Mobile Learning And Mathematics

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Technology-Enhanced Learning
Handbook of Mobile Learning
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Active Learning in the Mathematics Classroom, Grades 5-8
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Mobile Learning and Mathematics
Mobile Learning (m-learning) Concepts, Characteristics, Methods, Components
Uses of Technology in Primary and Secondary Mathematics Education
Blended Learning: Concepts, Methodologies, Tools, and Applications
Mobile and Blended Learning Innovations for Improved Learning Outcomes
Advancing Mobile Learning in Contemporary Educational Spaces
Emerging Trends and Advanced Technologies for Computational Intelligence
Innovations in Mobile Educational Technologies and Applications
Mobile Learning and Mathematics

AMY NICHOLSON

Mathematics for Machine Learning Springer
This book will address the discussion on online distance education, teacher education, and how the mathematics is transformed with the Internet, based on examples that illustrate the possibilities of different course models and on the theoretical construct humans-with-media.
Technology-Enhanced Learning Routledge
This book builds on current and emerging research in distance learning, e-learning and blended learning. Specifically, it tests the boundaries of what is known by examining and discussing recent research and development in teaching and learning based on these modalities, with a focus on lifelong mathematics learning and teaching. The book is organized in four sections: The first section focuses on the incorporation of new technologies into mathematics classrooms through the construction or use of digital teaching and learning platforms. The second section presents a wide range of perspectives on the study and implementation of different tutoring systems and/or computer assisted math instruction. The third section presents four new innovations in mathematics learning and/or mathematics teacher education that involve the development of novel interfaces' for communicating mathematical ideas and analyzing student thinking and student work. Finally, the fourth section presents the latest work on the construction and implementation of new MOOCs and rich media platforms developed to carry out specialized mathematics teacher education.
Handbook of Mobile Learning Palgrave Macmillan
Adelina Moura, PhD beings by presenting a study wherein an educational game for Android devices was developed with the goal of motivating students to study a Portuguese author of classic literature in Chapter One. In Chapter Two, Ana Nobre, PhD and Adelina Moura, PhD review the results of two studies, one on mobile learning in teaching French as a foreign language and the other on Portuguese language as a native language. Next, Chapter Three by Mohamed Sarrab, Hafedh Al-Shihi, Zuhoor Al-Khanjari, and Asharul Islam Khan also presents a study, this time on the correlation between internet and mobile experiences and mobile learning acceptance. In Chapter Four, Ronald Hoyt Robertson III deliberates on a pilot study of the Lazy User Model to identify situations where mobile learning is more beneficial than e-Learning. Afterwards, Chapter Five by Yen-Ting Lin and Yi-Chun Lin deliberates on the implementation of mobile learning in a flipped classroom. In Chapter Six, Tiziana Maria Sirangelo presents a study on the function of mobile technologies in learning and teaching activities in science education, after which Servel Miller, PhD and Katharine E. Welsh, PhD discuss students perceptions on Bring Your Own Device (BYOD) in Chapter Seven. Lastly, Chapter Eight by Judith Ramsay, Melody M. Terras, and Elizabeth A. Boyle examines the challenges of game-based learning.
Learning to Love Math Springer
Traditional classroom learning environments are quickly becoming a thing of the past as research continues to support the integration of learning outside of a structured school environment. Blended learning, in particular, offers the best of both worlds, combining classroom learning with mobile and web-based learning environments. Blended Learning: Concepts, Methodologies, Tools, and Applications explores emerging trends, case studies, and digital tools for hybrid learning in modern educational settings. Focusing on the latest technological innovations as well as effective pedagogical practice, this critical multi-volume set is a comprehensive resource for instructional designers, educators, administrators, and graduate-level students in the field of education.
Active Learning in the Mathematics Classroom, Grades 5-8 Springer
The twenty papers in the book give an overview of research analysis, practical experience, and informed opinion about the role of visualization in teaching and learning mathematics, especially at the undergraduate level. Visualization, in its broadest level. Visualization, in its broadest sense, is as old as mathematics, but progress in computer graphics has generated a renaissance of interest in visual representations and visual thinking in mathematics.
Mobile Learning Springer
This brief presents the results of a study on the development of the mobile app-supported math trail program for learning mathematics. This study is a part of the MathCityMap-Project, a project of the MATIS I Team from IDMI Goethe-Universität Frankfurt, Germany, that comprises math trails around the city that are supported by the use of GPS-enabled mobile phone technology. The project offers an activity that is designed to support students in constructing their own mathematical knowledge by solving the prepared mathematical tasks on the math trail and interacting with the environment, including the digital environment. The brief focuses specifically on the development of a model for a mobile app-supported math trail programme and the implementation of this programme in Indonesia. It offers both an empirical exploration of its implementation as well as critical assessment of students' motivation in mathematics, their own performance, as well as teachers' mathematics beliefs. It concludes with a future-forward perspective by recommending strategies for implementation in schools, among the general public of the existing math trails (including its supporting tool). It also discusses strategies for developing and designing new trails and suggests further research in other geographical regions and contexts for continued project development and implementation. Learning Mathematics in a Mobile App-Supported Math Trail Environment articulates an innovative and exciting future for integrating real mathematical tasks and geographic and digital environment into effective mathematics education.
Mathematics Teaching and Learning in K-12 Springer Science & Business Media
Stanford mathematician and NPR Math Guy Keith Devlin explains why, fun aside, video games are the ideal medium to teach middle-school math. Aimed primarily at teachers and education researchers, but also of interest to game developers who want to produce videogames for mathematics education, Mathematics Education for a New Era: Video Games as a Med
Mobile Learning Springer Nature
Engage and teach your team wherever and whenever—from one of the world's leading e-learning

