

The Handbook Of Training Technologies An Introductory Guide To Facilitating Learning With Technology From Planning Through Evaluation

This comprehensive companion volume to the bestselling ASTD Training and Development Handbook (Craig, ed.) helps trainers design classroom, self-study, or technology-based training programs. Delivering the latest information on how adults learn best and human performance technology, it shows trainers how to prepare lesson plans, create visual aids, and deliver highly memorable presentations.

This handbook aims to give readers a thorough understanding of past, current and future research and its application in the field of educational technology. From a research perspective the book allows readers to grasp the complex theories, strategies, concepts, and methods relating to the design, development, implementation, and evaluation of educational technologies. The handbook contains insights based on past experiences as well as future visions and thus amounts to a comprehensive all round guide. It is targeted at researchers and practitioners working with educational technologies.

E-learning is still in its infancy. This can be seen both in the limited pedagogical quality and lack of portability of e-learning content, and in the lack of user-friendly tools to exploit the opportunities offered by current technologies. To be successful, e-learning must offer effective and attractive courses and programmes to learners, while at the same time providing a pleasant and effective work environment for staff members who have the task to develop course materials, plan the learning processes, provide tutoring, and assess performance. To overcome these deficiencies, the IMS Global Learning Consortium Inc. released the Learning Design Specification in 2003. With Learning Design it is possible to develop and present advanced, interoperable e-learning courses embracing educational role and game playing methods, problem-based learning, learning community approaches, adaptivity and peer coaching and assessment methods. In this handbook Koper and Tattersall have put together contributions from members of the "Valkenburg Group", consisting of 33 experts deeply involved in e-learning and more specifically learning design. The result is a rich and lasting source of information for both e-learning course and tool developers, providing information about the specification itself, how to implement it in practice, what tools to use, and what pitfalls to avoid. The book not only reports first experiences, but also goes beyond the current state of the art by looking at future prospects and emerging applications.

Our increasingly globalized world is driven by shared knowledge, and nowhere is that knowledge more important than in education. Now more than ever, there is a demand for technology that will assist in the spread of knowledge through customized, self-paced, and on-demand learning. The Handbook of Research on Innovative Technology Integration in Higher Education provides an international perspective on the need for information and communication technology in education and training. Highlighting the use of technology in both formal and informal learning, this book is an essential reference for academics, corporate leaders, government agencies, profit and non-profit organizations, policymakers, or anyone interested in the use of technology to educate and share information.

The Handbook of the Psychology of Communication Technology

The Handbook of Blended Learning

Handbook of Research on Innovative Technology Integration in Higher Education

Handbook of Research on Technology-Centric Strategies for Higher Education Administration

A Handbook for HRD Professionals

Handbook of Technology-based Training

The latest Wiley Blackwell Handbook of Organizational Psychology uses a psychological perspective, and a uniquely global focus, to review the latest literature and research in the interconnected fields of training, development, and performance appraisal. Maintains a truly global focus on the field with top international contributors exploring research and practice from around the world Offers researchers and professionals essential information for building a talented organization, a critical and challenging task for organizational success in the 21st century Covers a diverse range of topics, including needs analysis, job design, active learning, self-regulation, simulation approaches, 360-degree feedback, and virtual learning environments

Many books recommend teaching and learning strategies based on current learning research and theory. However, few books offer illustrative examples of how to take these strategies and put them into action in the real world. The Online Learning Idea Book is filled with concrete examples of people who make learning more inspiring and engaging every day, in all kinds of settings, all over the world. In this second volume of The Online Learning Idea Book you will find brand new and valuable ideas that you can adopt or adapt in your own instructional materials, to make them more dynamic and more worthwhile for learners and learning. These ideas will let you peek over the shoulders of some of the world's most creative instructors, instructional designers and developers, trainers, media developers, and others in order to help spark creative ideas of your own. This hands-on resource will help you build online instructional materials or improve existing materials including online courses, modules, activities, or supplementary materials for classroom-based courses. This book provides great tips, techniques, and tricks in the following areas: The Design and Development Process, Supporting Learning, Synchronous and Interpersonal Activities, Asynchronous and Self-Paced Activities, and NS Better Media. Within these pages you will discover creative ways to give your online and blended instruction a boost by adopting and adapting great ideas from others.

