting the evolution and implications of collaborative enterprises in different cultural settings. It is relevant to educational researchers, research students and practitioners.

Instructional-design Theories and Models: An overview of their current status - Charles M. Reigeluth 1983
First Published in 1983. Routledge is an imprint of Taylor & Francis, an informa company.

Landscape as Infrastructure - Pierre Belanger 2016-11-10
As ecology becomes the new engineering, the projection of landscape as infrastructure—the contemporary alignment of the disciplines of landscape architecture, civil engineering, and urban planning— has become pressing. Predominant challenges facing urban regions and territories today—including shifting climates, material flows, and population mobilities, are addressed and strategized here. Responding to the under-performance of master planning and over-exertion of technological systems at the end of twentieth century, this book argues for the strategic design of "infrastructural ecologies," describing a synthetic landscape of living, biophysical systems that operate as urban infrastructures to shape and direct the future of urban economies and cultures into the 21st century. Pierre Bélanger is Associate Professor of Landscape Architecture and Co-Director of the Master in Design Studies Program at Harvard University's Graduate School of Design. As part of the Department of Landscape Architecture and the Advansed Studies Program, Bélanger teaches and coordinates graduate courses on the convergence of ecology, infrastructure and urbanism in the interrelated fields of design, planning and engineering. Dr. Bélanger is author of the 35th edition of the Pamphlet Architecture Series from Princeton Architectural Press, GOING LIVE: from States to Systems (pa35.net), co-editor with Jennifer Sigler of the 39th issue of Harvard Design Magazine, Wet Matter, and co-author of the forthcoming volume ECOLOGIES OF POWER: Mapping Military Geographies & Logistical Landscapes of the U.S. Department of Defense. As a landscape architect and urbanist, he is the recipient of the 2008 Canada Prix de Rome in Architecture and the Curator for the Canada Pavilion ad Canadian Exhibition, "EXTRACTION," at the 2016 Venice Architecture Biennale (extraction.ca).

National Educational Technology Standards for Teachers - International Society for Technology in Education 2002
Provides information for teachers on how to integrate technology into their lessons.

Hypothesis-testing Behaviour - Fenna H. Poletiek 2013-05-13
How do people search evidence for a hypothesis? A well documented answer in cognitive psychology is that they search for confirming evidence. However, the rational strategy is to try to falsify the hypothesis. This book critically evaluates this contradiction. Experimental research is discussed against the background of philosophical and formal theories of hypothesis testing with striking results: Falsificationism and verificationism - the two main rival philosophies of testing - come down to one and the same principle for concrete testing behaviour, eluding the contrast between rational falsification and confirmation bias. In this book, the author proposes a new perspective for describing hypothesis testing behaviour - the probability-value model - which unifies the contrasting views. According to this model, hypothesis testers pragmatically consider what evidence and how much evidence will convince them to reject or accept the hypothesis. They might either require highly probative evidence for its acceptance, at the risk of its rejection, or protect it against rejection and go for minor confirming observations. Interestingly, the model refines the classical opposition between rationality and pragmaticity because pragmatic considerations are a legitimate aspect of 'rational' hypothesis

