

# Contents

Scripted Animation Towards Scalable Content Creation for eLearning—A Quality Analysis . . . . .	1
<i>Nicoletta Adamo-Villani, Jian Cui, and Voicu Popescu</i>	
E-Learning Repository System for Sharing Learning Resources Among Saudi Universities . . . . .	10
<i>Ayidh Alanazi and Maysam Abbod</i>	
Lecturers' Attitude to Social Network Media: Implication for Accessibility and Usability Need in Open and Distance Education . . . . .	19
<i>Apata Funke Susan</i>	
Introducing Online Learning in a Small Organization: The Case of the Diplomatic Institute of the Italian Ministry of Foreign Affairs. . . . .	30
<i>Stefano Baldi</i>	
Building a Mobile Collaborative Learning Environment for the Identification and Classification of Real World Objects . . . . .	41
<i>Otto Borchert and Brian M. Slator</i>	
The PoSE Project: An Innovative Approach to Promote Healthy Postures in Schoolchildren . . . . .	49
<i>Ilaria Bortone, Alberto Argentiero, Nadia Agnello, Valentina Denetto, Cosimo Neglia, and Marco Benvenuto</i>	
Experiential and Transformative Learning in an Informal Online Learning Environment: An Approach to Initiate Sustainable Changes . . . . .	58
<i>Efua Akoma, Nichole Boutte-Heiniluoma, and Jacquelyn Petrovic</i>	
Legal Risk Management: A Best Practice for e-Learning Legal Issues . . . . .	63
<i>Carlo Bucciero</i>	
From Planning to Launching MOOCs: Guidelines and Tips from GeorgetownX . . .	68
<i>Dedra Demaree, Anna Kruse, Susan Pennestri, Janet Russell, Theresa Schlafly, and Yianna Vovides</i>	
Computer Animation for Learning Building Construction Management: A Comparative Study of First Person Versus Third Person View . . . . .	76
<i>Hazar N. Dib, Nicoletta Adamo-Villani, and Jun Yu</i>	
A Qualitative Exploration of the EU Digital Competence (DIGCOMP) Framework: A Case Study Within Healthcare Education . . . . .	85
<i>George Evangelinos and Debbie Holley</i>	

An Innovative Educational Format Based on a Mixed Reality Environment: A Case Study and Benefit Evaluation . . . . .	93
<i>Alessandro Fiore, Luca Mainetti, and Roberto Vergallo</i>	
Virtual, Immersive, Translational, Applied Learning: The VITAL Project. . . .	101
<i>Charles S. Layne, Lisa Alastuey, Amber M. Chelette, Anne Ogborn, Tracey A. Ledoux, Prashant Mutgekar, Rebecca E. Lee, and Brian K. McFarlin</i>	
Guess the Score, Fostering Collective Intelligence in the Class . . . . .	116
<i>Josep M. Monguet and Jaime Meza</i>	
A Way of Supporting Non-Arabic Speakers in Identifying Arabic Letters and Reading Arabic Script in an E-Learning System . . . . .	123
<i>Ahmed Mosa and Kakehi Katsuhiko</i>	
Social Collaborative e-Learning in Higher Education: Exploring the Role of Informal Learning . . . . .	130
<i>Francis Otto and Shirley Williams</i>	
Virtual Labs Improve Student's Performance in a Classroom . . . . .	138
<i>Rakhi Radhamani, Hemalatha Sasidharakurup, Gopika Sujatha, Bipin Nair, Krishnashree Achuthan, and Shyam Diwakar</i>	
Segmented and Interactive Modules for Teaching Secure Coding: A Pilot Study . .	147
<i>Sagar Raina, Siddharth Kaza, and Blair Taylor</i>	
From the First Generation of Distance Learning to Personal Learning Environments: An Overall Look . . . . .	155
<i>Andrea Santo-Sabato and Marta Vernaleone</i>	
Inter-University International Collaboration for an Online Course: A Case Study . .	159
<i>Claudia Igbrude, John O'Connor, and Dudley Turner</i>	
Smart e-Learning as a Student-Centered Biotechnical System . . . . .	167
<i>Vladimir Uskov, Andrey Lyamin, Lubov Lisitsyna, and Bhuvana Sekar</i>	
<b>Author Index . . . . .</b>	<b>177</b>

E-Learning, E-Education, and Online Training  
First International Conference, eLEOT 2014, Bethesda,  
MD, USA, September 18-20, 2014, Revised Selected  
Papers

Vincenti, G.; Bucciero, A.; Vaz de Carvalho, C. (Eds.)

2014, XII, 177 p. 38 illus., Softcover

ISBN: 978-3-319-13292-1