Cyber-Enabled Learning Research

- After Installation: Ubiquitous Computing and High School Science in Three Experienced —
  
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- Building Bridges: Teachers Leveraging Game-Based Implicit Science Learning in Physics Classrooms —
  
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- Can Teachers Learn Through Inquiry Online —
  
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- Digital Curriculum in the Classroom: Authority, Control, and Teacher Role — **Puttick, G., Drayton, B., and Karp, J.**

With greater online access and greater use of computers and tablets, educational materials are increasingly available digitally, and are soon predicted to become the standard for science classrooms. However, researchers have found that institutionalized structures and cultural factors in schools affect teacher uptake and integration of technology. More >>

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- Ghosts in the Machine: Women's Voices in Research with Technology —
  
  **Andee Rubin and Nicola Yelland (eds.)**

- Infusing Web-based Digital Resources into the Middle School Science Classroom: Strategies and Challenges —
  
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- Playing with Science: Using Electronic Games to Foster Inquiry —
  
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  —The Science Teacher, 82(5)

- Predicting Influence in an Online Community of Creators —
  
  **Elisabeth Sylvan**

- Professional Learning with Web-Based Videos: The Talk Science Experience —
  
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- **Science Learning and Teaching: A Case of Online Professional Learning**
  
  *Sue Doubler*  

- **Structuring a Virtual Conference to Facilitate Collaboration and Reflective Dialogue**
  
  *Joni Falk; Joni Falk* and *Brian Drayton (eds.)*  

- **Tablet-Based Technology to Support Students’ Understanding of Division** — *Kimberle Koile* and *Andee Rubin*  

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