authorities. The digital electronics revolution keeps us connected with almost anyone around the world and makes information available anywhere, at anytime. In the workplace, the impact has been great, propelling mobile learning to the forefront of training and education. Dr. Gary Woodill, a senior analyst at a leading e-learning research firm shows you how mobile learning is evolving, and how organizations can use it more efficiently and effectively--with companies reaping the rewards of increased communication, teamwork, productivity and profitability. Learn how to break free from the old notions of training and development with the concrete strategies in The Mobile Learning Edge and Become skilled in the seven principles of successfully training employees on the move Implement new learning programs that employees can access anywhere Develop a future mobile learning strategy in an ever-changing environment Discover what might be the right kind of mobile technologies for your company With The Mobile Learning Edge you'll go beyond applications and content and be able to create engaging and productive mobile learning for your team. According to a recent study, there's one mobile device for every two people in the world, and the technology making these devices smarter and more connected is improving almost daily. The real revolution is that mobile learning releases learners from the classroom where they are immobilized, and allows them to learn at "anytime, anyplace." In The Mobile Learning Edge, Dr. Gary Woodill outlines the most effective methodologies for training and engaging employees on the move and takes the person out of the classroom, while keeping learners connected to the information they need at all times. The Mobile Learning Edge features: Information on the social media and enabled devices that can serve your mobile learning Concrete strategies for how your business can use mobile learning to train, educate, and instruct employees anywhere Pointers on information gathering and analysis on the fly Innovative ideas for creating effective mobile learning experiences Comprehensive strategies for anticipating future mobile learning needs and developments You'll find a wealth of information about the history of this emerging field, retrieving information, methods for learning, applications, uses, and experiences--and how to put it all together to build a mobile learning system that’s right for your team. Using case studies, Woodill shows how you can emulate the successes of corporations like Nike, Accenture, and Merrill Lynch in using micro-blogging, cloud computing, mobile gaming, intermodal mashups, virtual worlds, collective intelligence, and other mobile learning platforms to take your business's recruitment, training, communication, and collaboration functions to the next level.

