Moodle 2 O Course Conversion Beginners Guide

Written in a clear, straightforward way with lots of screenshots and direct instructions, this book will equip you with all the tools you need to set up, optimize, extend, and maintain a Moodle system. A problem-solution approach has been taken when possible to bring the content more in line with your day-to-day operations. This book is written for technicians and systems administrators, as well as academic staff. Essentially anyone who has to administer a Moodle system. Whether you are dealing with a small-scale local Moodle system or a large-scale multi-site Virtual Learning Environment, this book will assist you with any administrative tasks. Some basic Moodle knowledge is helpful, but not essential.

Fast-paced guide for designing effective Moodle courses; experiment with Moodle's features for free using MoodleCloud Key Features Apply principles of instructional design to create great Moodle learning experiences Enhance collaboration and spur creativity with Moodle Bring together instructional materials, social interaction, and student management functions in your courses Book Description Moodle is a leading virtual learning environment for your online course. This book incorporates the principles of instructional design, showing you how to apply them to your Moodle courses. With this guidance, you will develop and deploy better courses, content, and assessments than ever. This book will guide you as you learn how to build and incorporate many different types of course materials and dynamic activities. You will learn how to improve the structure and presentation of resources, activities, and assessments. All this will help you to create better for self-led courses, instructor-led courses, and courses for collaborative groups. The use of multimedia features to enhance your Moodle courses is also explained in this book. Our goal is to encourage creativity, and the free MoodleCloud hosting option is an ideal place for teachers, students, trainers, and administrators to jump in and play with all the new features, which include powerful new plug-ins, new resources, and activities. Moodle can be your sandbox as well as your castle of learning! With this book, you will build learning experiences that will last your learners' lifetimes. What you will learn Build a course structure that fits your goals Design a unique appearance Manage the resources and activities Tips for better organization of your course content Select and set up assessments Include effective instructional strategies Incorporate competency frameworks Run and archive webinars Motivate learners by incorporating badges Explore MoodleCloud Who this book is for If you create courses with Moodle, this book is for you. It can be used by teachers, instructors, training managers, Moodle administrators, instructional technologists, instructional designers, and e-learning entrepreneurs. Prior experience with Moodle will be helpful.

This book is part of Packt's Beginner's Guide series. Written in a friendly tone, the book starts at the very beginning with a blank Moodle page and you are taken step by step through the most useful features of Moodle, helped with many illustrative screenshots. This book is for regular, non-technical teachers of pre-teen or early teenage children. It assumes no prior knowledge of Moodle and no particular expertise on the web. Classroom assistants may also find this book a very useful resource. We will assume that you have an installation of Moodle managed by somebody else, so you are responsible only for creating and delivering course content.

The fun and friendly guide to the world's most popular onlinelearning management system Modular Object Oriented Dynamic Learning Environment, also knownas Moodle, is an online learning management system that createsopportunities for rich interaction between educators and theiraudience. However, the market has been lacking a simple,easy-to-understand guide that covers all the essentials ofMoodle?until now. Using straightforward language and anentertaining tone to decipher the intricate world of Moodle, thisbook provides you with the resources you need to take advantage ofall the eLearning and eTraining possibilities that Moodleoffers. Offers a hands-on approach to learning Moodle, therevolutionary online learning management system Uses simple language peppered with good humor to break down thecomplexities of Moodle into easily digested pieces ofinformation Caters to the specific needs of teachers and business trainersby providing the resources they need Moodle For Dummies provides you with the tools you needto acquire a solid understanding of Moodle and start implementingit in your courses.

The Willpower Instinct

Moodle Security

Re-Envisioning and Restructuring Blended Learning for Underprivileged Communities

Languages for Specific Purposes in the Digital Era

Moodle 2.0 Course Conversion Beginner's Guide

Moodle Course Design Best Practices

Implement Moodle in your business to streamline your interview, training, and internal communication processes.

