Lee

Learning Technologies and the Body

Integration and Implementation In Formal and Informal Learning Environments

This volume explores how technology-supported learning environments can incorporate physical activity and interactive experiences in formal education. It presents cutting-edge research and design work on a new generation of "body-centric" technologies such as wearable body sensors, GPS tracking devices, interactive display surfaces, video game controller devices, and humanlike avatars. Contributors discuss how and why each of these technologies can be used in service of learning within K-12 classrooms and at home, in museums and online. Citing examples of empirical evidence and specific implementation, this timely and critical volume examines how body responsive technologies are being used within the educational community to advance the next generation of educational technology.

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252,10 €
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Lieferfrist: bis zu 10 Tage

Artikelnummer: 9781138776296
Medium: Buch
ISBN: 978-1-138-77629-6
Verlag: Routledge
Erscheinungstermin: 17.12.2014
Sprache(n): Englisch
Auflage: 1. Auflage 2014
Serie: Routledge Research in Education
Produktform: Gebunden
Gewicht: 535 g
Seiten: 262
Format (B x H): 157 x 235 mm

Kundenservice Verlag Dr. Otto Schmidt KG
Neumannstraße 10, 40235 Düsseldorf | kundenservice@otto-schmidt.de | 0221-93738-997 (Inland)