Visualization in Teaching and Learning Mathematics Informing Science

A highly practical resource for special educators and classroom teachers, this book provides specific instructional guidance illustrated with vignettes, examples, and sample lesson plans. Every chapter is grounded in research and addresses the nuts and bolts of teaching math to students who are not adequately prepared for the challenging middle school curriculum. Presented are a range of methods for helping struggling learners build their understanding of foundational concepts, master basic skills, and develop self-directed problem-solving strategies. While focusing on classroom instruction, the book also includes guidelines for developing high-quality middle school mathematics programs and evaluating their effectiveness.

Distance Learning, E-Learning and Blended Learning in Mathematics Education Routledge

Common Core education standards establish a clear set of specific ideas and skills that all students should be able comprehend at each grade level. In an effort to meet these standards, educators are turning to technology for improved learning outcomes. Cases on Technology and Common Core Mathematics provides a compilation of cases and vignettes about the application of technology in the classroom in order to enhance student understanding of math concepts. This book is a timely reference source for mathematics educators, educational technologists, and school district leaders employed in the mathematics education or educational technology fields.

Teaching Mathematics to Middle School Students with Learning Difficulties Guilford Press

Mobile Learning and Mathematics provides an overview of current research on how mobile devices are supporting mathematics educators in classrooms across the globe. Through nine case studies, chapter authors investigate the use of mobile technologies over a range of grade levels and mathematical topics, while connecting chapters provide a strong foundational background in mobile learning theories, instructional design, and learner support. For current educators, Mobile Learning and Mathematics provides concrete ideas and strategies for integrating mobile learning into their mathematics instruction—for example, by sharing resources that will help implement Common Core State Standards, or by streamlining the process of selecting from the competing and often confusing technology options currently available. A cutting edge research volume, this collection also provides a springboard for educational researchers to conduct further study.

Mobile Learning IGI Global

This book focuses on mobile learning design from both theoretical and practical perspectives. It introduces and discusses how mobile learning can be effectively integrated into curricula, highlighting the design of four key components of learning-centric pedagogy: Resource, Activity, Support and Evaluation in the context of mobile learning. It also investigates the learning theories underpinning mobile learning design, and includes case studies in different contexts. It provides practical insights that allow teachers to change and transform teaching practices using mobile technology. Anyone involved in mobile-technology enhanced learning and teaching will find this book both informative and useful.

Handbook of Research on Mobile Learning in Contemporary Classrooms BRILL

This collection is directed towards anyone interested in the use of mobile learning for various applications. Readers will discover how to design learning materials for delivery on mobile technology and become familiar with the best practices of other educators, trainers, and researchers in the field as well as the most recent research initiatives in mobile learning. Businesses and governments can find out how to deliver timely information to staff using mobile devices. Professors and trainers can use this book as a textbook in courses on distance education, mobile learning, and educational technology. In fact, the book can be used by anyone interested in delivering education and training at a distance, but especially by graduate students of emerging technology in learning.

The Mobile Learning Edge: Tools and Technologies for Developing Your Teams Routledge

It is the responsibility of educators to utilize contemporary avenues in order to reach their students in ways familiar to them. When teaching digital natives, new techniques are necessary for making new information relevant to their experience. One way to do this is through the use of mobile devices in curricula. This integration can make education accessible anywhere and to anyone, personalized to each student's schedule and needs. The Handbook of Research on Mobile Learning

in Contemporary Classrooms expounds the current research on m-learning and strategies to leverage mobile devices in educational contexts. It also addresses the importance of communication, community, and mobility in modern classrooms, while offering a comprehensive overview of the theory and pedagogy associated with this new technology. Nonprofit organizers, K-12 educators, administrators, policy makers, students of education, and developers will find this book to be an important research companion.

Learning Mathematics in a Mobile App-Supported Math Trail Environment IGI Global

The widespread use of mobile technologies, both hardware and software, is quickly becoming a prerequisite to support development. This widespread use, combined with improvements in mobile connectivity, has led to increasing interest in the use of mobile devices as learning tools. Distance and electronic learning have proven to be potential approaches, insuring progress in education that reduces the limitations of traditional education systems. Mobile learning (M-learning) represents how best to address a number of traditional, distance, visual and electronic learning challenges, issues and lim.

