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Lockyer, Lori,Bennett, Sue,Agostinho, Shirley,Harper, Barry

▦ Online Education Using Learning Objects Rory McGreal,2012-09-10 'E-learning is integral to on-site education institutions worldwide, and the rapid explosion of interest in the subject means that this timely, cutting-edge book will be an instant and indispensable resource. Among educators, the development of reusable learning objects made accessible via the internet is ever more important to teaching and learning. This book provides a comprehensive look at a state-of-the-art online education, and presents advice on the creation, adaptation and implementation of learning objects and metadata. Including articles written by some of the leading innovators in the field, this book takes the reader through: designing effective learning objects; creating learning objects; transforming existing content into reusable learning objects; building a metadata management system. This book will be essential reference material for learning technologists, course developers at learning institutions, postgraduate students, teachers and learners in the field of e-learning.'

▦ Learning Objects and Instructional Design Alex Koohang,Keith Harman,2007

▦ Learning Objects Alex Koohang,Keith Harman,2007

▦ The Handbook of Training Technologies William J. Rothwell,Marilynn N. Butler,Daryl L. Hunt,Jessica Li,Cecilia Maldonado,Karen Peters,2010-04-15 This important resource offers an understanding of the basic principles that underlie training methods and the use of technology training in the workplace. The authors provide a primer for the four pervading and more advanced technologies used in business training—the Internet, computer-based training, knowledge management systems, and decision support tools. Appropriate for those who have little or no formal training in educational technology, this book addresses such topics as the decision to use, the pros and cons for using, and presentation strategies for media as varied as the Internet, teleconferencing, videoconferencing, satellite distance learning, and electronic performance support systems. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

▦ Handbook of Research on Learning Design and Learning Objects: Issues, Applications, and Technologies Lockyer, Lori,Bennett, Sue,Agostinho, Shirley,Harper, Barry,2008-07-31 This book provides an overview of current research and development activity in the area of learning designs--Provided by publisher.

▦ Dive Into Python Mark Pilgrim,2004-07-12 * Quick start to learning python—very example oriented approach * Book has its own Web site established by the author: http://diveintopython.org/ Author is well known in the Open Source community and the book has a unique quick approach to learning an object oriented language.

▦ Artificial Intelligence and Soft Computing Leszek Rutkowski,Marcin Korytkowski,Rafał Scherer,Ryszard Tadeusiewicz,Lotfi Zadeh,Jacek Zurada,2012-04-23 The two-volume set LNAI 7267 and LNCS 7268 (together with LNCS 7269) constitutes the refereed proceedings of the 11th International Conference on Artificial Intelligence and Soft Computing, ICAISC 2012, held in Zakopane, Poland in April/May 2012. The 212 revised full papers presented were carefully reviewed and selected from 483 submissions. The papers are organized in topical sections on neural networks and their applications, computer vision, image and speech analysis, data mining, hardware implementation, bioinformatics, biometrics and medical applications, concurrent parallel processing, agent systems, robotics and control, artificial intelligence in modeling and simulation, various problems od artificial intelligence.

▦ Rapid Application Development with Qcubed Gianni Rossini,

▦ Perspectives on Object-Centered Learning in Museums Scott G. Paris,2002-04 Originating in a recent NSF conference held at the University of Michigan, this book examines the latest ideas about how children interact with objects and through that interaction acquire new understandings, attitudes, and feelings. Although museum education provides the primary setting within which object-centered learning is explored, the analyses apply to a wide range of learning environments. Despite the demonstrated importance of object-centered learning for both academic and life-long learning, until now there has been little psychological research on the topic. Key features of this outstanding new book include: *Cross-disciplinary Focus--This is the first book to examine object-centered learning using the perspectives of such diverse fields as science, history, literacy, and art. *Museum Focus--The explosion of interest in museums of all kinds provides a natural launching pad for conceptual and practical discussions of object-based learning and informal learning environments. Vignettes--In order to ground the conceptual analyses, each chapter includes vignettes describing people actively engaged with objects in a specific setting. This volume is appropriate for advanced students and researchers in educational psychology, cognitive psychology, science education, and persons directly involved in museum education.

▦ Academic Librarianship by Design Steven J. Bell,John D. Shank,2007-07-02 Scenarios, case studies, and profiles throughout illustrate the successes that real blended librarians are having on campuses. This practical, hands-on guide expands the possibilities for academic librarians in public service, reference, instruction, information literacy, and even library and information science students.

