พฤศจิกายน 2555

SAGE Journal

1.Title   Amplifications of learningUse of mobile media devices among youth

Author   Kurt Squire | Seann Dikkers

Journal   Convergence November 2012 vol. 18 no. 4

Abstract   Smart mobile devices like the iPhone, Android, Kindle Fire, and iPad have energized educators' interest in using mobile media for education. Applications from clickers to games to augmented reality game creation software are thriving in research settings, and in some cases schools, but relatively little is known about how youth use such devices for learning outside of school. This research study seeks to add to the research literature detailing the technological affordances of such devices by using a Social Construction of Technology (or SCOT) approach, to see how one user group – adolescents – construct the technology particularly in regards to learning. It employs a design intervention approach in which we gave fully operational iPhones with unlimited data plans to three cohorts of youth to use throughout the day. Participants included homeschooled students, students enrolled in alternative schools, and students at a conventional American high school. Participants strongly valued these devices for learning, and constructed them as personalized devices for amplifying learning, specifically through amplifying access to information, social networks, and ability to participate in the world. Access to mobile devices was deeply tied to personal power for these youth, as they were able to function more effectively to meet their goals with employers, teachers, and peers. Although they destabilized relationships, they caused almost no friction, and instead, parents, teachers, and peers reported valuing how youth could participate more fully in the world. The article concludes with implications for how educators and software designers might best capitalize on these social affordances when designing for mobile-enabled classrooms.

2.Title   Coping with information obesity: A diet for information professionals

Author   Scott Brown

Journal   Business Information Review September 2012 vol. 29 no. 3

Abstract   The author looks at the concept of 'information obesity' – analogous to physical obesity – especially as it applies to information professionals. The author examines causes, such as information overload, and additional factors that make information professionals prone to information obesity. The article concludes with practical and philosophical suggestions for preventing and coping with information obesity, and an overview of ideas around the concept of 'slow information'.

3.Title   [Globalisation Of Popular Culture: From Hollywood To Bollywood](#)

Author   Jonathan Matusitz | Pam Payano

Journal   South Asia Research July 2012 vol. 32 no. 2

Abstract   This article examines significant evidence of recent Bollywood influence on the Western movie industry, particularly Hollywood, and explores the implications of such developments in the context of globalisation. Within the ongoing globalisation of entertainment, a process that does not automatically lead to cultural Westernisation and uniformisation, Bollywood has by now become both a symbol of Indian cinema's circulation all over the world and the embodiment of non-monolithic globalisation. Bollywood is evidently not a homogenising influence that forces non-Indian cultures to embrace its cinematographic or musical norms and practices. Rather, it creates new hybrids. The article offers a framework for explaining the growing cultural and economic changes and movements of such non-hegemonic spreading of popular culture and identifies future agenda for research.

ScienceDirect

4.Title   [An analysis of mobile Internet access in Thailand: Implications for bridging the digital divide](#)

Author   Chalita Srinuan | Pratompong Srinuan | Erik Bohlin

Journal   Telematics and Informatics Volume 29, Issue 3, August 2012,

Abstract   Mobile Internet is growing around the world, bypassing the poor legacy of wired infrastructure. This growth can be observed even in developing countries like Thailand. To cope with this trend, this study attempts to provide guidance to a national regulatory agency (NRA) by addressing the following question: What are the key determinant factors for individual consumer to access mobile Internet? A discrete choice model is employed to examine empirically whether price, service, and application attributes, socio-economic variables, and service provider have a systematic link with the decision of the consumer. The data from a national survey in 2010 commissioned by the National Telecommunications Commission (NTC) of Thailand are used for the analysis.

5.Title   [The Facebook Phenomenon](#)

Author   Jarice Hanson

Journal   Telematics and Informatics Volume 30, Issue 1, February 2013

Abstract   From its humble beginnings in 2004 on the Harvard campus to over 800 million active users world-wide, Facebook has been both evolutionary and revolutionary as a communications network. Many students today cannot remember a time before Facebook; they have integrated social networking into their daily activity, and only when they become aware of their behaviors do they question whether they control Facebook, or whether Facebook controls them. How has a social network diffused throughout the world at such a rapid rate? Why do people feel the need to compulsively check Facebook, and how does one's identity on Facebook affect

their relationship to others, either in the cyber-world, or in face-to-face situations?