The LNCS volume 9192 constitutes the refereed proceedings of the Second International Conference on Learning and Collaboration Technologies, LCT 2015, held as part of the 17th International Conference on Human-Computer Interaction, HCII 2015, in Los Angeles, CA, USA in August 2015, jointly with 15 other thematically similar conferences. The total of 1462 papers and 246 posters presented at the HCII 2015 conferences were carefully reviewed and selected from 4843 submissions. These papers address addressing the following major topics: technology-enhanced learning, adaptive and personalised learning and assessment, virtual worlds and virtual agents for learning, collaboration and Learning Serious Games and ICT in education.

Annotation Schools, colleges and universities all over the world are installing Moodle, but many educators arent making much use of it. With so many features, it can be a hassle to learn and with teachers under so much pressure day-to-day, they cannot devote much time to recreating all their lessons from scratch.This book provides the quickest way for teachers and trainers to get up and running with Moodle, by turning their familiar teaching materials into a Moodle e-learning course.This book shows how to bring your existing notes, worksheets, resources and lesson plans into Moodle quickly and easily. Instead of exploring every feature of Moodle, the book focuses on getting you started immediately you will be turning your existing materials into Moodle courses right from the start.The book begins by showing how to turn your teaching schedule into a Moodle course, with the correct number of topics and weeks. You will then see how to convert your resources documents, slideshows, and worksheets, into Moodle. You will learn how to format them in a way that means students will be able to read them, and along the way plenty of shortcuts to speed up the process.By the end of Chapter 3, you will already have a Moodle course that contains your learning resources in a presentable way. But the book doesnt end there you will also see how to use Moodle to accept and assess coursework submissions, discuss work with students, and deliver quizzes, tests, and video.Throughout the book, the focus is on getting results fast moving teaching material online so that lessons become more effective for students, and less work for you.

The 10th International Conference on Intelligent Tutoring Systems, ITS 2010, cont- ued the bi-annual series of top-flight international conferences on the use of advanced educational technologies that are adaptive to users or groups of users. These highly interdisciplinary conferences bring together researchers in the learning sciences, computer science, cognitive or educational psychology, cognitive science, artificial intelligence, machine learning, and linguistics. The theme of the ITS 2010 conference was Bridges to Learning, a theme that connects the scientific content of the conf- ence and the geography of Pittsburgh, the host city. The conference addressed the use of advanced technologies as bridges for learners and facilitators of robust learning outcomes. We received a total of 186 submissions from 26 countries on 5 continents: Aust- lia, Brazil, Canada, China, Estonia, France, Georgia, Germany, Greece, India, Italy, Japan, Korea, Mexico, The Netherlands, New Zealand, Pakistan, Philippines, Saudi Arabia, Singapore, Slovakia, Spain, Thailand, Turkey, the UK and USA. We accepted 61 full papers (38%) and 58 short papers. The diversity of the field is reflected in the range of topics represented by the papers submitted, selected by the authors.

Moodle 2 for Teaching 7-14 Year Olds Beginner's Guide

Moodle 3 Administration

Moodle For Dummies

Moodle 2.0 for Business Beginner's Guide

Conference Proceedings. The Future of Education. 8th Edition

Moodle Gradebook - Second Edition

Create courses and therapies for children with special educational needs using Moodle for effective e-learning.

