

Adobe Captivate 6 Documentation

Smartphones have sparked a huge, new software segment - the mobile app. This creates an important pair of questions for user assistance professionals: What is our role going forward in mobile and how can we prepare to take that on? User Assistance does have a role in supporting mobile apps. As the mobile app market continues to soar, this is becoming the next frontier for user assistance professionals. This book provides unique and detailed instruction and guidance regarding design, writing, tools, and planning of your mobile UA. This edition is fully revised with over 300 pages of new content.

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.

“Both burgeoning game designers and devoted gamers should consider [Game Design: Theory & Practice] an essential read.” — Computer Gaming World “Ultimately, in both theory and practice, Rouse’s Game Design bible gets the job done. Let us pray.” - Next Generation magazine In the second edition to the acclaimed Game Design: Theory & Practice, designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project. Detailed analysis of successful games is interwoven with concrete examples from Rouse’s own experience. This second edition thoroughly updates the popular original with new chapters and fully revised text.

Tells how to select and maintain software, work with electronic files, handle page layout, and scan, process, and manipulate images

Essential Articulate Studio '09 is designed to help novice to intermediate users of Articulate Studio '09 get the most from using these tools—Presenter, Engage, Quizmaker, and Video Encoder—to develop quality informational and instructional materials. It was written with the following goals in mind: Help new users get up to speed as quickly and painlessly as possible Assist users of previous versions of Articulate Studio (and previous versions of Presenter, Engage, and Quizmaker) in capitalizing on improvements made to these tools in the '09 versions Provide tips and tools that make information presentation and instruction faster, easier, and better Help new and previous users develop information and instruction that is more valuable for the intended audience(s) This book is unique because it can serve as both a tutorial for the Studio '09 products and as a primer on designing and building good information and instruction with these tools. The advice and insights are practical and take into account the we-need-it-yesterday environments that most people who use these tools operate in. Many books about online learning discuss how to build good instruction, but this book actually shows you how to build it, using some of the best authoring tools in the industry.

"Adobe Captivate 2017: The Essentials" is a self-paced workbook that teaches the core Adobe Captivate skills needed to create interactive eLearning and mLearning content. You will follow step-by-step instructions and learn how to create a soft-skills lesson from scratch. You will learn to record and produce software demonstrations and interactive training simulations. By the time you finish working through this fast-paced book, you will know how to add such standard objects to a slide as text captions, images, characters, assets from the eLearning Brothers, and more. You will record, import, and edit audio. You will also further enhance the learner experience by adding interactivity via click boxes, buttons, and text entry boxes. Have you already created content using Microsoft PowerPoint? Don't throw that presentation away. You will learn how to import existing PowerPoint content into Captivate. Last, but not least, you will publish a Captivate project as SWF and HTML5 so that your content can be used on virtually any device including desktop computers, laptops, iPads, iPhones, and other mobile devices. This book features: Captivate projects, images, audio files, and other assets to get started Dozens of step-by-step, hands-on activities Confidence Checks to challenge your new skills Hundreds of supporting screen shots

Appropriate for courses on Computers and the Law Technology in the Law Office provides thorough coverage of the use and management of technology in the legal workplace. This text builds a foundation in technology concepts and applications needed by paralegals and attorneys as well as information technologists working in the legal environment. Students develop a hands-on understanding of real workplace software using the most popular commercially available legal programs including AbacusLaw, Tabs3, SmartDrawLegal, LexisNexis CaseMap and TimeMap, and Sanction II. Members of the legal team are introduced to the roles each plays in the use of technology and develop the technical vocabulary needed to collaborate effectively on-the-job. A continuing theme throughout the text is to empower student success by teaching students how to independently learn to use new software features and programs.

Learning professionals (like you) are under constant pressure to produce eLearning materials in shorter and shorter timeframes. On top of all that, you need to build in time to look at new eLearning development tools and evaluate new ways to improve your development processes. With all of this pressure, when will you ever find the time to learn Adobe's latest edition of Captivate? Answer: Right now. Welcome to Rapid Development with Adobe Captivate 5 for Windows! We aim to provide you with Just Enough information to start your project, animate it, and publish it with professional-caliber results. As multimedia instructional designers in a major corporation, the authors know how

hard it can be to learn new software. We also know that programs like Captivate 5 can help you reduce your eLearning development and production time. Our book is full of settings, examples, ideas, and processes that can help you save time and minimize your development efforts. With the professional tips, tricks, and 508 Accessibility information in this book, you will be rapidly developing eLearning with Adobe Captivate 5 for Windows in no time!