Mathematics Education for a New Era Corwin Press

Mobile technologies influence the way that we interact with the world, the way that we live. We use them for communication, entertainment, information and research. In education settings, there has been substantial investment in mobile devices, often without a concomitant investment in developing pedagogy and practices. With mobile technologies evolving rapidly, and the number of educational apps growing, there is a need for research into how they facilitate mathematics learning. Such research is of particular importance regarding how such devices may be used to open up new ways of envisaging mathematics and mathematics education, and to help develop conceptual rather than procedural or declarative knowledge. This volume draws upon international research and reports on a range of research projects that have incorporated mobile technologies for mathematics education. It presents research on the use of mobile technologies, such as iPads, iPods, iPhones, Androids, and Tablets, across a diverse range of cultures, year levels and contexts. It examines the ways in which mobile technologies, including apps, might influence students' engagement, cognition, collaboration and attitudes, through the reshaping of the learning experience. In addition, the book presents appropriate ways to integrate mobile technologies into teaching and learning programmes. It is a significant reference book for those involved with teaching mathematics or using mobile technologies in education, while also offering insights and examples that are applicable to the use of digital technologies in education generally.

Technology in Mathematics Education: Contemporary Issues IGI Global

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

The Impact of the 4th Industrial Revolution on Engineering Education IGI Global

"This book, Intensive Mathematics Interventions, provides a thorough background knowledge about mathematics difficulties across the grade span. Even more valuable to educators-this book provides user friendly guidance on how to address all of the elements of mathematics difficulties from preschool to secondary grades. Each topic provides clear guidance to support decision making about intensive instruction including examples, ideas, practices, and suggestions. You will learn about the characteristics of students with math difficulties, how to use date to progress monitor them, how to intensify interventions, specific evidence-based practices for addressing early numeracy, time and money, whole numbers, rational numbers, word problem solving strategies, algebra and even technology"--

Advanced Methodologies and Technologies in Modern Education Delivery IGI Global

This book gathers papers presented at the 22nd International Conference on Interactive Collaborative Learning (ICL2019), which was held in Bangkok, Thailand, from 25 to 27 September 2019. Covering various fields of interactive and collaborative learning, new learning models and applications, research in engineering pedagogy and project-based learning, the contributions focus on innovative ways in which higher education can respond to the real-world challenges related to the current transformation in the development of education. Since it was established, in 1998, the ICL conference has been devoted to new approaches in learning with a focus on collaborative learning. Today, it is a forum for sharing trends and research findings as well as presenting practical experiences in learning and engineering pedagogy. The book appeals to policymakers, academics, educators, researchers in pedagogy and learning theory, school teachers, and other professionals in the learning industry, and further and continuing education.

Mathematics Teaching, Learning, and Liberation in the Lives of Black Children Routledge

As with television and computers before it, today's mobile technology challenges educators to respond and ensure their work is relevant to students. What's changed is that this portable, cross-contextual way of engaging with the world is driving a more proactive approach to learning on the part of young people. The first full-length authored treatment of the relationship between the centrality of technological development in daily life and its potential as a means of education, Mobile Learning charts the rapid emergence of new forms of mass communication and their potential for gathering, shaping, and analyzing information, studying their transformative capability and learning potential in the contexts of school and socio-cultural change. The focus is on mobile/cell phones, PDAs, and to a lesser extent gaming devices and music players, not as "the next new thing" but meaningfully integrated into education, without objectifying the devices or technology itself. And the book fully grounds readers by offering theoretical and conceptual models, an analytical framework for understanding the issues, recommendations for specialized resources, and practical examples of mobile learning in formal as well as informal educational settings, particularly with at-risk students. Among the topics covered: • Core issues in mobile learning • Mobile devices as educational

resources • Socioeconomic approaches to mobile learning • Creating situations that promote mobile learning • Ubiquitous mobility and its implications for pedagogy • Bridging the digital divide at the policy level Mobile Learning is a groundbreaking volume, sure to stimulate both discussion and innovation among educational professionals interested in technology in the context of teaching and learning.

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