Use game elements in Moodle courses to build learner resilience and motivation About This Book Formulate a Moodle course that acts as a flexible framework ready for your own content Keep learners engrossed and create opportunities for motivation through the concepts of status, access, and power A resourceful guide to innovative learning using automatic reports, assessments, and conditional release of activities Who This Book Is For This book has been designed for teachers who to use technology to create more engaging learning experiences for both online learning and in face-to-face sessions. This book will especially appeal to people who are interested in the underlying mechanics of play and games and want to know more about applying these concepts in an educational context. It is assumed that you are a teacher and expert in your field, have basic computer skills, and have access to the Internet. What You Will Learn Set up a scoring system using Moodle Gradebook Enable communication and collaboration in your class as a Learning Community using forums Assess your learners' abilities by setting up challenges and quests Configure gateways to check and ensure progress before new content or activities are released Create Moodle assignments to provide effective feedback through a comment bank and custom scale Issue Open Badges to recognize achievements and set up an online backpack to share digital badges Reduce anxiety for learners by using the game-like concept of "Levelling Up" In Detail This book describes how teachers can use Gamification design within the Moodle Learning Management System. Game elements can be included in course design by using, badges, rubrics, custom grading scales, forums, and conditional activities. Moodle courses do not have to be solo-learning experiences that replicate Distance Education models. The Gamification design process starts by profiling players and creating levels of achievement towards meeting learning outcomes. Each task is defined, valued, and sequenced. Motivation loops are devised to keep the momentum going. In a gaming studio, this approach would require a team of specialists with a large budget and time frames. Preparing for a class rarely has these optimal conditions. The approach used in this book is to introduce game elements into the course design gradually. First, apply gamification to just one lesson and then build up to gamifying a series of lessons over a term. Each example will indicate the difficulty level and time investment. Try it out to see what is most effective with your learners and choose wisely in your use of technology. By the end of this book, you will be able to create Moodle courses that incorporate choice, communication, challenge, and creativity. Style and approach An easy-to-follow guide full of screenshots and step-by-step instructions with estimated time frames required to accomplish numerous tasks. Tips are offered for new Moodlers and plugin extensions are suggested for advanced Moodlers. The focus of the book is on why you would want to use each activity rather than detailed technical descriptions.

A complete guide on course development and delivery using Moodle 3.x Key Features Get the best out of the latest Moodle 3 framework to ensure successful learning Create 3rd party plugins and widgets and secure your course efficiently Create your first Moodle VR app using the Moodle VR toolset Book Description Moodle is a learning platform or Course Management System (CMS) that is easy to install and use, but the real challenge is in developing a learning process that leverages its power and maps the learning objectives to content and assessments for an integrated and effective course. Moodle 3 E-Learning Course Development guides you through meeting that challenge in a practical way. This latest edition will show you how to add static learning material, assessments, and social features such as forum-based instructional strategy, a chat module, and forums to your courses so that students reach their learning potential. Whether you want to support traditional class teaching or lecturing, or provide complete online and distance e-learning courses, this book will prove to be a powerful resource throughout your use of Moodle. You'll learn how to create and integrate third-party plugins and widgets in your Moodle app, implement site permissions and user accounts, and ensure the security of content and test papers. Further on, you'll implement PHP scripts that will help you create customized UIs for your app. You'll also understand how to create your first Moodle VR e-learning app using the latest VR learning experience that Moodle 3 has to offer. By the end of this book, you will have explored the decisions, design considerations, and thought processes that go into developing a successful course. What you will learn Know what Moodle does and how it supports your teaching strategies Install Moodle on your computer and navigate your way around it Understand all of Moodle's learning features Monitor how learners interact with your site using site statistics Add multimedia content to your site Allow students to enroll themselves or invite other students to join a course Who this book is for This book is for anyone who wants to get the best out of Moodle. As a beginner, this is a thorough guide for you to understand how the software works, with great ideas for getting off to a good start with your first course. Some experience of working with e-learning systems will be beneficial. Experienced Moodle users will find powerful insights into developing successful and educational courses.

5. What's new in Add an Activity; Spot the difference ... ; What's hiding?; What's changed?; Making a Moodle 2.0 quiz; Where do we go from here?; Creating questions for our quiz; ; Click Add a question; Add question details; Adding more questions; Ordering and displaying the quiz questions; What does the student see?; Making sure our students don't submit before they've answered all the questions; The teacher's perspective; Making more quizzes; Sharing questions between courses; Quiz reports; Recap on the Quiz; Making a Moodle 2.0 Wiki; Adding new pages; What's new in the tabs; View.