testing. Possible future research and applications of the ideas advanced are discussed, such as the modelling of expert hypothesis testing.
National Education Technology Plan - Arthur P. Hershaft 2011
Education is the key to America's economic growth and prosperity and to our ability to compete in the global economy. It is the path to higher earning power for Americans and is necessary for our democracy to work. It fosters the cross-border, cross-cultural collaboration required to solve the most challenging problems of our time. The National Education Technology Plan 2010 calls for revolutionary transformation. Specifically, we must embrace innovation and technology which is at the core of virtually every aspect of our daily lives and work. This book explores the National Education Technology Plan which presents a model of learning powered by technology, with goals and recommendations in five essential areas: learning, assessment, teaching, infrastructure and productivity.
Water - United Nations WWAP 2006
"The accompanying interactive, searchable and hyperlinked CD-ROM includes all of the WWDR2 data tables, graphs, charts and maps, as well as detailed sections on indicator and case study developments..."--p. [4] of cover.
The Handbook of Blended Learning - Curtis J. Bonk 2012-06-29
This comprehensive resource highlights the most recent practices and trends in blended learning from a global perspective and provides targeted information for specific blended learning situations. You'll find examples of learning options that combine face-to-face instruction with online learning in the workplace, more formal academic settings, and the military. Across these environments, the book focuses on real-world practices and includes contributors from a broad range of fields including trainers, consultants, professors, university presidents, distance-learning center directors, learning strategists and evangelists, general managers of learning, CEOs, chancellors, deans, and directors of global talent and organizational development. This diversity and breadth will help you understand the wide range of possibilities available when designing blended learning environments. Order your copy today!
Design Recommendations for Intelligent Tutoring Systems: Volume 7 - Self-Improving Systems - Benjamin Goldberg 2019-10-23
This book on self-improving systems is the seventh in a planned series of books that examine key topics (e.g., learner modeling, instructional strategies, authoring, domain modeling, assessment, impact on learning, team tutoring, self-improving systems, data visualization) in intelligent tutoring system (ITS) design. This book focuses on self-improving systems. The discussion chapters in this book examine topics through the lens of the Generalized Intelligent Framework for Tutoring (GIFT). GIFT is a modular, service-oriented architecture created to reduce the cost and skill required to author ITSs, distribute ITSs, manage instruction within ITSs, and evaluate the effect of ITS technologies on learning, performance, retention, transfer of skills, and other instructional outcomes.
Data Traffic Monitoring and Analysis - Ernst Biersack 2013-03-02
This book was prepared as the Final Publication of COST Action IC0703 "Data Traffic Monitoring and Analysis: theory, techniques, tools and applications for the future networks". It contains 14 chapters which demonstrate the results, quality,and the impact of European research in the field of TMA in line with the scientific objective of the Action. The book is structured into three parts: network and topology measurement and modelling, traffic classification and anomaly detection, quality of experience.
Practical Applications and Experiences in K-20 Blended Learning Environments - Kyei-Blankson, Lydia 2013-12-31
Learning environments continue to change considerably and is no longer confined to the face-to-face classroom setting. As learning options have evolved, educators must adopt a variety of pedagogical strategies and innovative technologies to enable learning. Practical Applications and Experiences in K-20 Blended Learning Environments compiles

pedagogical strategies and technologies and their outcomes that have been successfully applied in blended instruction. Highlighting best practices as elementary, secondary, and tertiary educational levels; this book is a vital tool for educators who teach or plan to teach in blended learning environments and for researchers interested in the area of blended education knowledge.

Transforming Education - Unesco 2011

Digital Multimedia: Concepts, Methodologies, Tools, and Applications - Management Association, Information Resources 2017-09-13
Contemporary society resides in an age of ubiquitous technology. With the consistent creation and wide availability of multimedia content, it has become imperative to remain updated on the latest trends and applications in this field. Digital Multimedia: Concepts, Methodologies, Tools, and Applications is an innovative source of scholarly content on the latest trends, perspectives, techniques, and implementations of multimedia technologies. Including a comprehensive range of topics such as interactive media, mobile technology, and data management, this multi-volume book is an ideal reference source for engineers, professionals, students, academics, and researchers seeking emerging information on digital multimedia.

Comparative Blended Learning Practices and Environments - Ng, Eugenia M. W. 2009-10-31
Comparative Blended Learning Practices and Environments offers in-depth analysis of new technologies in blended learning that promote creativity, critical thinking, and meaningful learning.

