

Index

A

Adaptive controls, 20
Adaptive learning, 109, 111
Amazing Idea-Solution Process, 125, 128, 129
The Amazing Race, 124
Analytics, 19, 20
Artificial intelligence (AI), 2, 79
 US Education, 80
Assessment and evaluation, 91
 challenges
 personalized learning, 94
 predicting performance, 93
 reading/writing tasks, 94
 ZPD, 94
 implementation strategies, 94
 opportunities
 personalized learning, 93
 predicting performance, 92
 reading/writing tasks, 92
 research questions, 95
Assistive technology (AT), 41
Association of Public and Land-Grant
 Universities (APLU), 22, 26
Augmented reality (AR), 8, 56
Autogradars, 81
Automated essay scoring (AES), 92
Autonomous education, 96

C

Chatbots, 81
Chunking, 19
Co-curricular, 2, 3
Co-curricular activities, 95
 acceptance/availability, 97

 assessment, 97
 implementation strategies, 97
 need, 97
 opportunities, 96
 research questions, 98
 robustness, 97
Co-curricular education, 96
Cognitive information processing (CIP), 19
Collaboration, 58, 60, 62, 66, 70, 72, 74
Collaborative learning, 111
Collaborative virtual environments
 (CVEs), 57, 61
Communities of practice (CoP), 57
Computer-based simulations, 8
Computer-supported collaborative work
 (CSCW), 66
Constructivist learning, 19
Content presentation
 challenges
 content management, 83
 feedback, 83
 implementation strategies, 84
 opportunities
 automated feedback, 83
 multifaceted presentation, 82, 83
 simulations, 83
 research questions, 84
Conventional assessments, 67
Courseware in Context (CWIC) Guide, 23
Cross reality (XR)
 assessment and evaluation
 challenges, 68, 69
 implementation strategies, 69
 opportunities, 67, 68
 research questions, 69, 70

Cross reality (XR) (*cont.*)

- co-curricular
 - challenges, 72
 - commercial XR applications, 70
 - experience of learners, 69
 - implementation strategies, 72, 73
 - opportunities, 70, 71
 - research questions, 73
- content presentation
 - challenges, 60
 - classroom, 59
 - faculty, 59
 - implementation strategies, 60
 - instructors, 59
 - opportunities, 59
 - research questions, 60
 - web-based instruction, 59
- definitions, 56, 57
- interactions and discussions
 - challenges, 62
 - implementation strategies, 62, 63
 - opportunities, 61
 - research questions, 63
- key trends, 58
- learner activities
 - challenges, 65
 - implementation strategies, 65, 66
 - opportunities, 63–65
 - research questions, 66, 67
 - science classroom, 63
 - scientific method, 63
 - virtual labs, 63

D

- Deep learning, 81
- Design, 59, 62, 66
- Dialogic instruction, 43
- Digital communications, 7

E

- E-learning systems, 87
- Embodiment, 57
- Emergency remote teaching (ERT), 13
- Emerging technologies, 20, 21
- Empathy, 57, 61, 66
- English-as-a-Second-Language (ES), 93
- Evidence-centered design (ECD), 69
- eXploring the Future of Innovative Learning Environments (X-FILES), 107

F

- Feedback, 18, 21, 24, 26, 28–30
- Flipped classrooms, 7
- Formative assessments, 21, 27–29
- Framing questions (FQ), 2

G

- Game-based learning (GBL), 8

H

- Higher education, 1, 2, 4, 6, 7, 12
- Higher interactive virtual environments (HIVE), 60
- Human-centered environments, 71
- Human-Centered Smart Environments (HCSE), 71

I

- IEEE's IC Industry Consortium on Learning Engineering (ICICLE), 72
- Inclusive pedagogy, 37
- Industry, 66, 71, 72, 74
- Innovation Disruption Analysis, 124
- Innovative learning environments (ILEs), 1, 13, 79, 107
- Integrated innovation hubs, 71
- Intelligent systems applications, 86, 95
- Intelligent tutoring systems (ITS), 29, 82
- Intelligent tutors, 20
- Intelligent virtual reality systems (IVRS), 9
- Interactions and discussions
 - challenges
 - detecting/conveying, 86
 - integration, 86
 - classroom, 85
 - opportunities
 - communications, 85
 - guided linear learning, 86
 - problem-solving, 86
 - research questions, 87
- Interactive activities, 22
- Interactive learning environments, 99
- Internet of Things (IoT), 7
- Intrusive technologies, 115

L

- Learner activities
 - challenges
 - access, 90
 - interactive, 90

- implementation strategies, 90, 91
- intervention, 88
- opportunities
 - interactive, 89
 - supportive, 89
- research questions, 91
- Learner-centered activities, 7
- Learner engagement, 37, 44
- Learner experience, 56
- Learning management systems (LMS), 79, 82, 98, 110
- Learning paths, 18–21, 27

M

- Machine learning (ML), 2, 19, 20, 79, 81, 90, 92, 93, 95, 98
- Massive online open courses (MOOC), 7, 92
- MicroMasters programs, 7
- Mixed reality (MR), 8, 56
- Multimodal instruction, 39
- Multimodality, 36
- Multimodal learning
 - agency, 36
 - assessment and evaluation
 - challenges, 48
 - course/classroom environment, 47
 - implementation strategies, 48, 49
 - opportunities, 48
 - research questions, 49
 - co-curricular
 - challenges, 50
 - formal classes, 50
 - implementation strategies, 51
 - opportunities, 50
 - research questions, 51
 - cocurricular learning, 38, 39
 - content presentation
 - challenges, 41, 42
 - opportunities, 40, 41
 - deep and sustained learning, 39
 - deep learning patterns, 36
 - digital technologies, 35
 - diverse students, 37
 - education landscape, 35
 - environment, 111
 - institutions, 39
 - instructional approaches, 36
 - instructional designs, 36
 - interactions and discussions
 - challenges, 43, 44
 - dialogic interactions, 43
 - implementation strategies, 45
 - in-class lecture, 43