Adobe Acrobat DC Classroom in a Book, Third Edition, is the most thorough and comprehensive way for you to learn how to reliably create, edit, share, and sign PDF documents and forms with Adobe Acrobat DC. Each of the 13 lessons in this step-by-step, project-based guide contains a project that builds on your growing knowledge of the program, while end-of-chapter review questions reinforce each lesson. This cross-platform (Mac and Windows) book shows you how to collaborate effectively through electronic reviews, easily work with PDFs across multiple platforms and devices (including via the Adobe Document Cloud service), and speed up your production and business task workflows with Acrobat DC. You will learn how to easily convert files from any application to PDF and how to directly edit text and images in PDF documents. You'll also learn how to build PDF forms, and to speed up business workflow by gathering feedback and approval using new shared document review features. And you'll learn how to create interactive forms and track responses within Acrobat, add signatures and security to PDF files, work with companion Acrobat apps, and much more. All of the project files used in the book's lessons are available for download.

RPG Programming Using XNA Game Studio 3.0 provides detailed information on role-playing games (RPGs) and how to create them using Microsoft's XNA Game Studio 3.0. The book examines the history of the genre and takes a piece-by-piece approach to producing a 2D tile-based game, demonstrating how to create the various components that make up an RPG and implement them using C# and XNA Game Studio 3.0. By the end of the book, readers will have built a complete toolset that can be used to create data for their own RPGs. Learn how to:

- * Creating the characters and monsters that populate RPG worlds
- * Add stats and skills to allow game entities to perform actions
- * Populate the game world with items and treasures. Construct a conversation editor to add another degree of interaction
- * Create a multiple-step quest system to give players goals to research during gameplay
- * Creating a tile engine for displaying the world
- Populating the game world with items and treasure
- * Implementing a sound and music system
- * Adding multiplayer support

This volume includes extended and revised versions of a set of selected papers from the 2011 2nd International Conference on Education and Educational Technology (EET 2011) held in Chengdu, China, October 1-2, 2011. The mission of EET 2011 Volume 1 is to provide a forum for researchers, educators, engineers, and government officials involved in the general areas of education and educational technology to disseminate their latest research results and exchange views on the future research directions of these fields. 130 related topic papers were selected into this volume. All the papers were reviewed by 2 program committee members and selected by the volume editor Prof. Yuanzhi Wang, from Intelligent Information Technology Application Research Association, Hong Kong. The conference will bring together leading researchers, engineers and scientists in the domain of interest. We hope every participant can have a good opportunity to exchange their research ideas and results and to discuss the state of the art in the areas of the education and educational technology.

The most comprehensive way to master Adobe Illustrator CS3.

A self-paced training manual that teaches the higher-end, more advanced functionality of Adobe Captivate. By following step-by-step instructions, you will improve your screen recording skills via project templates and by pre-editing your text captions. You'll enhance your production skills by learning about object styles, master slides, themes, and advanced actions. You'll learn to create, insert and edit variables that will enrich the learner experience, and you will learn how to create branching scenarios that will enable learners to plot their own learning path. You'll learn to collaborate with team members using Captivate's powerful commenting capabilities. You'll ensure your eLearning and mLearning output can be used by people with disabilities by adding such 508-compliant features as accessibility text and closed captions. Finally, you'll learn about SCORM, AICC, SCOs, Manifests, and how to upload a published lesson into a Learning Management System. [publisher].

Adobe Acrobat and its file format, PDF, have become the standard for portable documents, including everything from high-resolution color files destined for print to Internet and e-book content

- * As the standard reference for creative professionals everywhere, this classic resource has been updated and enhanced
- * Written by Acrobat and PDF guru Ted Padova, the book is packed with real-world insights and techniques gained from the author's use of Acrobat and PDF every single day under deadline situations
- * Covers everything there is to know about using Acrobat and PDF for print prepress, the Internet, CD-ROMs, and all manner of new media
- * The CD-ROM includes third-party Acrobat tools, a searchable PDF version of the book, and ready-to-use forms, plug-ins, and utilities.

A comprehensive tutorial packed with examples, which is divided into small subtopics that follows a clear and logical outline to help you get to grips with Adobe Captivate 7. Readers are also encouraged to develop their understanding of the tool through practical exercises and experimentations in every chapter. A lot of external references and tips and tricks from established e-Learning professionals are also included. If you are a designer, e-Learning developer, or webmaster who wants to construct an interactive and fun-filled e-Learning project using Adobe Captivate 7, this book is ideal for you. Just a basic knowledge of operating system is expected from the developers interested in this book. Beginning, intermediate, and even advanced tips--all in one book! The E-Learning Uncovered series is designed to give you the maximum amount of information in the minimum amount of time. You'll learn about virtually every check box, every menu, and every option in Adobe Captivate 7 for PC. But we don't just tell you HOW to check that box or click

that menu (that's the easy part), we also tell you WHY you might or might not want to. Brand new users will walk step-by-step through every aspect of building great e-learning in Captivate. Intermediate users will learn how to use more advanced features, such as effects, actions, variables, and advanced actions--all in one book! Everyone will benefit from the special tips and insider secrets that let you do more and save time. Look for: Design Tips: instructional design, graphic design, and usability tips that give you insight on how to implement the different features of the software. Power Tips: advanced tips and secrets that can help you take your production to the next level. Time Savers: software shortcuts and ways to streamline your production efforts and save you time. Bright Ideas: special explanations and ideas for getting more out of the software. Cautions: "lessons learned the hard way" that you can use to avoid common problems. Web Resources: the free companion website includes useful resources such as reference guides, screencasts, and practice files.