Drought phenotyping in crops: From theory to practice - Philippe Monneveux 2014-02-12
This topic is a unique attempt to simultaneously tackle theoretical and practical aspects in drought phenotyping, through both crop-specific and cross-cutting approaches. It is designed for – and will be of use to – practitioners and postgraduate students in plant science, who are grappling with the challenging task of evaluating germplasm performance under different water regimes. In Part I, different methodologies are presented for accurately characterising environmental conditions, implementing trials, and capturing and analysing the information this generates, regardless of the crop. Part II presents the state-of-art in research on adaptation to drought, and recommends specific protocols to measure different traits in major food crops (focusing on particular cereals, legumes and clonal crops). The topic is part of the CGIAR Generation Challenge Programme's efforts to disseminate crop research information, tools and protocols, for improving characterisation of environments and phenotyping conditions. The goal is to enhance expertise in testing locations, and to stimulate the development and use of traits related to drought tolerance, as well as innovative protocols for crop characterisation and breeding.

The Internet of Things for Smart Urban Ecosystems - Franco Cicirelli 2018-08-10
The main objective of this book is to provide a multidisciplinary overview of methodological approaches, architectures, platforms, and algorithms for the realization of an Internet of Things (IoT)-based Smart Urban Ecosystem (SUE). Moreover, the book details a set of real-world applications and case studies related to specific smart infrastructures and smart cities, including structural health monitoring, smart urban drainage networks, smart grids, power efficiency, healthcare, city security, and emergency management. A Smart Urban Ecosystem (SUE) is a people-centric system of systems that involves smart city environments, applications, and infrastructures. SUEs require the close integration of cyber and physical components for monitoring, understanding, and controlling the urban environment. In this context, the Internet of Things (IoT) offers a valuable enabling technology, as it bridges the gap between physical things and software components, and empowers cooperation between distributed, pervasive, and heterogeneous entities.

Encyclopedia of Multimedia - Borko Furht 2008-11-26
This second edition provides easy access to important concepts, issues and technology trends in the field of multimedia technologies, systems, techniques, and applications. Over 1,100 heavily-illustrated pages — including 80 new entries — present concise overviews of all aspects of software, systems, web tools and hardware that enable video, audio and developing media to be shared and delivered electronically.

Educational Media and Technology Yearbook - Michael Orey 2012-11-06
 As digital devices play a more critical role in daily life than ever, more opportunities arise for innovative learning technologies—a trend on full display in the Educational Media and Technology Yearbook for 2012. This latest edition, volume 37, from the Association for Education, Communication, and Technology (AECT) notes the most current trends in the field of learning design and technology, taking into account the implications for both formal and informal learning. The majority of articles train their focus on graduate and professional goals, including an analysis of doctoral programs in educational technology and new collaborative learning platforms. Library science is a featured component of this analysis and Library Science programs are featured prominently in this analysis. Mediagraphy and profiles of leaders in the field are also included.

Information-Centric Networks - Gabriel M. de Brito 2013-05-06
Since its inception, the Internet has evolved from a textualinformation system towards a multimedia information system, inwhich data, services and applications are consumed as content.Today, however, the main problem faced is that applications are nowcontent-oriented but the protocol stack remains the same, based onthe content location. Thus, it is clear that the Internet'scurrent architecture must change. This new architecture should takeinto account aspects to improve content location and deliveryefficiency and also content availability. Fulfilling theserequirements is the main goal of information-centric networks(ICNs). ICN is a new communication paradigm to increase the efficiency ofcontent delivery and also content availability. In this newconcept, the network infrastructure actively contributes to contentcaching and distribution. This book presents the basic concepts ofICNs, describes the main architecture proposals for these networks,and discusses the main challenges to their development. InformationCentric-Networks looks at the current challenges for this concept,including: naming, routing and caching on the network-coreelements, several aspects of content security, user privacy, andpractical issues in implementing ICNs. Contents 1. Content Distribution on the Internet. 2. Information-Centric Networks. 3. Main ICN Architectures. 4. Challenges. 5. Practical Issues. About the Authors Gabriel M. Brito is an Engineer at Petrobras in Brazil andstudying for a Master's degree at the Universidade FederalFluminense in Brazil. Pedro Braconnot Velloso is an Associate Professor in the Departmentof Computer Science at the Universidade Federal Fluminense (UFF),Brazil. He worked for Bell Labs France as a research engineer from2009 to 2011. Igor M. Moraes is an Associate Professor at the UniversidadeFederal Fluminense in Brazil.