E-Portfolios and Global Diffusion: Solutions for Collaborative Education

Teaching with the Popular Open Source Course Management System

Moodle 2 for Teaching 4-9 Year Olds Beginner's Guide

Moodle 1. 9 Multimedia Extension Development

Moodle 2. 0 Course Conversion

Moodle Gradebook

Learn how to install and configure Moodle in the most secure way possible.

Teachers, don't be intimidated by e-learning! This book shows you how to take your existing course materials and transfer them quickly, effectively and - above all - easily into an e-learning course using Moodle. Absolute beginners welcome. Move your existing course notes, worksheets, and resources into Moodle quickly No need to start from scratch! This book sho and e-learning, by bringing your existing lesson materials into Moodle Demonstrates quick ways to improve your course, taking advantage of multimedia and collaboration Requires no prior knowledge of Moodle, even experienced Moodlers will find this useful for converting 'paper' resources and face-to-face lessons into Moodle In Detail Schools, colleges and univers but many educators aren't making much use of it. With so many features, it can be a hassle to learn - and with teachers under so much pressure day-to-day, they cannot devote much time to recreating all their lessons from scratch. This book provides the quickest way for teachers and trainers to get up and running with Moodle, by turning their familiar teaching book shows how to bring your existing notes, worksheets, resources and lesson plans into Moodle quickly and easily. Instead of exploring every feature of Moodle, the book focuses on getting you started immediately - you will be turning your existing materials into Moodle courses right from the start. The book begins by showing how to turn your teaching sched of topics and weeks. You will then see how to convert your resources - documents, slideshows, and worksheets, into Moodle. You will learn how to format them in a way that means students will be able to read them, and along the way plenty of shortcuts to speed up the process. By the end of Chapter 3, you will already have a Moodle course that contains your doesn't end there- you will also see how to use Moodle to accept and assess coursework submissions, discuss work with students, and deliver quizzes, tests, and video. Throughout the book, the focus is on getting results fast - moving teaching material online so that lessons become more effective for students, and less work for you.

Moodle is a virtual learning environment that is being used in more and more schools worldwide. It is ideal for teaching a younger age group as interactive lessons enable children to learn quicker and with greater ease. Moodle 2 for Teaching 4-9 Year Olds Beginner's Guide will help you to adapt your existing lesson plans to online Moodle courses and will give you id puzzles to make the learning process fun and interactive for young children. The interactivity of Moodle means that it is perfect for teaching younger children as they can learn by watching, listening, and doing. Learn how to create activities and quizzes that are specially adapted for younger children and are quick and easy for you to incorporate in Moodle. Other hi games, and embedded puzzles. Teaching young children has just got easier with the help of Moodle to create fun, interactive, and informative learning activities.

An administrator's guide to configuring, securing, customizing, and extending Moodle.

Beginner's Guide

Moodle 1. 9 Teaching Techniques

Beginner's Guide : a Complete Guide to Successful Learning Using Moodle 2.0

Create Courses and Therapies for Children with Special Educational Needs Using Moodle for Effective E-Learning: Beginner's Guide

edX E-Learning Course Development

With clear instructions and plenty of screenshots, this book provides all the support and guidance you will need as you begin to convert your teaching to Moodle. Step-by-step tutorials use real-world examples to show you how to convert to Moodle in the most efficient and effective ways possible. Moodle Course Conversion carefully illustrates how Moodle can be used to teach content and ideas and clearly demonstrates the advantages of doing so. This book is for teachers, tutors, and lecturers who already have a large body of teaching material and want to use Moodle to enhance their course, rather than developing brand new ones. You won't need experience with Moodle, but will need teacher-access to a ready-installed Moodle site. Teachers with some experience of Moodle, who want to focus on incorporating existing course materials will also find this book very useful This book constitutes extended papers from the Second International Conference on Technology in Education, ICTE 2015, held in Hong Kong, China, in July 2015. The 26 full papers presented in this volume were carefully reviewed and selected from 41 submissions. They were organized in topical sections named: technology-enabled learning; mobile learning and ubiquitous learning; open learning and online learning; institutional strategies, policies and practices; and learning platforms and advising systems.