Beginning, intermediate, and even advanced tips--all in one book!The E-Learning Uncovered series is designed to give you the maximum amount of information in the minimum amount of time. You'll learn about virtually every check box, every menu, and every option in Adobe Captivate 2019 for PC. But we don't just tell you HOW to check that box or click that menu (that's the easy part), we also tell you WHY you might or might not want to.Brand new users will walk step-by-step through every aspect of building great e-learning in Captivate. Intermediate users will learn how to use more advanced features, such as effects, actions, variables, and advanced actions--all in one book! Everyone will benefit from the special tips and insider secrets that let you do more and save time. Look for: Design Tips: instructional design, graphic design, and usability tips that give you insight on how to implement the different features of the software. - Power Tips: advanced tips and secrets that can help you take your production to the next level. - Time Savers: software shortcuts and ways to streamline your production efforts and save you time. - Bright Ideas: special explanations and ideas for getting more out of the software. - Cautions: "lessons learned the hard way" that you can use to avoid common problems. - Web Resources: the free companion website includes useful resources such as reference guides and practice files.Plus, a detailed table of contents and comprehensive index make it easy to look up exactly what you need.

The International Handbook of e-Learning, Volume 1 provides a comprehensive compendium of research and theory in all aspects of e-learning, one of the most significant ongoing global developments in the entire field of education. Covering history, design models, instructional strategies, best practices, competencies, evaluation, assessment, and more, these twenty-seven contributions tackle the tremendous potential and flexibility inherent to this rapidly growing new paradigm. Past and present empirical research frames each chapter, while future research needs are discussed in relation to both confirmed practice and recent changes in the field. The book will be of interest to anyone seeking to create and sustain meaningful, supportive learning environments within today's anytime, anywhere framework, from teachers, administrators, and policy makers to corporate and government trainers.

Brought to you by a team of experienced practitioners in the field, this book examines the vast topic of library support for distributed learning, providing both historical and contemporary viewpoints. • Ten librarians with current, in-the-field experience bring their knowledge to each chapter • Provides a complete chronological time line of distributed learning • Illustrations clarify key topics such as copyright

From William Horton -- a world renowned expert with more than thirty-five years of hands-on experience creating networked-based educational systems -- comes the next-step resource for e-learning training professionals. Like his best-selling book Designing Web-Based Training, this book is a comprehensive resource that provides practical guidance for making the thousand and one decisions needed to design effective e-learning. e-Learning by Design includes a systematic, flexible, and rapid design process covering every phase of designing e-learning. Free of academic jargon and confusing theory, this down-to-earth, hands-on book is filled with hundreds of real-world examples and case studies from dozens of fields. "Like the book's predecessor (Designing Web-based Training), it deserves four stars and is a must read for anyone not selling an expensive solution. -- From Training Media Review, by Jon Aleckson, www.tmreview.com, 2007

Adobe Captivate 3The Definitive GuideJones & Bartlett Learning

FrameMaker, which is at the core of the Adobe Technical Communication Suite, has long been the gold standard for writing, illustrating, and laying out technical documentation in print. With new features like support for rich media objects and powerful PDF export, FrameMaker excels at authoring online documents as well. This Classroom in a Book begins with a survey of the fundamentals of FrameMaker 11: setting up master pages, styling paragraphs, defining colors, placing graphics, creating tables, adding captions, cross-references, footnotes, and hyperlinks. Later chapters cover long-document features, such as tables of contents and indexes. Creating conditional text documents and preparing content for output to print or to screen (PDF or HTML) round out the coverage.