Spatial Augmented Reality - Oliver Bimber 2005-08-08
Like virtual reality, augmented reality is becoming an emerging platform in new application areas for museums, edutainment, home entertainment, research, industry, and the art communities using novel approaches which have taken augmented reality beyond traditional eye-worn or hand-held displays. In this book, the authors discuss spatial augmented r

Trends and Applications in Information Systems and Technologies - Álvaro Rocha 2021-03-28
This book is composed of a selection of articles from The 2021 World Conference on Information Systems and Technologies (WorldCIST'21), held online between 30 and 31 of March and 1 and 2 of April 2021 at Hangra de Heroismo, Terceira Island, Azores, Portugal. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges of modern information systems and technologies research, together with their technological development and applications. The main topics covered are: A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human–Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; N) Technologies for Biomedical Applications.

User Centric Media - Petros Daras 2013-01-02
This book constitutes the thoroughly refereed post-conference proceedings of the First International Conference, UCMedia 2009, which was held on 9-11 December 2009 at Hotel Novotel Venezia Mestre Castellana in Venice, Italy. The conference`s focus was on forms and production, delivery, access, discovery and consumption of user centric media. After a thorough review process of the papers received, 23 were accepted from open call for the main conference and 20 papers for the

workshops.

Design Recommendations for Intelligent Tutoring Systems - Dr. Robert A. Sottilare, US Army Research Laboratory 2014-07-01 Design Recommendations for Intelligent Tutoring Systems explores the impact of intelligent tutoring system design on education and training. Specifically, this volume examines "Instructional Management" techniques, strategies and tactics, and identifies best practices, emerging concepts and future needs to promote efficient and effective adaptive tutoring solutions. Design recommendations include current, projected, and emerging capabilities within the Generalized Intelligent Framework for Tutoring (GIFT), an open source, modular, service-oriented architecture developed to promote simplified authoring, reuse, standardization, automated instructional management and analysis of tutoring technologies.

Quality of Experience - Sebastian Möller 2014-07-08 This pioneering book develops definitions and concepts related to Quality of Experience in the context of multimedia- and telecommunications-related applications, systems and services and applies these to various fields of communication and media technologies. The editors bring together numerous key-protagonists of the new discipline "Quality of Experience" and combine the state-of-the-art knowledge in one single volume.

Pearson Passport Access Card - for World History / Western Civilization - Pearson Education 2011-03-12

Intelligent Broadband Networks - Iakovos Venieris 1998-09-08 Intelligent Broadband Networks Edited by Iakovos Venieris National Technical University of Athens, Greece and Heinrich Hussmann Dresden University of Technology , Germany 'Intelligent network elements' monitor the flow of user service requests, which enables Intelligent Networks (IN) to manage and control transmission, services and connections, and service allocation across the network automatically. IN can efficiently handle and control complex multiparty, multiconnection multimedia services when integrated with Broadband ISDN (Integrated Services Digital Network) signaling. This book provides an overview of the current status and the future trends in Broadband network evolution and multimedia services. It includes studies that cover all the issues of IN-based Broadband networks including: abstract functional models, software and hardware implementation requirements and techniques, interoperability with other non-IN and IN systems like TINA, and Internet, practical experience from prototype implementation and transitional pilot demonstrations, and system performance and scalability. Unlike any other work on IN currently available, case studies of IN-based networks supporting a Virtual Private Network, Video on Demand and Broadband Video Conferencing Services are used as the basis for presenting service deployment techniques, as well as for evaluating performance results. The wide scope of topics covered in this book is crucial to network managers, multimedia communications engineers, researchers as well as students of relevant fields, such as: * Integration of Intelligent Functions into Broadband networks * Flexible, modular architecture reducing the system complexity and enabling easy migration to implementation * Methodology and models for evaluating system design options * Up-to-the-minute research not available in any other single volume

