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Multiplatform e-learning systems and technologies; mobile devices for ubiquitous ICT-based education

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Multiplatform e-learning systems and technologies; mobile devices for ubiquitous ICT-based education.

Ed. by Tiong T. Goh.

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For researchers, academics, and practitioners, Goh (information management, Victoria U. of Wellington, New Zealand) assembles 20 chapters that address the technical challenges, design frameworks, pedagogical aspects, methodologies, adaptations, and development experiences of multiplatform e-learning systems and technologies such as those using mobile phones, PDAs, or wireless laptops. Within the context of university learning, computer science and technology researchers and practitioners from around the world discuss blended learning, cross platform mobile learning, e-learning environments, generating multiplatform user interfaces, heterogeneous pervasive environments, learning management systems, pedagogical systems, tools for students doing mobile fieldwork, ubiquitous education, and the use of mobile technology. Other topics include the use of text messaging, social networking systems, and the Stop-Motion Animation and Reviewing Tool, along with case studies of technologies at specific universities.

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