Build customized themes to make your Moodle courses engaging and interactive About This Book Leverage the power of Moodle 3 to create interactive and engaging themes for your courses Experience and integrate the power of Bootstrap and CSS into your Moodle app Implement your plans with illustrative examples to become a top notch designer Who This Book Is For If you are a Moodle administrator, developer, or designer and wish to enhance your Moodle site to make it visually attractive, then this book is for you. You should be familiar with web design techniques such as HTML and further experience with CSS would be helpful. What You Will Learn Plan a personalized Moodle theme from scratch Install a Moodle theme in different operating systems and change Moodle's theme settings Add your own customized logo and design Moodle's theme visually Customize the Moodle site to fit in with other elements such as websites and social networks, among others Create a design mock-up using graphics software Design themes that are capable of working with a huge number of different resolutions, screen sizes, screen orientations, and pixel densities Work with code to adjust the theme to users requirements Create new custom icons for your theme In Detail Theming is one of the main features of Moodle, and it can be used to customize your online courses and make them look exactly how you want them to,according to your target audience. If you have been looking for a book that will help you develop Moodle themes that you are proud of, and that your students will enjoy, then this is the book for you. We start off by introducing Moodle 3 and explaining what it is, how it works, and what tools you might need to create a stunning Moodle theme. We then show you how to choose and change the pre-installed Moodle themes in detailed steps, and explain what Moodle themes are and how they work. Next, we show you how to change an existing theme and test the changes that you have made. You can not only plan the customization of theme, but also tailor it using advanced Moodle theming processes; this book is your one-stop guide to creating your own personalized Moodle theme. Style and approach This book acts as a comprehensive guide which helps you to create visually stunning and responsive themes to add that extra edge to your Moodle apps.

If you are an educator creating a course for edX or a corporate trainer using Open edX for large-scale learning and development initiatives, then edX E-Learning Course Development is the ideal book for you.

Second International Conference, ICTE 2015, Hong Kong, China, July 2-4, 2015, Revised Selected Papers

International Issues and Solutions

Creative Ways to Build Powerful and Effective Online Courses

Moodle JavaScript Cookbook

Customize and Extend Moodle by Using Its Robust Plugin Systems

Solutions for Collaborative Education

Over 50 recipes for making your Moodle system more dynamic and responsive with JavaScript.

This book is for teachers and administrators who have experience with Moodle. Basic knowledge of Moodle 2.x will be required, but no prior knowledge of grade functions is needed. This book will help you utilize the full functionality of Version 2.7.