Design Recommendations for Intelligent Tutoring Systems - Robert Sottilare 2015-07-05 Design Recommendations for Intelligent Tutoring Systems (ITSs) explores the impact of intelligent tutoring system design on education and training. Specifically, this volume examines "Authoring Tools and Expert Modeling Techniques". The "Design Recommendations book series examines tools and methods to reduce the time and skill required to develop Intelligent Tutoring Systems with the goal of improving the Generalized Intelligent Framework for Tutoring (GIFT). GIFT is a modular, service-oriented architecture developed to capture simplified authoring techniques, promote reuse and standardization of ITSs along with automated instructional techniques and effectiveness evaluation capabilities for adaptive tutoring tools and methods.

Evaluation in the Crowd. Crowdsourcing and Human-Centered Experiments - Daniel Archambault 2017-09-27 As the outcome of the Dagstuhl Seminar 15481 on Crowdsourcing and Human-Centered Experiments, this book is a primer for computer science researchers who intend to use crowdsourcing technology for human centered experiments. The focus of this Dagstuhl seminar, held in Dagstuhl Castle in November 2015, was to discuss experiences and methodological considerations when using crowdsourcing platforms to

run human-centered experiments to test the effectiveness of visual representations. The inspiring Dagstuhl atmosphere fostered discussions and brought together researchers from different research directions. The papers provide information on crowdsourcing technology and experimental methodologies, comparisons between crowdsourcing and lab experiments, the use of crowdsourcing for visualisation, psychology, QoE and HCI empirical studies, and finally the nature of crowdworkers and their work, their motivation and demographic background, as well as the relationships among people forming the crowdsourcing community.

Evaluation In Distance Education - K. Malla Reddy 2000

Sustainable Development and Renovation in Architecture, Urbanism and Engineering - Pilar Mercader-Moyano 2017-03-17 This book provides an overview of the environmental problems that arise from construction activity, focusing on refurbishment as an alternative to the current crisis in the construction sector, as well as on measures designed to minimize the effects on the environment. Furthermore, it offers professionals insights into alternative eco-efficient solutions using new materials to minimize environmental impacts and offers solutions that they can incorporate into their own designs and buildings. It also demonstrates best practices in the cooperation between various universities in Andalusia in Spain and Latin America and many public and private companies and organizations. This book serves as a valuable reference resource for professionals and researchers and provides an overview on the status of investigations to find solutions to improve sustainable development in terms of materials, systems, facilities, neighborhoods, buildings, and awareness of the society involved.

4th International Conference on Internet of Things and Connected Technologies (ICIoTCT), 2019 - Neeta Nain 2020-02-14 This book presents the proceedings of the 4th International Conference on Internet of Things and Connected Technologies (ICIoTCT), held on May 9–10, 2019, at Malaviya National Institute of Technology (MNIT), Jaipur, India. The Internet of Things (IoT) promises to usher in a revolutionary, fully interconnected "smart" world, with relationships between objects and their environment and objects and people becoming more tightly intertwined. The prospect of the Internet of Things as a ubiquitous array of devices bound to the Internet could fundamentally change how people think about what it means to be "online". The ICIotCT 2019 conference provided a platform to discuss advances in Internet of Things (IoT) and connected technologies, such as various protocols and standards. It also offered participants the opportunity to interact with experts through keynote talks, paper presentations and discussions, and as such stimulated research. With the recent adoption of a variety of enabling wireless communication technologies, like RFID tags, BLE, ZigBee, embedded sensor and actuator nodes, and various protocols such as CoAP, MQTT and DNS, IoT has moved on from its infancy. Today smart sensors can collaborate directly with machines to automate decision-making or to control a task without human involvement. Further, smart technologies, including green electronics, green radios, fuzzy neural approaches, and intelligent signal processing techniques play an important role in the development of the wearable healthcare devices.

