



Designing for Learning in an Open World: 4 (Explorations in the Learning Sciences, Instructional Systems and Performance Technologies)

By Gráinne Conole

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The Internet and associated technologies have been around for almost twenty years. Networked access and computer ownership are now the norm. There is a plethora of technologies that can be used to support learning, offering different ways in which learners can communicate with each other and their tutors, and providing them with access to interactive, multimedia content. However, these generic skills don't necessarily translate seamlessly to an academic learning context. Appropriation of these technologies for academic purposes requires specific skills, which means that the way in which we design and support learning opportunities needs to provide appropriate support to harness the potential of technologies. More than ever before learners need supportive 'learning pathways' to enable them to blend formal educational offerings, with free resources and services. This requires a rethinking of the design process, to enable teachers to take account of a blended learning context.

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Editorial Review

From the Back Cover

Designing for Learning in an Open World provides specific information and research for acquiring the requisite skills to both design and support learning opportunities that harness the potential of available technologies.

Further, Designing for Learning in an Open World proposes new, innovative learning pathways, created to empower learners to blend formal educational offerings with free resources and services. The new approach and new pathways suggested by the author force readers to rethink the entire instructional design process, enabling both teachers and learners to take into account a blended learning context, now the norm in our modern educational environment.

Users Review

From reader reviews:

Edward Peterson:

This Designing for Learning in an Open World: 4 (Explorations in the Learning Sciences, Instructional Systems and Performance Technologies) book is simply not ordinary book, you have after that it the world is in your hands. The benefit you have by reading this book is actually information inside this e-book incredible fresh, you will get information which is getting deeper you actually read a lot of information you will get. This kind of Designing for Learning in an Open World: 4 (Explorations in the Learning Sciences, Instructional Systems and Performance Technologies) without we comprehend teach the one who looking at it become critical in contemplating and analyzing. Don't become worry Designing for Learning in an Open World: 4 (Explorations in the Learning Sciences, Instructional Systems and Performance Technologies) can bring any time you are and not make your handbag space or bookshelves' turn into full because you can have it with your lovely laptop even cell phone. This Designing for Learning in an Open World: 4 (Explorations in the Learning Sciences, Instructional Systems and Performance Technologies) having good arrangement in word in addition to layout, so you will not sense uninterested in reading.

Cornelius Callaghan:

Are you kind of stressful person, only have 10 or 15 minute in your moment to upgrading your mind ability or thinking skill even analytical thinking? Then you are receiving problem with the book compared to can satisfy your short time to read it because this all time you only find publication that need more time to be read. Designing for Learning in an Open World: 4 (Explorations in the Learning Sciences, Instructional Systems and Performance Technologies) can be your answer mainly because it can be read by you actually who have those short spare time problems.

Douglas Ham:

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Maria Green:

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