An administrator's guide to configuring, securing, customizing, and extending Moodle About This Book Learn how to plan, install, optimize, customize, and configure Moodle Guarantee a cutting-edge learning experience in a secure and customizable environment while optimizing your day-to-day workload A one-stop guide with a problem-solution approach and a wide range of real-world examples Who This Book Is For If you are a technician, systems administrator, or part of academic staff, this is the book for you. This book is ideal for anyone who has to administer a Moodle system. Whether you are dealing with a small-scale local Moodle system or a large-scale multi-site Virtual Learning Environment, this book will assist you with any administrative task. Some basic Moodle knowledge is helpful, but not essential. What You Will Learn Install and update Moodle on multiple platforms manually and via CLI and GIT Manage courses and categories, users and cohorts, as well as roles Get Moodle hooked up to repositories, portfolios, and open badges Configure Moodle for mobile usage, accessibility, localization, communication, and collaboration Guarantee backups, security and privacy, and achieve maximum performance via the Moodle Universal Cache and the new cron system Configure the Moodle events system to generate comprehensive reports, statistics, and learning analytics Network Moodle with Mahara and extend it with third-party add-ons and via LTI Customize Moodle web services to enable mobile learning and integration with other IT systems In Detail Moodle is the de facto standard for open source learning platforms. However, setting up and managing a learning environment can be a complex task since it covers a wide range of technical, organizational, and pedagogical topics. This ranges from basic user and course management, to configuring plugins and design elements, all the way to system settings, performance optimization, events frameworks, and so on. This book concentrates on basic tasks such as how to set up and configure Moodle and how to perform day-to-day administration activities, and progresses on to more advanced topics that show you how to customize and extend Moodle, manage courses, cohorts, and users, and how to work with roles and capabilities. You'll learn to configure Moodle plugins and ensure your VLE conforms to pedagogical and technical requirements in your organization. You'll then learn how to integrate the VLE via web services and network it with other sites, including Mahara, and extend your system via plugins and LTI. By the end of this book, you will be able to set up an efficient, fully fledged, and secure Moodle system. Style and approach The book takes a problem-solution approach to fall in line with your day-to-day operations. This is a one-stop reference for any task you will ever come across when administering a Moodle site of any shape and size.

A practical book with plenty of step-by-step instructions and informative screenshots to guide you through the many features of gradebook. Moodle Gradebook is for anyone who uses Moodle as a course instructor. You will need to know the basic functions of using and navigating Moodle, but no prior knowledge of the grades functions will be required.

Effective Modern C++

Moodle 1.9 E-Learning Course Development

Moodle 2 Administration

Moodle Administration

10th International Conference, ITS 2010, Pittsburgh, PA, USA, June 14-18, 2010, Proceedings

Learning and Collaboration Technologies

Moodle 2. 0 Course ConversionPackt Publishing Ltd

Effortlessly ensure your application's code quality from day 1 About This Book Customize your Moodle 3.x app. Leverage the new features of Moodle 3.x by diving deep into the Moodle development eco-system. Cater to heavy user traffic, customize learning requirements and create custom third party plugins. Who This Book Is For This book is for Moodle developers who are familiar with the basic Moodle functionality and have an understanding of the types of scenarios in which the Moodle platform can be usefully employed. You must have medium-level PHP programming knowledge. You should be familiar with HTML and XML protocols. You do not need to have prior knowledge of Moodle-specific terminology What You Will Learn Work with the different types of custom modules that can be written for Moodle 3.x Understand how to author custom modules so they conform to the agreed Moodle 3.x development guidelines Get familiar with the Moodle 3.x architecture—its internal and external APIs Customize Moodle 3.x so it can integrate seamlessly with third-party applications of any kind Build a new course format to specify the layout of a course Implement third-party graphics libraries in your plugins Build plugins that can be themed easily Provide custom APIs that will provide the means to automate Moodle 3 in real time In Detail The new and revamped Moodle is the top choice for developers to create cutting edge e-learning apps that cater to different user's segments and are visually appealing as well. This book explains how the Moodle 3.x platform provides a framework that allows developers to create a customized e-learning solution. It begins with an exploration of the different types of plugin.. We then continue with an investigation of creating new courses. You will create a custom plugin that pulls in resources from a third-party repository. Then you'll learn how users can be assigned to courses and granted the necessary permissions. Furthermore, you will develop a custom user home. At the end of the book, we'll discuss the Web Services API to fully automate Moodle 3.x in real time. Style and approach This book takes a step-by-step practical approach with every step explained in great detail using practical examples. You will create custom plugins from scratch with the examples shown and create new modules as well as extensions with the examples presented.

A tutorial-based guide where readers can work through practical examples that clearly describe how to create multimedia applications using Moodle and integrate existing multimedia resources into Moodle courses.If you are a teacher or trainer who runs online courses and has a basic understanding of Moodle, this book will be ideal for you. It is not necessary to have an advanced technical background to create multimedia elements as the tasks will be simple, not time consuming, and will be practical for everyday use.