Simulation in Surgical Training and Practice is reviewed extensively in this important Surgical Clinics of North America issue. Articles include:

Applying Educational Theory to Simulation Based Training and Assessment in Surgery; Figuring out Team Simulation Training; Faculty Development for Simulation Training; The Evolving Role of Simulation in Teaching Surgery in Undergraduate Medical Education; Using Simulation in Inter-Professional Education; Current Status of Simulation Based Training in Graduate Medical Education; National Simulation-based Training of Fellows: The Vascular Surgery Example; Paying For it: Funding Models for Simulation Centers; Surgical Simulation Centers as Educational Homes for Practicing Surgeons; Better Assessment: Advanced Engineering Technology for Measuring Performance In and Out of the Simulation Lab; Moving the Needle - Simulation's Impact on Patient Outcomes; Human Factors Engineering and Effective Simulation - Partners for Improved Patient Safety; Simulation for the Assessment and Improvement of Teamwork and Communication in the Operating Room; Using Simulation to Improve Systems; Simulation for Maintenance of Certification; and more!

This important resource offers an understanding of the basic principles that underlie training methods and the use of technology training in the workplace. The authors provide a primer for the four pervading and more advanced technologies used in business training—the Internet, computer-based training, knowledge management systems, and decision support tools. Appropriate for those who have little or no formal training in educational technology, this book addresses such topics as the decision to use, the pros and cons for using, and presentation strategies for media as varied as the Internet, teleconferencing, videoconferencing, satellite distance learning, and electronic performance support systems. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

A Handbook for FE Teachers and Assessors

The SAGE Handbook of Learning and Work

An Introductory Guide to Facilitating Learning with Technology -- From Planning Through Evaluation

The Praeger Handbook of Latino Education in the U.S.

International Handbook of Metacognition and Learning Technologies

The ASTD Handbook of Training Design and Delivery

The all-time bestselling training handbook, updated for new technologies and roles Active Training turns instructional design on its head by shifting the emphasis away from the instructor, and on to the learner. Comprehensively updated to reflect the many developments in the field, this new fourth edition covers the latest technologies and applications, the evolving role of the trainer, and how new business realities impact training, advancing new evidence-based best practices for new trainer tasks, skills, and knowledge. Up to date theory and research inform the practical tips and techniques that fully engage learners and help them get the most out of sessions, while updated workplace examples and revised templates and worksheets help bring these techniques into the classroom quickly. You'll gain insight into improving training evaluation by using Return on Expectations (ROE), learn how to extend the value of training programs through transfer of learning, and develop fresh, engaging methods that incorporate state-of-the-art applications. Active Training designs offer just the right amount of content; the right balance of affective, behavioral, and cognitive learning; a variety of approaches; real-life problem solving; gradual skill-building; and engaging delivery that uses the participants' expertise as a foundation for learning. This book is the classic guide to employing Active Training methods effectively and appropriately for almost any topic. Learn how the trainer's role has changed Engage learners through any training delivery method Inspire collaboration and innovation through application Overcome the challenges trainers face in the new business environment Active Training methods make training sessions fun, engaging, relevant, and most importantly, effective. Participants become enthusiastic about the material, and view sessions as interesting challenges rather than as means to fulfill requirements. To bring these widely endorsed methods into your training repertoire, Active Training is the complete practical handbook you need.

Encyclopedia of E-Leadership, Counseling and Training offers an in-depth description of key terms and concepts related to different themes, issues, and trends in educational leadership, counseling, and technology integration in modern universities and organizations worldwide. This three volume work serves as an exhaustive compendium of expertise, research, skills, and experiences. Authors with a background in education, leadership, counseling, management, human resource development, or adult education have helped to encourage the education and training of potential leaders with this scholarly work.