6.Title   A systematic literature review of empirical evidence on computer games and serious games

Author   Thomas M. Connolly | Elizabeth A. Boyle | Ewan MacArthur | Thomas Hainey | James M. Boyle

Journal   Computers & Education Volume 59, Issue 2, September 2012

Abstract   This paper examines the literature on computer games and serious games in regard to the potential positive impacts of gaming on users aged 14 years or above, especially with respect to learning, skill enhancement and engagement. Search terms identified 129 papers reporting empirical evidence about the impacts and outcomes of computer games and serious games with respect to learning and engagement and a multidimensional approach to categorizing games was developed. The findings revealed that playing computer games is linked to a range of perceptual, cognitive, behavioural, affective and motivational impacts and outcomes. The most frequently occurring outcomes and impacts were knowledge acquisition/content understanding and affective and motivational outcomes. The range of indicators and measures used in the included papers are discussed, together with methodological limitations and recommendations for further work in this area.

7.Title   Using Wiki in teacher education: Impact on knowledge management processes and student satisfaction

Author   Michele Biasutti | Heba EL-Deghaidy

Journal   Computers & Education Volume 59, Issue 3, November 2012

Abstract   The current study reports on the use of Wiki as an online didactic tool to develop knowledge management (KM) processes in higher education. This study integrates social constructivist principles to learning where learners are pro-active and collaborative through higher order cognitive processes. The study was administered in two countries, namely Egypt and Italy, to close a gap in the literature with an aim to introduce KM processes in teacher educational programmes. These processes are seen as necessary for teachers' professional skills. Such processes are claimed to enable teachers and therefore schools to evolve in a networked information-driven global society, especially as the complexity of subject knowledge is increasing. It is also a learning experience where teachers learn how to provide their students with educational settings where technology is enabled.

8.Title   Review of trends from mobile learning studies: A meta-analysis

Author   Wen-Hsiung Wu | Yen-Chun Jim Wu | Chun-Yu Chen | Hao-Yun Kao | Che-Hung Lin | Sih-Han Huang

Journal   Computers & Education Volume 59, Issue 2, September 2012

Abstract   Two previous literature review-based studies have provided important insights into mobile learning, but the issue still needs to be examined from other directions such as the distribution of research purposes. This study takes a meta-analysis approach to systematically reviewing the literature, thus providing a more

comprehensive analysis and synthesis of 164 studies from 2003 to 2010. Major findings include that most studies of mobile learning focus on effectiveness, followed by mobile learning system design, and surveys and experiments were used as the primary research methods. Also, mobile phones and PDAs are currently the most widely used devices for mobile learning but these may be displaced by emerging technologies. In addition, the most highly-cited articles are found to focus on mobile learning system design, followed by system effectiveness. These findings may provide insights for researchers and educators into research trends in mobile learning.

9.Title   **Implementing Web 2.0 technologies in higher education: A collective case study**

Author   Sue Bennett | Andrea Bishop | Barney Dalgarno | Jenny Waycott | Gregor Kennedy

Journal   Computers & Education Volume 59, Issue 2, September 2012,

Abstract   Web 2.0 technologies are becoming more popular in the everyday lives of students. As a result, teachers and designers have begun to explore their use in formal education. This paper presents evaluation findings from a collective case study of six Web 2.0 implementations in Australian higher education. The research was undertaken as part of a larger study that sought to understand how today's students use information and communication technologies to support their learning. Conducted across three universities, the research included a range of disciplines, class sizes and year levels. A common evaluation strategy was used in order to collect comparable data from which commonalities and differences could be identified. This paper provides an overview of the study, describes the methodology used, summarises the implementation experiences of staff and students involved and presents the key findings. The results suggest that most students had little prior experience with relevant technologies and that many struggled to see the value of using Web 2.0 technologies for learning and teaching, both of which have important implications for the design of appropriate learning tasks. While the argument can be made for improving the design through better task-technology alignment, this study also highlights inherent tensions between Web 2.0 and educational practices.

EBSCOhost

10.Title   Unbreakable.

Author   WEINSTEIN, ADAM

Journal   Mother Jones; Sep/Oct2012, Vol. 37 Issue 5

Abstract   The article profiles U.S. Congressional candidate Tammy Duckworth, who is running in 2012. Topics include how her political opponent, Representative Joe Walsh, is aiming to belittle her service in the Iraq War as a Black Hawk helicopter pilot, which cost her both her legs, how Duckworth's election would help U.S. Democrats gain a majority in Congress, and how her support for former Illinois Governor Rod Blagojevich and online for-profit school Capella University could hurt her campaign.