- learners, 43
- opportunities, 43
- principles, 43
- research questions, 45
- learner activities
 - challenges, 46
 - designer, 46
 - implementation strategies, 47
 - learning facilitator, 46
 - online and community resources, 46
 - opportunities, 46
 - research questions, 47
- learning, 35, 36
- literature
 - assessment, 38
 - content presentation, 37
 - discussions, 38
 - evaluation, 38
 - interactions, 38
 - learner activities, 38
- researchers, 36
- research questions, 42
- teaching, 35, 36
- UDL, 36
- well-researched pedagogy, 37
- workshop participants, 39

N

- 2017 New Media Consortium (NMC), 20

O

- Online learning, 7
- Online learning design, 20
- Online learning system, 82
- Open educational resources (OER), 9

P

- Personalized and adaptive learning
 - assessment and evaluation
 - challenges, 29
 - implementation strategies, 29
 - mastery learning, 27
 - opportunities, 28
 - research question, 30
 - challenges, 24
 - co-curricular
 - challenges, 31
 - implementation strategies, 31
 - opportunities, 30
 - research questions, 31
 - communication, 23

- Personalized and adaptive learning (*cont.*)
 component systems, 24
 content presentation
 challenges, 22
 implementation strategies, 22, 23
 opportunities, 22
 research questions, 23
 definition, 18, 19
 emerging technologies, 20, 21
 implementation strategies, 25
 interactions, 23
 learner activities
 activities, 26
 assessments, 25
 challenges, 26
 implementation strategies, 26
 opportunities, 26
 research questions, 27
 opportunities, 24
 pedagogies, 19, 20
 research question, 25
 student learning, 23
 Personalized Learning Consortium (PLC), 23
- R**
 Real-world scenarios, 7
 Recurring themes, 108
 availability
 accessibility, 113
 equity of access, 112
 learner protection
 ethics, 114
 safe/secure, 113, 114
 learning community, 111, 112
 student experience
 flexible/fluid/evolutionary, 109, 110
 personalized learning, 109
 student-engaged learning environment,
 108, 109
 Robust interactive learning content, 20
- S**
 Scaffolding, 19, 20, 24, 26, 28, 29
 Science, Technology, Engineering, and Math
 (STEM), 1, 107
 Self-paced, 24, 29
 Self-regulated learning, 22
 Sensors, 7
 Simulation, 73
 STEM Idea Harvest, 123
 Student-centered learning, 19
 Student engagement, 22, 26–28, 30
 Student learning, 20
 Student’s Choice Award, 125
 Student Teams, 122, 129
 Support, 58, 59, 65, 70, 72
- T**
 Technology-enabled assessments, 28
 The Interactive Material (TIM), 84
 Transdisciplinarity, 57
 Transmedia learning framework (TLF), 59
- U**
 Universal Design for Learning (UDL), 36, 69
 University of Central Florida (UCF), 29
- V**
 Virtual change agents (VCAs), 25
 Virtual environments, 8
 Virtual labs, 98
 Virtual Performance Assessment (VPA)
 Project, 68
 Virtual reality (VR), 8, 56
 Virtual worlds (VWs), 56
- W**
 Wearable technology, 10
- X**
 X-FILES approach
 assessment, 3
 categories, 2
 cocurricular, 3
 communications, 3
 components, 1
 computer-based simulations, 8
 content presentation and instruction, 3
 corporations and online programs, 7
 digital badges, 7
 digital publishing, 9
 digital stories, 7
 digital storytelling, 6
 education technology, 6, 10, 11
 ERT, 13
 factors, 1
 faculty participants, 13
 flipped classrooms, 7
 FQ ILE category matrix, 4

- GBL, 8
 - human emotions, 9
 - ILE categories, 2
 - impacts, 12
 - interactions, 3
 - IoT, 7
 - learner activities, 3
 - learning, 2
 - limitations, 12
 - micro-credentials, 7
 - mobile devices, 9
 - MOOCs, 7
 - online learning, 7
 - pedagogies, 2
 - smartphones, 9
 - stealth assessment, 9
 - STEM education, 13
 - student-centered learning, 6
 - tablets, 9
 - teaching, 2
 - technologies, 2
 - universities, 7
 - virtual environments, 8
 - virtual lab experiments, 8
 - VR program, 8
 - workshop activities, 4, 6
 - workshop agenda, 1
- X-FILES Jam**
- assessment, 129
 - challenges, 122
 - co-curricular activities, 129
 - content presentation, 129
 - design, 123
 - discussions, 129
 - events, 123, 125
 - face-to-face environment, 122
 - goals, 122
 - interactions, 129
 - learner activities, 129
 - learning framework, 122
 - outcomes
 - assessment, 127, 128
 - co-curricular activities, 128
 - content presentation, 126
 - discussions, 126, 127
 - evaluation, 127, 128
 - innovative learning environments, 126
 - interactions, 126, 127
 - learner activities, 127
 - self-evident, 126
 - recommendations, 129, 130
 - stakeholders, 121
 - STEM education, 121
 - student-based event, 121
 - teaching, 122
 - technology, 122
- Z**
- Zone of Proximal Development (ZPD), 93