As technology and technological advancements become a more prevalent and essential aspect of daily and business life, educational institutions must keep pace in order to maintain relevance and retain their ability to adequately prepare students for their lives beyond education. Such institutions and their leaders are seeking relevant strategies for the implementation and effective use of new and upcoming technologies and leadership strategies to best serve students and educators within educational settings. As traditional education methods become more outdated, strategies to supplement and bolster them through technology and effective management become essential to the success of institutions and programs. The Handbook of Research on Modern Educational Technologies, Applications, and Management is an all-encompassing two-volume scholarly reference comprised of 58 original and previously unpublished research articles that provide cutting-edge, multidisciplinary research and expert insights on advancing technologies used in educational settings as well as current strategies for administrative and leadership roles in education. Covering a wide range of topics including but not limited to community engagement, educational games, data management, and mobile learning, this publication provides insights into technological advancements with educational applications and examines forthcoming implementation strategies. These strategies are ideal for teachers, instructional designers, curriculum developers, educational software developers, and information technology specialists looking to promote effective learning in the classroom through cutting-edge learning technologies, new learning theories, and successful leadership tactics. Administrators, educational leaders, educational policymakers, and other education professionals will also benefit from this publication by utilizing the extensive research on managing educational institutions and providing valuable training and professional development initiatives as well as implementing the latest administrative technologies. Additionally, academicians, researchers, and students in areas that include but are not limited to educational technology, academic leadership, mentorship, learning environments, and educational support systems will benefit from the extensive research compiled within this publication.

This book is a hands-on guide to planning and consultation, with an emphasis on tools, tales, templates, speed, sources, and systems. First Things Fast is the quick start you need to surmount resistance to investigating performance. You'll get job aids, design templates, and implementation examples that direct you through the basics of performance analysis. A frequently updated, internet-based coaching and

information system will complement and supplement the book (www.jbp.com/rossett.html).

A Handbook on Modelling and Delivering Networked Education and Training

Proven Ways to Enhance Technology-Based and Blended Learning

The Handbook of Operator Fatigue

A Handbook for Performance Analysis

The Oxford Handbook of Lifelong Learning

Simulation in Surgical Training and Practice, An Issue of Surgical Clinics, E-Book

Emphasising the issues of usability, accessibility, evaluation and effectiveness and illustrated by case studies drawn from contemporary projects from around the world, this book considers: the fundamentals of mobile technologies and devices the educational foundations of modern networked learning the issues that underpin mobile learning and make it accessible for all users the challenges of making mobile learning a substantial and sustainable component in colleges, universities and corporations implications and issues for the future. Mobile Learning provides useful, authoritative and comprehensive guidance for professionals in higher and further education and trainers in the business sector who want to find out about the opportunities offered by new technologies to deliver, support and enhance teaching, learning and training.

Provides an authoritative reference collection on leading international insights into the integration of technology tools and applications with adult and vocational instruction.

Technology plays a vital role in bridging the digital divide and enhancing student learning both in and outside of the classroom. This is possible thanks to the successful use of educational online technologies and other new teaching resources being integrated into learning environments. Advanced Online Education and Training Technologies is an essential reference source that explores student and teacher learning through various online platforms. Featuring research on topics such as professional development in the twenty-first century and cultural differences in online learning environments, this book is ideally designed for educators, students, academicians, and other education professionals seeking coverage on enhanced student learning through technology-based learning tools.

This comprehensive resource highlights the most recent practices and trends in blended learning from a global perspective and provides targeted information for specific blended learning situations. You'll find examples of learning options that combine face-to-face instruction with online learning in the workplace, more formal academic settings, and the military. Across these environments, the book focuses on real-world practices and includes contributors from a broad range of fields including trainers, consultants, professors, university presidents, distance-learning center directors, learning strategists and evangelists, general managers of learning, CEOs, chancellors, deans, and directors of global talent and organizational development. This diversity and breadth will help you understand the wide range of possibilities available when designing blended learning environments. Order your copy today!

