

Virtual and Mobile Learning Activities in Higher Education

Digitization has undergone a number of paradigm shifts where structures, processes, and behaviors have changed, including in education. Higher education faces major challenges both pedagogically and technically, but also provides great opportunities to design and teach for self-directed and motivated higher education with smart pedagogy. It is crucial that teachers identify the pedagogical and technological benefits to smart education in order to enhance student-centered learning. Virtual and Mobile Learning Activities in Higher Education is a pivotal reference source that focuses on virtual and mobile learning activities in higher education for student-centered learning and the ways that teachers can design and use different learning activities, both blended and mobile, for self-directed and motivated "smart" education. Additionally, the book examines how students perceive these activities and how the outcomes can be analyzed in use with adaptive, resource-enriched, and technology-embedded tools. Highlighting a broad range of topics including feedback activities, mobile learning, and self-assessment, this book is ideally designed for educators, curriculum developers, instructional designers, programmers, software developers, administrators, policymakers, researchers, academicians, and students.

"This book focuses on virtual and mobile learning activities in higher education for student-centered learning and in what way teachers can design and use different learning activities, both blended and mobile, for self-directed and motivated 'smart' education"--



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