▦ Computational Science and Its Applications - ICCSA 2006 Osvaldo Gervasi,Vipin Kumar,C.J. Kenneth Tan,David Taniar,Antonio Laganà,Youngsong Mun,Hyunseung Choo,2006-05-11 The five-volume set LNCS 3980-3984 constitutes the refereed proceedings of the International Conference on Computational Science and Its Applications, ICCSA 2006. The volumes present a total of 664 papers organized according to the five major conference themes: computational methods, algorithms and applications high performance technical computing and networks advanced and emerging applications geometric modelling, graphics and visualization information systems and information technologies. This is Part I.

▦ Python Projects for Kids Jessica Ingrassellino,2016-04-14 Unleash Python and take your small readers on an adventurous ride through the world of programming About This Book Learn to start using Python for some simple programming tasks such as doing easy mathematical calculations. Use logic and control loops to build a nice interesting game. Get to grips with working with data and, once you're comfortable with that, you'll be introduced to Pygame, which will help you wrap up the book with a cool game. Who This Book Is For This book is for kids (aged 10 and over). This is book is intended for absolute beginners who lack any knowledge of computing or programming languages and want to get started in the world of programming. What You Will Learn Start fiddling with Python's variables, build functions and interact with users Build your own calculator using the Math Library Train Python to make logical decisions Work with moving 2D objects on-screen Understand the Pygame Library and build your very own game! Write a cool program to manage inventories in your backpack In Detail Kids are always the most fast-paced and enthusiastic learners, and are naturally willing to build stuff that looks like magic at the end (when it works!). Programming can be one such magic. Being able to write a program that works helps them feel they've really achieved something. Kids today are very tech-savvy and cannot wait to enter the fast-paced digital world. Because Python is one of the most popular languages and has a syntax that is quite simple to understand, even kids are eager to use it as a stepping stone to learning programming languages. This book will cover projects that are simple and fun, and teach kids how to write Python code that works. The book will teach the basics of Python programming, installation, and so on and then will move on to projects. A total of three projects, with each and every step explained carefully, without any assumption of previous experience. Style and approach The book will take a light approach in guiding the little readers through the world of Python. The main idea is to teach by example and let the readers have as much exercises to do, so that they learn faster and can apply their own ideas to the existing examples. The book should get them thinking, by the end, on where they can go next with such a powerful tool at their disposal.

▦ Authentic Learning Environments in Higher Education Jan Herrington,2005-01-01 This book is made up of a collection of peer-reviewed chapters that reflect the construct of authentic learning--learning that is centred on rich, real-world, immersive and engaging tasks--Provided by publisher.

▦ Advances in Web-Based Learning - ICWL 2004 Wenyin Liu,Yuanchun Shi,Li Qing,2004-07-14 With the rapid development of Web-based learning and new concepts like virtual cla- rooms, virtual laboratories and virtual universities, many issues need to be addressed. On the technical side, there is a need for effective technology for deployment of W- based education.On the learning side, the cyber mode of learning is very different from classroom-based learning. How can instructional developmentcope with this new style of learning? On the management side, the establishment of the cyber university - poses very different requirements for the set-up. Does industry-university partnership provide a solution to addressing the technological and management issues? Why do we need to standardize e-learning and what can we do already? As with many other new developments, more research is needed to establish the concepts and best practice for Web-based learning. ICWL 2004, the 3rd International Conference on Web-Based Learning, was held at the Tsinghua University (Beijing, China) from August 8th to 11th, 2004, as a continued attempt to address many of the above-mentioned issues. Following the great successes of ICWL 2002 (Hong Kong) and ICWL 2003 (Australia), ICWL 2004 aimed at p- senting new progress in the technical, pedagogical, as well as management issues of Web-based learning. The conference featured a comprehensive program, including a tutorial session, a keynote talk, a main track for regular paper presentations, and an - dustrial track. We received 120 papers and accepted only 58 of them in the main track for both oral and poster presentations.

▦ Learning Objects for Instruction: Design and Evaluation Taylor Northrup, Pamela,2007-04-30 Learning Objects for Instruction shows how practical models of learning objects solutions are being applied in education, organizations, industry, and the military. It includes diverse strategies used across these groups to apply learning objects -- from the use of firmly-grounded theoretical contexts to practical tool-based solutions. The reader will find a thorough history, solid models and real-world practices for using learning objects for instruction in a variety of settings. Greater numbers of organizations are expected to embrace the use of objects for instruction as issues of standardization continue to be worked out.