A Handbook for Educators and Trainers

Training and Technology

Foundations of Educational Technology

The Oxford Handbook of Education and Training in Professional Psychology

The Wiley Blackwell Handbook of the Psychology of Training, Development, and Performance Improvement

The Online Learning Idea Book

Handbook of Research on Practices and Outcomes in Virtual Worlds and Environments not only presents experienced professionals with the most recent and advanced developments in the field, but it also provides clear and comprehensive information for novice readers. The handbook introduces theoretical aspects of virtual worlds, disseminates cutting-edge research, and presents first-hand practices in virtual world development and use. The balance of research, theory, and applications includes exploration of design innovations, new virtual reality technologies, virtual communities, pedagogical design, and the future of virtual worlds and environments.

Fatigue is a recognized problem in many facets of the human enterprise. It is not confined to any one area of activity but enters all situations in which humans have to perform for extended intervals of time. Most problematic are the circumstances in which obligatory action is continuous and the results of failure are evidently serious or even catastrophic. Therefore, the modern media especially highlights fatigue-related failures in industries such as transportation, materials processing and healthcare. It can be, and indeed is, no coincidence that most of the spectacular failures in process control that have resulted in the world's largest industrial accidents have occurred in the small hours of the morning when the circadian rhythm is lowest and operator fatigue itself peaks. While there have been legislative efforts made at state, federal and international levels to regulate working hours of employees, the appropriate implementation of such legislation is still a long way off. The Handbook of Operator Fatigue provides a comprehensive account of the subject to serve as the definitive reference work for researchers, students and practitioners alike. The volume features 30 chapters written by experts from around the world to address each important facet of fatigue, including: the scale of the fatigue problem (Section I), the nature of fatigue (Section II), how to assess fatigue (Section III), the impact of fatigue on health (Section IV), fatigue in the workplace (Section V), the neurological basis of fatigue (VI), sleep disorders (VII), and the design of countermeasures to fatigue (VIII).

The Wiley Handbook of Learning Technology is an authoritative and up-to-date survey of the fast-growing field of learning technology, from its foundational theories and practices to its challenges, trends, and future developments. Offers an examination of learning technology that is equal parts theoretical and practical, covering both the technology of learning and the use of technology in learning Individual chapters tackle timely and controversial subjects, such as gaming and simulation, security, lifelong learning, distance education, learning across educational settings, and the research agenda Designed to serve as a point of entry for learning technology novices, a comprehensive reference for scholars and researchers, and a practical guide for education and training

practitioners Includes 29 original and comprehensively referenced essays written by leading experts in instructional and educational technology from around the world
The first two decades of the 21st century have contributed a growing body of research, theorisation and empirical studies on learning and work. This Handbook takes the consideration of this topic into a new realm, moving beyond the singular linking of identity, learning and work to embrace a more holistic appreciation of learners and their life-long learning. Across 40 chapters, learners, learning and work are situated within educational, organisational, social, economic and political contexts. Taken together, these contributions paint a picture of evolving perspectives of how scholars from around the world view developments in both theory and practice, and map the shifts in learning and work over the past two decades. Part 1: Theoretical perspectives of learning and work Part 2: Intersections of learning and work in organisations and beyond Part 3: Learning throughout working lives and beyond Part 4: Issues and challenges to learning and work

A Handbook of Best Practices

Mobile Learning

The Handbook of Training Technologies

Integrative Approaches and Interdisciplinary Perspectives

Advanced Online Education and Training Technologies

Learning Design

Technology-based training offers a flexible, cost-effective way of meeting the increasing need for people to reskill. This work provides an accessible guide to the potential benefits and pitfalls of this form of training. It describes the evolution of technology-based training; the various technologies and their uses; the benefits of using such flexible learning and how to use the technology; how to implement TBT in an organization and where the future might lie. Brian Tucker also deals with the choosing and evaluating generic training and the issues of bespoke training - either produced in-house or outsourced. The handbook is not highly technical and it uses examples to examine how nine leading organizations have managed the various issues and how they have benefited from this approach to training.

