Recommended Books (all free to you)

Recommended Books

All available new or used through online sites, some may have free versions available. Chapters from each which are included in required readings are provided as direct links or downloadable PDFs.

- Bates, A. W. (2015). Teaching in a Digital Age: Guidelines for designing teaching and learning.
 Creative Commons. Available online: https://opentextbc.ca/teachinginadigitalage/)
 (https://opentextbc.ca/teachinginadigitalage/)
- Betts, B. (2013). Chapter 10. Game-based Learning, from The Really Useful elearning Instruction Manual, pp. 175-194
- Journal of Virtual and Personal Learning Environments: https://www.igi-global.com/journal/international-journal-virtual-personal-learning/1134#open-access-articles)
- New Media Consortium. 2017 Horizon Report for Higher Education. Available free in six languages; also, Horizon Reports for K-12: https://www.nmc.org/publication/nmc-horizon-report-2017-higher-education-edition/)
 (https://www.nmc.org/publication/nmc-horizon-report-2017-higher-education-edition/)
- Pacansky-Brock, & Ko, S. S. (2017). Best practices for teaching with emerging technologies (Second edition.). Routledge. https://doi.org/10.4324/9781315629292 (available online through the SFSU library)
- Quinn, Clark N. (2013). Chapter 9. Mobile Learning, from The Really Useful elearning Instruction Manual, pp. 147-174
- Ottenbreit-Leftwich, A. & Kimmons, R. (2020). The K-12 Educational Technology Handbook (1st ed.). EdTech Books. https://edtechbooks.org/k12handbook
- Siemens, George, and Tittenberger, Peter (2009). Handbook of Emerging Technologies for Learning. (Free) http://elearnspace.org/Articles/HETL.pdf
 (http://elearnspace.org/Articles/HETL.pdf
- Veletsianos, George (2010) Emerging Technologies in Distance Education. AU Press. Available at https://www.aupress.ca/books/120177-emerging-technologies-in-distance-education/ (and posted on our Canvas site with permission).
- Squire, Kurt (2011) Video Games and Learning. Teachers College Press.