

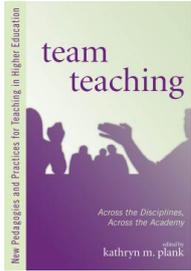
# Pedagogy eBooks & eJournals

## Available in the Library Collection

We SHARE to inspire and ignite ideas!

### BOOKS

#### COLLABORATIVE TEACHING

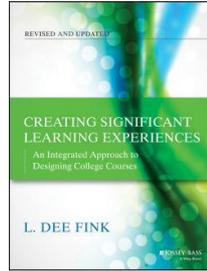


#### Team Teaching: Across the Disciplines, Across the Academy

By Kathryn M. Plank &  
James Rhem (2012)

Provides a range of examples in which teachers present and reflect upon the challenges, benefits and their approaches in team-taught courses.

#### CURRICULUM DESIGN

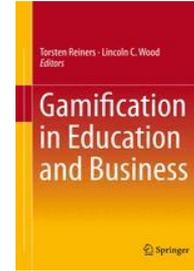


#### Creating Significant Learning Experiences: An Integrated Approach to Designing College Courses

By L. Dee Fink (2013)

A book empowering university educators to creatively design courses that challenge students to engage in deep learning.

#### GAMIFICATION IN EDUCATION



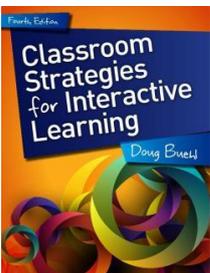
Chapter in *Gamification in Education and Business*

#### A Gamification Based Framework for Developing Learning Activities of Computational Thinking

By Isabella Kofini & Sofia  
Tzelepi (2014)

This chapter provides a student-centred gamification-based framework for designing learning activities to motivate students' participation.

#### INTERACTIVE LEARNING

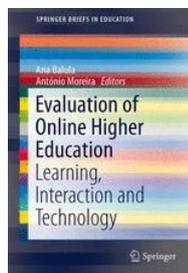


#### Classroom Strategies for Interactive Learning

By Doug Buehl (2013)

Over 40 classroom strategies with a research-based focus to enhance students' comprehension of complex texts and build new knowledge.

#### ONLINE EDUCATION



#### Evaluation of Online Higher Education: Learning, Interaction and Technology

By Ana Balula &  
António Moreira (2014)

Provides a framework for evaluating e-teaching in higher education. It allows educators to have a better understanding of evaluation tools for both teachers and students to assess these online activities.

#### PEDAGOGY TRENDS

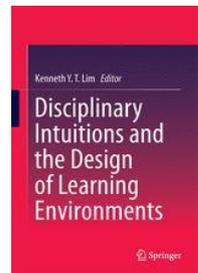


#### Current Trends and Issues in Higher Education: An International Dialogue

By Nataša Bakić-Mirić &  
Davronzhon Erkinovich  
Gaipov (2015)

Exploration of current trends and issues in higher education such as curriculum development, educational modernization, gender issues in education, foreign language learning and cultural awareness.

#### STORYTELLING IN TEACHING



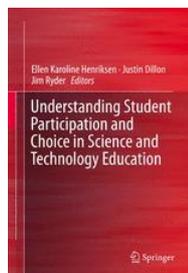
Chapter in *Disciplinary Intuitions and the Design of Learning Environments*

#### Mathematical Intuition and Storytelling for Meaningful Learning

By Young Hoan Cho &  
Seo Yon Hong (2015)

To enhance mathematical intuition in learning, different instructional approaches are introduced with the aim of using mathematical principals to solve issues.

#### STUDENT-CENTRED EDUCATION

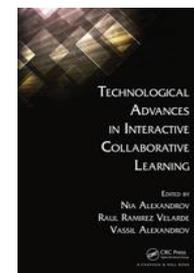


#### Understanding Student Participation and Choice in Science and Technology Education

By Ellen Karoline  
Henriksen, Justin Dillon &  
Jim Ryder (2015)

Examines the issues of student participation in STEM education. Special highlight on female involvement that involves sociology, social psychology and gender aspects.

#### VIRTUAL REALITY IN EDUCATION



Chapter in *Technological Advances in Interactive Collaborative Learning*

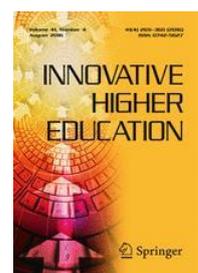
#### Enhanced Learning through Collaborative Immersive VR Networked System

By Nia Alexandrov, Raul  
Ramirez Velarde, Vassil  
Alexandrov (2012)

Introducing simulation technology in education and training. Including benefits relating to use of Virtual Reality, the various software as well as outcomes.

### JOURNALS

#### INNOVATIONS

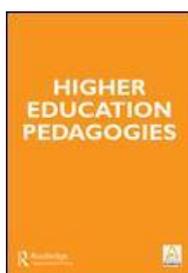


#### Innovative Higher Education

Springer

Stay abreast with new ideas and current innovations in higher education through this bi-monthly journal. Past issue included Teaching Development Program for Future STEM Faculty.

#### TEACHING AND LEARNING

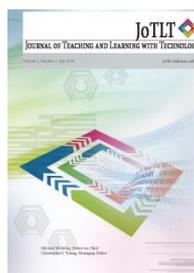


#### Higher Education Pedagogies

Taylor & Francis

This annual journal showcases excellence in the pedagogy and learning in all disciplines in higher education.

#### TECHNOLOGY



#### Journal of Teaching and Learning with Technology

Indiana University

Published twice yearly this journal provides coverage on using technology to enhance student learning in higher education.