Structured in two parts, the first provides an overview of the subject, whilst the second consists of a directory of over 700 generic TBT coursework titles, indexed by subject, title, medium, and producer.

All learning leaders want their organizations to be perceived as great, but what makes a “great” training organization? How does a training organization achieve greatness, particularly from the perspective of the corporation, the learners, and any customers, clients and partners that interact with it? This book presents findings that are based on the data, information, and experiences shared with Training Industry, Inc. by several hundred learning professionals over a five year span, from 2008 to 2012. It identified 8 process capabilities, which have been identified as the key functions in the design, delivery and management of corporate workforce training. Each section of the book focuses on the process capabilities in detail. In addition, individual practices are explained further, noting specific procedures or scenarios and how they are best executed, all supported by best practices and comments from learning leaders.

The exponential growth and development of modern technologies in all sectors has made it increasingly difficult for students, teachers and teacher educators to know which technologies to employ and how best to take advantage of them. The Routledge Handbook of Language Learning and Technology brings together experts in a number of key areas of development and change, and opens the field of language learning by exploring the pedagogical importance of technological innovation. The handbook is structured around six themes: historical and conceptual contexts core issues interactive and collaborative technologies for language learning corpora and data driven learning gaming and language learning purpose designed language learning resources. Led by fundamental concepts, theories and frameworks from language learning and teaching research rather than by specific technologies, this handbook is the essential reference for all students, teachers and researchers of Language Learning and TESOL. Those working in the areas of Applied Linguistics, Education and Media Studies will also find this a valuable book.

This title provides a comprehensive treatment of the processes and current state-of-the art practices bearing on educating and training professional psychologists.

The handbook covers the full spectrum of historic developments, salient issues, current standards, and emerging trends in psychology education and training.

Handbook of Research on Practices and Outcomes in Virtual Worlds and Environments

Handbook of Research on Digital Content, Mobile Learning, and Technology Integration Models in Teacher Education

The Routledge Handbook of Language Learning and Technology

Handbook on Information Technologies for Education and Training

What Makes a Great Training Organization?

Handbook of Research on E-Learning Applications for Career and Technical Education: Technologies for Vocational Training

Abstract: An informative instructional text provides an introduction to the hard and soft technologies that influence the nature of training, to aid training practitioners who want to understand more about how to make technology work in their organization. A major function of the text is to identify the usual outcomes (e.g., job performance) associated with different kinds of technology currently used in training. Information is presented on technology-based training materials and systems (audiovisuals, film/video, computers, telecommunications, instructional systems development, job aids, behavior modeling, learning strategies). Case studies are included to illustrate the identification of problems associated with the

implementation of technological training systems, the assessment of training costs and benefits, and the selection of the proper technology for specific learning situations. (wz). Before today ' s teachers are ready to instruct the intellectual leaders of tomorrow, they must first be trained themselves. Information and communication technology can greatly increase the effectiveness of this training and also aid teachers as they seek to bring the latest technological advancements into their own classrooms. The Handbook of Research on Enhancing Teacher Education with Advanced Instructional Technologies explains the need to bring technology to the forefront of teacher training. With an emphasis on how information and communication technology can provide richer learning outcomes, this book is an essential reference source for researchers, academics, professionals, students, and technology developers in various disciplines.

This is an accessible, practical and up to date book specifically targeted at further education (FE) and post-16 teachers, whatever your academic or vocational specialism. Important changes in policy, landscape and digital technology itself mean that digital capability is key for learners, no matter what subject they study. You should therefore develop your digital capabilities as a basic competence in order to embrace current digital tools, apps and techniques to the pedagogy of teaching FE. The book provides you with the knowledge and skills required to source information learning technology (ILT) and content to convert traditional learning and teaching resources into engaging and interactive online material. It is designed around each aspect of the teaching and training cycle - identifying needs, planning and designing, delivering and facilitating, assessing and evaluating – and includes: when to use ILT / eLearning barriers to implementing digital learning the importance of digital capabilities ways of keeping up to date and continuing professional development.

