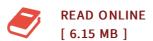# Hyperlearning

By Wilhelm, Jeffrey D.; Friedemann, Paul D.; Erickson, Julie

Stenhouse Publishers, 1998. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: "You know, before this, I thought research was like going to the library and just copying things down and then handing in a report or reading it to someone. This hypermedia stuff we're doing makes me see that research is real work and that you have to learn things from lots of angles, and you have to actually create new knowings. Like, WOW,man!" Mike, an eighth grader Mike is talking about documenting his learning with hypermedia, a way of presenting text in nonlinear, multimedia form on "cards" or computer screens. Graphics, photos, drawings, video, music, speech, or animation can all be included with text on cards and linked or connected to other cards through the use of "buttons." The stacks of cards containing verbal and graphic text can then be manipulated, read, and navigated in a variety of ways to explore different associations and pursue varying lines of inquiry. Using hypermedia does not require technological expertise or a classroom full of the latest hardware and expensive software. Readily available programs like HyperCard(r) and HyperStudio(r) are self-tutoring and easy to learn and run even...

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