Creative ways to build powerful and effective online courses.

History Teaching with Moodle 2

Moodle 2.5 Multimedia

Technology in Education. Technology-Mediated Proactive Learning

Moodle 2.0 First Look

Moodle 1.9 for Teaching Special Education Children (5-10)

Using Moodle

Based on Stanford University psychologist Kelly McGonigal's wildly popular course "The Science of Willpower," The Willpower Instinct is the first book to explain the science of self-control and how it can be harnessed to improve our health, happiness, and productivity. Informed by the latest research and combining cutting-edge insights from psychology, economics, neuroscience, and medicine, The Willpower Instinct explains exactly what willpower is, how it works, and why it matters. For example, readers will learn: ￼ Willpower is a mind-body response, not a virtue. It is a biological function that can be improved through mindfulness, exercise, nutrition, and sleep. ￼ Willpower is not an unlimited resource. Too much self-control can actually be bad for your health. ￼ Temptation and stress hijack the brain's systems of self-control, but the brain can be trained for greater willpower ￼ Guilt and shame over your setbacks lead to giving in again, but self-forgiveness and self-compassion boost self-control. ￼ Giving up control is sometimes the only way to gain self-control. ￼ Willpower failures are contagious￼you can catch the desire to overspend or overeat from your friends￼but you can also catch self-control from the right role models. In the groundbreaking tradition of Getting Things Done, The Willpower Instinct combines life-changing prescriptive advice and complementary exercises to help readers with goals ranging from losing weight to more patient parenting, less procrastination, better health, and greater productivity at work.

Challenges in the educational arena are not new phenomena. However, with the recent outbreak of the COVID-19 pandemic, researchers and educators have been made even more aware of the need for a paradigm shift in education. Blended learning, as opposed to fully online learning or traditional face-to-face teaching, has been well-researched and has been found to have the potential to provide better educational solutions in challenging contexts. These contexts range from pandemic situations where social distancing is the order of the day to financial and time constraints regarding full-time study, as well as limited physical capacity at institutions. Blended learning solutions are often designed for resourceful institutions and cannot be easily implemented in developing countries and in communities where resources are limited. Typical issues like connectivity, accessibility, lack of suitable devices, and affordability need to be taken into consideration and in cognizance of blended learning interventions. These challenges are often neglected in blended learning research but are critical discussions to be had. Re-Envisioning and Restructuring Blended Learning for Underprivileged Communities shares how institutions in the developing world and less privileged communities have re-imagined and restructured blended education to enhance teaching and learning for underprivileged communities. This book aims to address blended learning solutions across institutional, program, course, and activity levels. The chapters will cover a variety of learning environments, from rural settings to less developed countries and more, and explore the programs and courses designed to improve student success and accessibility in diverse student populations. This book is ideally intended for teachers, administrators, teacher educators, practitioners, stakeholders, researchers, academicians, and students who are interested in blended learning opportunities in less-privileged settings and to underserved and marginalized populations.

A complete guide to successful learning using Moodle.

Customize and extend Moodle using its robust plug-in systems.

Design and develop outstanding Moodle learning experiences, 2nd Edition

Moodle 3.x Developer's Guide

Intelligent Tutoring Systems

Moodle Course Conversion

Moodle 3 E-Learning Course Development - Fourth Edition

42 Specific Ways to Improve Your Use of C++11 and C++14

As information is increasingly gathered online, the issues surrounding the usefulness, organization and interaction with electronic collection have grown in number and scope. E-Portfolios and Global Diffusion: Solutions for Collaborative Education addresses the emerging requirements, concerns and applications for e-portfolios. Through innovative chapters on real-world business uses, educational experiences, ideal design, this book fills an important gap in current literature concerning Web 2.0 applications. The theoretical debate surrounding e-portfolios is also presented along with international viewpoints, providing an important contribution to the global discussion of representing knowledge in the 21st century.

