

# Cyber-Enabled Learning Research

- [After Installation: Ubiquitous Computing and High School Science in Three Experienced](#) —

**Brian Drayton, Joni Falk, Rena Stroud, Kathryn Hobbs, and James (Jim) Hammerman**  
*Journal of Technology, Learning, and Assessment* (2009) 9 (3)

- [Building Bridges: Teachers Leveraging Game-Based Implicit Science Learning in Physics Classrooms](#) —

Elizabeth Rowe, Erin Bardar, Jodi Asbell-Clarke, Christina Shane-Simpson, and Su-Jen Roberts  
—(2015) In D. Russell, & Laffey, J. (Ed.), *Handbook of Research on Gaming Trends in P-12 Education*. Hershey, PA: IGI Global.

- [Can Teachers Learn Through Inquiry Online](#) —

**Sue Doubler and Wynne Harlen**  
*International Journal of Science Education* 26 (1) (2004) pp. 1-21.

- [Challenging Games Help Students Learn: An Empirical Study on Engagement, Flow and Immersion in Game-based Learning](#) —  
Juho Hamari, David J. Shernoff, Elizabeth Rowe, Brianno Collier, Jodi Asbell-Clarke, Teon Edwards

—(2015) *Computers in Human Behavior*, 54, 170-179.

- [Digital Curriculum in the Classroom: Authority, Control, and Teacher Role](#) — **Puttick, G., Drayton, B., and Karp, J.**

— *International Journal on Emerging Technologies in Learning*. Dec 2015.

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 >>](#)

- [Digital Design of Smart Images: A Design Story](#) —

**Brian Drayton & Gilly Puttick**  
—2016. *Educational Designer* 3:9.

This paper describes a sequence of design decisions made while transforming a high-school capstone course from print to electronic form. [More >](#)

- [Discourse Analysis of Web Texts: Initial Results from a Telementoring Project for Middle School Girl](#) —

**Brian Drayton and Joni Falk**  
*Education, Communication, and Information* 3 (1) (2003). 71-104.

- [Electronic Quills: A Situated Evaluation of Writing with Computers in Classrooms](#) —

**Andee Rubin and Bertram C. Bruce**  
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- [Ghosts in the Machine: Women's Voices in Research with Technology](#) —

**Andee Rubin and Nicola Yelland (eds.)**  
*Ghosts in the Machine: Women's Voices in Research with Technology* (2002) . New York: Peter Lang.

- [Infusing Web-based Digital Resources into the Middle School Science Classroom: Strategies and Challenges](#) —

**Joni Falk**  
(2005) AERA Presentation

- [Learning Science Online: A Descriptive Study of Online Science Courses for Teachers](#) —

**Jodi Asbell-Clarke and Elizabeth Rowe**  
*Journal of Asynchronous Learning Networks* 11(3). (2007)

- [Measuring Implicit Science Learning Using Networks of Player-Game Interactions](#) —

Michael Eagle, Elizabeth Rowe, Drew Hicks, Rebecca Brown, Tiffany Barnes, Jodi Asbell-Clarke, and Teon Edwards  
—(October 2015) Presented at the ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play, London.

- [Online Professional Development: Science Inquiry in the Online Environment](#) —

**Sue Doubler and Wynne Harlen**  
*Online Professional Development for Teachers* (2004) Greenwich, CT: Information Age Publishing. pp. 87-104

- [Playing with Science: Using Electronic Games to Foster Inquiry](#) —  
Rebecca Vieyra, **Teon Edwards, Elizabeth Rowe, & Jodi Asbell-Clarke**

—*The Science Teacher*, 82(5)

- [Predicting Influence in an Online Community of Creators](#) —

**Elisabeth Sylvan**  
*In Proceedings of the 28th international Conference on Human Factors in Computing Systems (Atlanta, Georgia, USA, April 10 - 15) (2010)* . CHI-10. ACM, New York, NY, 1913-1916.

- [Professional Learning with Web-Based Videos: The Talk Science Experience](#) —  
**Sue Doubler & K. Paget**

—(2016) In C. Dede, A. Eisenkraft, K. Frumin, & A. Hartley (Eds.), *Teacher Learning in the Digital Age: Online Professional Development in STEM Education*. Cambridge, MA: Harvard University Press.

- [Science Learning and Teaching: A Case of Online Professional Learning](#) —

**Sue Doubler**

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- [Structuring a Virtual Conference to Facilitate Collaboration and Reflective Dialogue](#) —

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*Creating and Sustaining Online Professional Learning Communities* (2009) . New York: Teachers College Press. 175-203.

- [Tablet-Based Technology to Support Students' Understanding of Division](#) — **Kimberle Koile and Andee Rubin**  
—*Revolutionizing Education with Digital Ink: The Impact of Pen and Touch Technology on Education*. Hammond, T., Valentine, S., Adler, A. (Eds.). Springer International Publishing. 2016
- [The Blue Mars Science Center](#) —

**Jodi Asbell-Clarke**

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- [The Computer Clubhouse Village: An Intranet For Sharing and Connecting](#) —

**Elisabeth Sylvan ; Kylie A. Pepler, Yasmin B. Kafai, and Robbin N. Chapman (eds.)**

*The Computer Clubhouse: Creativity and Constructionism in Youth Communities*(2009) . New York: Teachers College Press.

- [The Test of Time: Ubiquitous Computing Visions and Realities in 7 Pioneering Schools](#) —

**Brian Drayton, Joni Falk, Rena Stroud , Kathryn Hobbs, and James (Jim) Hammerman**

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- [Who Knows Whom in a Virtual Learning Network?: Applying Social Network Analysis to Communities of Learners at the Computer Clubhouse](#) —

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