An engaging book for professional educators and an ideal textbook for certificate, masters, and doctoral programs in educational technology, instructional systems and learning design, Foundations of Educational Technology, Second Edition offers a fresh, interdisciplinary, problem-centered approach to the subject, helping students build extensive notes and an electronic portfolio as they navigate the text. The book addresses fundamental aspects of educational technology theory, research and practice that span various users, contexts and settings; includes a full range of engaging exercises for students that will contribute to their professional growth; and offers the following 4-step pedagogical features inspired by M. D. Merrill ' s First Principles of Instruction: TELL: Primary presentations and pointers to major sources of information and resources ASK: Activities that encourage students to critique applications and share their individual interpretations SHOW: Activities that demonstrate the application of key concepts and complex skills with appropriate opportunities for learner responses DO: Activities in which learners apply key concepts and complex skills while working on practice assignments and/or projects to be created for their electronic portfolios The second edition of this textbook covers the core objectives addressed in introductory educational technology courses while adding new sections on mobile learning, MOOCs, open educational resources, "big data," and learning analytics along with suggestions to instructors and appendices on effective writing, professional associations, journal and trade magazines.

A Comprehensive Guide : Process and Products for Learning

Encyclopedia of E-Leadership, Counseling and Training

A Handbook of Techniques, Designs, Case Examples, and Tips

Technologies for Vocational Training

Handbook of Research on Enhancing Teacher Education with Advanced Instructional Technologies

The Educational Technology Handbook

Presents information on the state of education for Latinos in the United States. Aims to provide an overview and a comprehensive understanding of issues. Topics discussed include academic achievement, Americanization, bilingual education, border crossing, higher education, reform and policy, subjects relating to teaching and learning English, and equity. Demographic tables are presented in the appendix.

While many facets of our lives are rapidly becoming more digital, educational institutions are now faced with the task of finding new and innovative ways to incorporate technology into the classroom. Examining the latest trends in digital tools provides a more effective learning environment for future generations. The Handbook of Research on Digital Content, Mobile Learning, and Technology Integration Models in Teacher Education is a pivotal scholarly reference source that outlines the most efficient ways for educators to employ technology-enhanced lesson plans in their classroom. Featuring pertinent topics that include blended learning environments, student engagement, artificial intelligence, and learner-centered pedagogy, this is an ideal resource for educators, aspiring teachers, and researchers that are interested in discovering recent trends and techniques related to digital learning environments and technology-enhanced classrooms.

Grade level: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, k, p, e, i, s, t.

The Handbook of the Psychology of Communication Technology offers an unparalleled source for seminal and cutting-edge research on the psychological aspects of communicating with and via emergent media technologies, with leading scholars providing insights that advance our knowledge on human-technology interactions. •A uniquely focused review of extensive research on technology and digital media from a psychological perspective • Authoritative chapters by leading scholars studying psychological aspects of communication technologies • Covers all forms of media from Smartphones to Robotics, from Social Media to Virtual Reality • Explores the psychology behind our use and abuse of modern communication technologies • New theories and empirical findings about ways in which our lives are transformed by digital media

The Computer Training Handbook

Learning Technology

Strategies for Helping People to Learn Technology

Active Training**Global Perspectives, Local Designs****Handbook of Research on the Efficacy of Training Programs and Systems in Medical Education**

This is considered the resource textbook for the technology training and learning field. This best-selling book provides practical solutions and hundreds of tips for new and experienced trainers facing the challenge of how to help users learn new technology. It addresses the methods, technologies, and organizational issues faced by all training professionals.