Handbook of Research in Educational Communications and Technology - M. J. Bishop 2020-09-21 The 5th edition of the prestigious AECT Handbook continues previous efforts to reach outside the traditional instructional design and technology community to the learning sciences and computer information systems communities toward developing a conceptualization of the field. However, given the pervasive and increasingly complex role technology now plays in education since the 1st edition of the Handbook in 1996, the editors have reorganized the research chapters in this edition to focus on the learning problems we are trying to solve with educational technologies, rather than to focus on the things we are using to solve those problems. Additionally, for the first time this edition of the Handbook reflects our field's growing understanding of the importance of design scholarship to inform practice by including design case chapters. These changes for this edition of the Handbook are intended to bring educational technology research into the broader framework of educational research by elaborating on the role instructional design and technology plays as a scholarly discipline in addressing education's increasingly complex issues. Provides comprehensive reviews of new developments in educational technology research and design practice. Includes concrete examples to guide future research and practice in the ways emerging technologies can be used to solve educational problems. Contains extensive references furnished to guide readers to the most

recent research and design practice in the field of instructional design and technology.

Design Recommendations for Intelligent Tutoring Systems - Dr. Robert A. Sottilare, US Army Research Laboratory 2013-08-01
Design Recommendations for Intelligent Tutoring Systems explores the impact of computer-based tutoring system design on education and training. Specifically, this volume, "Learner Modeling" examines the fundamentals of learner modeling and identifies best practices, emerging concepts and future needs to promote efficient and effective tutoring. Part of our design recommendations include current, projected, and needed capabilities within the Generalized Intelligent Framework for Tutoring (GIFT), an open source, modular, service-oriented architecture developed to promote simplified authoring, reuse, standardization, automated instruction and evaluation of tutoring technologies.

Energy Efficient Embedded Video Processing Systems - Muhammad Usman Karim Khan 2017-09-17
This book provides its readers with the means to implement energy-efficient video systems, by using different optimization approaches at multiple abstraction levels. The authors evaluate the complete video system with a motive to optimize its different software and hardware components in synergy, increase the throughput-per-watt, and address reliability issues. Subsequently, this book provides algorithmic and architectural enhancements, best practices and deployment models for new video systems, while considering new implementation paradigms of hardware accelerators, parallelism for heterogeneous multi- and many-core systems, and systems with long life-cycles. Particular emphasis is given to the current video encoding industry standard H.264/AVC, and one of the latest video encoders (High Efficiency Video Coding, HEVC).

Multimedia Tools and Applications - Borko Furht 2011-09-30
Multimedia computing has emerged in the last few years as a major area of research. Multimedia computer systems have opened a wide range of applications by combining a variety of information sources, such as voice, graphics, animation, images, audio, and full-motion video. Looking at the big picture, multimedia can be viewed as the merging of three industries: the computer, communications, and broadcasting industries. Research and development efforts in multimedia computing can be divided into two areas. As the first area of research, much effort has been centered on the stand-alone multimedia workstation and associated software systems and tools, such as music composition, computer-aided education and training, and interactive video. However, the combination of multimedia computing with distributed systems offers even greater potential. New applications based on distributed multimedia systems include multimedia information systems, collaborative and videoconferencing systems, on-demand multimedia services, and distance learning. Multimedia Tools and Applications is one of two volumes published by Kluwer, both of which provide a broad introduction to this fast moving area. This book covers selected tools applied in multimedia systems and key multimedia applications. Topics presented include multimedia application development techniques, techniques for content-based manipulation of image databases, techniques for selection and dissemination of digital video, and tools for digital video segmentation. Selected key applications described in the book include multimedia news services, multimedia courseware and training, interactive television systems, digital video libraries, multimedia messaging systems, and interactive multimedia publishing systems. The second book, Multimedia Systems and Techniques, covers fundamental concepts and techniques used in multimedia systems. The topics include multimedia objects and related models, multimedia compression techniques and standards, multimedia interfaces, multimedia storage techniques, multimedia communication and networking, multimedia synchronization techniques, multimedia information systems, scheduling in multimedia systems, and video indexing and retrieval techniques. Multimedia Tools and Applications, along with its companion volume, is intended for anyone involved in multimedia system design and applications and can be used as a textbook for advanced courses on multimedia.