Taking existing classes online quickly with the Moodle LMS.

Explores the direct relation of modern CALL (Computer-Assisted Language Learning) to aspects of natural language processing for theoretical and practical applications, and worldwide demand for formal language education and training that focuses on restricted or specialized professional domains. Unique in its broad-based, state-of-the-art, coverage of current knowledge and research in the interrelated fields of computer-based learning and teaching and processing of specialized linguistic domains. The articles in this book offer insights on or analyses of the current state and future directions of many recent key concepts regarding the application of computers to natural languages, such as: authenticity, personalization, normalization, evaluation. Other articles present fundamental research on major techniques, strategies and methodologies that are currently the focus of international language research projects, both of a theoretical and an applied nature.

Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That's where this practical book comes in. It describes how to write truly great software using C++11 and C++14—i.e. using modern C++. Topics include: The pros and cons of braced initialization, noexcept specifications, perfect forwarding, and smart pointer make functions The relationships among std::move, std::forward, rvalue references, and universal references Techniques for writing clear, correct, effective lambda expressions How std::atomic differs from volatile, how each should be used, and how they relate to C++'s concurrency API How best practices in "old" C++ programming (i.e., C++98) require revision for software development in modern C++ Effective Modern C++ follows the proven guideline-based, example-driven format of Scott Meyers' earlier books, but covers entirely new material. "After I learned the C++ basics, I then learned how to use C++ in production code from Meyer's series of Effective C++ books. Effective Modern C++ is the most important how-to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now". -- Herb Sutter, Chair of ISO C++ Standards Committee and C++ Software Architect at Microsoft

Gamification with Moodle

How Self-Control Works, Why It Matters, and What You Can Do to Get More of It

Methods and Applications for Advancing Distance Education Technologies: International Issues and Solutions

Second International Conference, LCT 2015, Held as Part of HCI International 2015, Los Angeles, CA, USA, August 2-7, 2015, Proceedings

Moodle 2.0 Course Conversion

Moodle Theme Development

Using Moodle is a complete, hands-on guide for instructors learning how to use Moodle, the popular course management system (CMS) that enables remote web-based learning and supplements traditional classroom learning. Updated for the latest version, this new edition explains exactly how Moodle works by offering plenty of examples, screenshots and best practices and trainers a powerful set of web-based tools for a flexible array of activities, including assignments, forums, journals, quizzes, surveys, chat rooms, and workshops. This book is not just a how-to manual. Every chapter includes suggestions and case studies for using Moodle effectively. By itself, Moodle won't make your course better. Only by applying effective education will: Get a complete overview CMS in general and Moodle in particular. Review Moodle's basic interface and learn to start a course. Learn to add Moodle tools to your course, and how different tools allow you to give quizzes and assignments, write journals, create pathed lessons, collaboratively develop documents, and record student grades. Discover some of the creativ effectively using each tool. Effectively manage your Moodle course, such as adding and removing users, and creating user groups. Learn to use Moodle's built-in survey functions for assessing your class. Find out how to administer an entire Moodle site. A system administrator usually handles these functions, but if you're on your own, there's a lot of power behind the c incredibly powerful and flexible CMS. Authored by the Moodle community, this authoritative book also exposes little known but powerful hacks for more technically savvy users, and includes coverage of blogs, RSS, databases, and more. For anyone who is using, or thinking of using, this CMS, Using Moodle is required reading.

Create a History course in Moodle packed with lessons and activities to make learning and teaching History interactive and fun.

Developed by an extremely active open source community, Moodle is a sophisticated web-based course management system that's ideal for teaching remote online classes or as a way to supplement face-to-face learning. For anyone who is using-or thinking of using-this CMS, 'Using Moodle' is required reading.

Provides communication technologies, intelligent technologies, and quality educational pedagogy for advancing distance education for both teaching and learning.