▦ Society and Social Changes through the Prism of Childhood Hanne Warming,2023-09-19 This book presents a new childhood studies research program; namely Childhood Prism Research and offers unique childhood research contributions to the wider scholarly field. Bringing together cutting-edge childhood studies scholars from various disciplines, including philosophy, psychology, feminism, anthropology, sociology and literature, the book demonstrates the rich potential of

This program and offers an introduction to the childhood prism theoretical framework, as well as examples of childhood prism research. Childhood prism research is underpinned by a distinct childhood studies approach that involves re-thinking the generational order perspective, and combining this with a relational ontology and a flat, non-adultist epistemology. The key assumption is that the study of children's lives can offer not only insights into adults' lives, and vice versa, but in some cases may even offer a privileged lens onto broader societal issues. The program embraces a number of seemingly oppositional positions in an ongoing debate within childhood studies and children's geographies about how to reinvigorate theoretical thinking within these fields. Featuring leading childhood studies scholars from various disciplines, including philosophy, psychology, feminism, anthropology, sociology and literature, this book demonstrates the rich potential of the program and shows how researching children's and young people's lives using this approach holds great promise for significant theoretical development beyond the field of children's geographies and childhood studies, as well as for empirical exploration of broader societal issues. Society and Social Changes Through the Prism of Childhood will be a key resource for academics, researchers, and advanced students of Childhood Studies, Sociology, Human Geography, Social Sciences and Psychology. The chapters included in this book were originally published as a special issue of Children's Geographies.

⯐ eLearning Patrizia Ghislandi,2012-04-11 The term was coined when electronics, with the personal computer, was very popular and internet was still at its dawn. It is a very successful term, by now firmly in schools, universities, and SMEs education and training. Just to give an example 3.5 millions of students were engaged in some online courses in higher education institutions in 2006 in the USA 1.eLearning today refers to the use of the network technologies to design, deliver, select, manage and broaden learning and the possibilities made available by internet to offer to the users synchronous and asynchronous learning, so that they can access the courses content anytime and wherever there is an internet connection.

⯐ In the Days of Noah: The Witness of Creation Series Volume Four Billy Crone,2018-02-23 Everyone loves a good mystery and fortunately our world is full of them. This is due to the grand conspiracy that is being foisted upon us from the evolutionary establishment and hypocrisy of the modern scientific community. In essence, they are covering up as much as they are digging up. Therefore, this study, In the Days of Noah: Giants, Ancient Technology, and Noah's Ark seeks to equip you with the hard facts and solid proof concerning the true history of humanity. Here you will see actual video clips, interviews, and a plethora of photographs that will unlock the answers to such mysterious questions as, Was there an advanced high-tech society that was destroyed by a great deluge? How did the ancients acquire this knowledge? Did it come from UFO's or a highly advanced race of intelligent people? Who are the Nephilim? Are giants real? Is there any truth to the Greek Mythologies? Did Noah's ark really exist? Is Noah real?

⯐ Python for Bioinformatics Sebastian Bassi,2016-04-19 Programming knowledge is often necessary for finding a solution to a biological problem. Based on the author's experience working for an agricultural biotechnology company, Python for Bioinformatics helps scientists solve their biological problems by helping them understand the basics of programming. Requiring no prior knowledge of programming-related concepts, the book focuses on the easy-to-use, yet powerful, Python computer language. The book begins with a very basic introduction that teaches the principles of programming. It then introduces the Biopython package, which can be useful in solving life science problems. The next section covers sophisticated tools for bioinformatics, including relational database management systems and XML. The last part illustrates applications with source code, such as sequence manipulation, filtering vector contamination, calculating DNA melting temperature, parsing a genbank file, inferring splicing sites, and more. The appendices provide a wealth of supplementary information, including instructions for installing Python and Biopython and a Python language and style guide. By incorporating examples in biology as well as code fragments throughout, the author places a special emphasis on practice, encouraging readers to experiment with the code. He shows how to use Python and the Biopython package for building web applications, genomic annotation, data manipulation, and countless other applications.

⯐ Cybernetics Oriented Programming (CYBOP) Christian Heller,2006

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