Intelligent System Solutions for Auto Mobility and Beyond - Carolin Zachäus 2020-12-10
This book gathers papers from the 23rd International Forum on Advanced Microsystems for Automotive Applications (AMAA 2020) held online from Berlin, Germany, on May 26-27, 2020. Focusing on intelligent system solutions for auto mobility and beyond, it discusses in detail innovations and technologies enabling electrification, automation and diversification, as well as strategies for a better integration of vehicles into the networks of traffic, data and power. Further, the book addresses other relevant topics, including the role of human factors and safety issues in automated driving, solutions for shared mobility, as well as automated bus transport in rural areas. Implications of current circumstances, such as those generated by climate change, on the future development of auto mobility, are also analysed, providing researchers, practitioners and policy makers with an authoritative snapshot of the state-of-the-art, and a source of inspiration for future developments and collaborations.

Blended Synchronous Learning - Matt G Bower 2014-11-07
Blended synchronous learning - where remote students participate in face-to-face classes by means of rich-media synchronous technologies such as video conferencing, web conferencing and virtual worlds - is an emerging phenomenon in education. More and more teachers are attempting to teach in this challenging mode, but without any systematic research evidence to help guide their blended synchronous learning practices. The Blended Synchronous Learning Handbook is a definitive resource that addresses this issue. It includes a Blended Synchronous Learning Design Framework that offers pedagogical, technological and logistical recommendations for teachers attempting to design and implement blended synchronous learning lessons. It also includes a Rich-Media Synchronous Technology Capabilities Framework to support the selection of technologies for different types of learning activities, as well as a review of relevant literature, a summary of the Blended Synchronous Learning Scoping Study, detailed reports of seven blended synchronous learning case studies, and an in-depth cross case analysis to underpin the recommendations that are drawn.

Harnessing Public Research for Innovation in the 21st Century - Anthony Arundel 2021-03-04
A guide to maximizing the impact of work done at public research institutions and universities to boost innovation and growth.

Advances in Multimedia Modeling - Klaus Schoeffmann 2011-12-21
This book constitutes the refereed proceedings of the 18th International Multimedia Modeling Conference, MMM 2012, held in Klagenfurt, Austria, in January 2012. The 38 revised regular papers, 12 special session papers, 15 poster session papers, and 6 demo session papers were carefully reviewed and selected from 142 submissions. The papers are organized in the following topical sections: annotation, annotation and interactive multimedia applications, event and activity, mining and mobile multimedia applications, search, summarization and visualization, visualization and advanced multimedia systems, and the special sessions: interactive and immersive entertainment and communication, multimedia preservation: how to ensure multimedia access over time, multi-modal and cross-modal search, and video surveillance.

MediaSync - Mario Montagud 2018-03-26
This book provides an approachable overview of the most recent advances in the fascinating field of media synchronization (mediasync), gathering contributions from the most representative and influential experts. Understanding the challenges of this field in the current multi-sensory, multi-device, and multi-protocol world is not an easy task. The book revisits the foundations of mediasync, including theoretical frameworks and models, highlights ongoing research efforts, like hybrid broadband broadcast (HBB) delivery and users' perception modeling (i.e., Quality of Experience or QoE), and paves the way for the future (e.g., towards the deployment of multi-sensory and ultra-realistic experiences). Although many advances around mediasync have been devised and deployed, this area of research is getting renewed attention to overcome remaining challenges in the next-generation (heterogeneous and ubiquitous) media ecosystem. Given the significant advances in this research area, its current relevance and the multiple disciplines it involves, the availability of a reference book on mediasync becomes necessary. This book fills the gap in this context. In particular, it addresses key aspects and reviews the most relevant contributions within the mediasync research space, from different perspectives. Mediasync: Handbook on Multimedia Synchronization is the perfect companion for scholars and practitioners that want to acquire strong knowledge about this research area, and also approach the challenges behind ensuring the best mediated experiences, by providing the adequate synchronization between the media elements that constitute these experiences.