Although the advancement of educational technologies is often discussed in a teaching capacity, the administration aspect of this research area is often overlooked. Studying the impact technology has on education administration not only allows us to become familiar with the most current trends and techniques in this area, but also allows us to discover the best way forward in all aspects of education. The Handbook of Research on Technology-Centric Strategies for Higher Education Administration is a pivotal resource covering the latest scholarly information on the application of digital media among aspects of tertiary education administration such as policy, governance, marketing, leadership, and development. Featuring extensive coverage on a broad range of topics and perspectives including virtual training, blogging, and e-learning, this book is ideally designed for policy makers, researchers, and educators seeking current research on administrative-based technology applications within higher education.

This book is the resource textbook for the technology training and learning field. It is packed with real life stories from corporate training and support departments. The handbook addresses the methods, technologies and organizational issues faced by training professionals.

One of the "Best Books of 2011" from the Center for Optimal Adult Development Amid fluctuations in today's job markets and economies, the importance of learning across the lifespan has become a point of emphasis for governments and employers throughout the world. The Oxford Handbook of Lifelong Learning is a comprehensive and interdisciplinary examination of the theory and practice of lifelong learning, encompassing perspectives from human resources development, adult learning, psychology, career and vocational learning, management and executive development, cultural anthropology, the humanities, and gerontology. Individual chapters address the most relevant topics on the subject, including: - continuous learning as it relates to technological, economic, and organizational changes - developmental theories and research, models of lifelong learning, and the neurological bases for learning across the lifespan - examples of learning programs, tools, and technologies, with a focus on corporate programs and business education - international perspectives on lifelong learning and learning across cultures - assessment of learning needs and outcomes This comprehensive and forward-thinking handbook is an important resource -- both personal and professional -- for students, scholars, and for practitioners in the fields of training and development, human resource management, continuing education, instructional technology, professional development, and organizational psychology.

The Wiley Handbook of Learning Technology**First Things Fast****Handbook of Research on Modern Educational Technologies, Applications, and Management**

The content of medical education knowledge transfer is compounded as medical breakthroughs constantly impact treatment, and new diseases are discovered at an increasingly rapid pace. While much of the knowledge transfer remains unchanged throughout the generations, there are unique hallmarks to this generation's education, ranging from the impact of technology on learning formats to the use of standardized patients and virtual reality in the classroom. The Handbook of Research on the Efficacy of Training Programs and Systems in Medical Education is an essential reference source that focuses on key considerations in medical curriculum and content delivery and features new methods of knowledge and skill transfer. Featuring research on topics such as the generational workforce, medical accreditation, and professional development, this book is ideally designed for teachers, physicians, learning practitioners, IT consultants, higher education faculty, instructional designers, school administrators, researchers, academicians, and medical students seeking coverage on major and high-profile issues in medical education.

Education in today's technologically advanced environments makes complex cognitive demands on students pre-learning, during, and post-learning. Not surprisingly, these analytical learning processes--metacognitive processes--have become an important focus of study as new learning technologies are assessed for effectiveness in this area. Rich in theoretical models and empirical data, the International Handbook of Metacognition and Learning Technologies synthesizes current research on this critical topic. This interdisciplinary reference delves deeply into component processes of self-regulated learning (SRL), examining theories and models of metacognition, empirical issues in the study of SRL, and the expanding role of educational technologies in helping students learn. Innovations in multimedia, hypermedia, microworlds, and other platforms are detailed across the domains, so that readers in diverse fields can evaluate the theories, data collection methods, and conclusions. And for the frontline instructor, contributors offer proven strategies for using technologies to benefit students at all levels. For each technology covered, the Handbook: Explains how the technology fosters students' metacognitive or self-regulated learning. Identifies features designed to study or support metacognitive/SRL behaviors. Reviews how its specific theory or model addresses learners' metacognitive/SRL processes. Provides detailed findings on its effectiveness toward learning. Discusses its implications for the design of

metacognitive tools. Examines any theoretical, instructional, or other challenges. These leading-edge perspectives make the International Handbook of Metacognition and Learning Technologies a resource of great interest to professionals and researchers in science and math education, classroom teachers, human resource researchers, and industrial and other instructors.