

Increasing Student Engagement and Retention

Cutting-edge Technologies in Higher Education

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About the Book

This Book Set consists of: *9781781902363 - Increasing Student Engagement and Retention using Online Learning Activities: Wikis, Blogs and Webquests (Part A) *9781781902387 - Increasing Student Engagement and Retention using Social Technologies: Facebook, E-Portfolios and Other Social Networking Services (Part B) *9781781902400 - Increasing Student Engagement and Retention using Immersive Interfaces: Virtual Worlds, Gaming, and Simulation (Part C) *9781781905098 - Increasing Student Engagement and Retention using Mobile Applications: Smartphones, Skype and Texting Technologies (Part D) *9781781905111 - Increasing Student Engagement and Retention using Classroom Technologies: Classroom Response Systems and Mediated Discourse Technologies (Part E) *9781781905135 - Increasing Student Engagement and Retention using Multimedia Technologies: Video Annotation, Multimedia Applications, Videoconferencing and Transmedia Storytelling (Part F) *9781781905159 - Increasing Student Engagement and Retention in e-Learning Environments: Web 2.0 and Blended Learning Technologies (Part G)

This collection is comprised of seven key books on the topic of increasing student engagement. These titles provide international coverage on the subject with a variety of practical applications and how they can be used in real settings by students and teachers. The volume includes coverage on: online learning activities such as wikis, blogs and webquests; social technologies such as Facebook, E-portfolios and other social networking services; immersive interfaces such as virtual worlds, gaming, and simulation; mobile applications including smartphones, Skype and texting technologies; classroom technologies i.e. classroom response systems and mediated discourse technologies; multimedia technologies including video annotation, multimedia applications, videoconferencing and transmedia storytelling; and, E-learning environments covering Web 2.0 and blended learning technologies.



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