A revised new edition of the bestselling toolkit for creating, building, and maintaining a strong brand From research and analysis through brand strategy, design development through application design, and identity standards through launch and governance, Designing Brand Identity, Fourth Edition offers brand managers, marketers, and designers a proven, universal five-phase process for creating and implementing effective brand identity. Enriched by new case studies showcasing successful world-class brands, this Fourth Edition brings readers up to date with a detailed look at the latest trends in branding, including social networks, mobile devices, global markets, apps, video, and virtual brands. Features more than 30 all-new case studies showing best practices and world-class Updated to include more than 35 percent new material Offers a proven, universal five-phase process and methodology for creating and implementing effective brand identity

"Adobe Captivate 9: The Essentials" is a self-paced training workbook that teaches the core Adobe Captivate skills needed to create interactive eLearning and mLearning content. By following step-by-step instructions, you will learn how to create a soft-skills lesson from scratch. You'll learn to record and produce software demonstrations, and interactive training simulations. By the time you finish working through this fast-paced book, you'll know how to control the mouse pointer and add such standard objects as text captions, images, characters, assets from the eLearning Brothers, and highlight boxes. You'll be able to record, import and edit audio, and further enhance the learner experience by adding interactivity via click boxes, buttons and text

entry boxes. Have you already created content using Microsoft PowerPoint? Don't throw that presentation away. You'll learn how to import existing PowerPoint content into Captivate. Last, but not least, you'll learn to publish your project in SWF and HTML5 formats so that your content can be uploaded to a web server for consumption on virtually any device, including the iPad, iPhone and other mobile devices.

Adobe Captivate 3: The Definitive Guide, the follow-up to Wordware's popular Macromedia Captivate: The Definitive Guide, steps you through all the procedures needed to create Flash movies based on any software on your desktop. You'll learn how to create Flash movies, edit individual screens, add and edit sound, even add interactivity (with or without grading) for complete customization. The expanded e-learning chapter in this edition discusses a variety of ways to build quizzing functions with individual questions and question pools. A chapter on branching shows how to move slide elements on a visual display, and how to create paths through a movie that give each viewer a unique experience. This book covers everything from getting the software installed and activated, manipulating the movie files, adding and editing audio, and building quizzes, all the way to delivery mechanisms of the final output and integrating your movies with other applications. With this book, learn to install and configure Captivate; create and edit movies; add, delete, edit, and rearrange slides; incorporate audio and interactivity in your movies; create e-learning content through the use of question slides and branching functions; use a variety of Captivate tools including templates and MenuBuilder.

This book focuses on innovative ways to create customized Word documents and templates. It contains an in-depth introduction to VBA (Visual Basic for Applications), which is the embedded programming language in the Microsoft Office 2007. VBA provides a complete integrated development environment (IDE) that allows for document automation, the process of using an automated template for creating documents. The book also includes coverage of the new features of Word 2007 including Content Controls, programming the Ribbon, and more.

Create responsive eLearning content, including quizzes, demonstrations, simulations and Virtual Reality projects that fit on any device with Adobe Captivate 2019 Key Features Build responsive, interactive and highly engaging eLearning content with Adobe Captivate 2019 Build Virtual Reality eLearning experiences with Adobe Captivate 2019 Assess your student knowledge with interactive and random quizzes Seamlessly integrate your eLearning content with any SCORM or xAPI compliant LMS Book Description Adobe Captivate is used to create highly engaging, interactive, and responsive eLearning content. This book takes you through the production of a few pieces of eLearning content, covering all the project types and workflows of Adobe Captivate. First, you will learn how to create a typical interactive Captivate project. This will give you the opportunity to review all Captivate objects and uncover the application's main tools. Then, you will use the built-in capture engine of Captivate to create an interactive software simulation and a Video Demo that can be published as an MP4 video. Then, you will approach the advanced responsive features of Captivate to create a project that can be viewed on any device. And finally, you will immerse your learners in a 360o environment by creating Virtual Reality projects of Adobe Captivate. At the end of the book, you will empower your workflow and projects with the newer and most advanced features of the application, including variables, advanced actions, JavaScript, and using Captivate 2019 with other applications. If you want to produce high quality eLearning content using a wide variety of techniques, implement eLearning in your company, enable eLearning on any device, assess the effectiveness of the learning by using extensive Quizzing features, or are simply interested in eLearning, this book has you covered! What you will learn Learn how to use the objects in Captivate to build professional eLearning content Enhance your projects by adding interactivity, animations, and more Add multimedia elements, such as audio and video, to create engaging learning experiences Use themes to craft a unique visual experience Use question slides to create SCORM-compliant quizzes that integrate seamlessly with your LMS Make your content fit any device with responsive features of Captivate Create immersive 360° experiences with Virtual Reality projects of Captivate 2019 Integrate Captivate with other applications (such as PowerPoint and Photoshop) to establish a professional eLearning production workflow Publish your project in a wide variety of formats including HTML5 and Flash Who this book is for If you are a teacher, instructional designer, eLearning developer, or human resources manager who wants to implement eLearning, then this book is for you. A basic knowledge of your OS is all it takes to create the next generation of responsive eLearning content.

Adobe Captivate 4: The Definitive Guide, the follow-up to Wordware's popular Adobe Captivate 3: The Definitive Guide, steps you through all the procedures needed to create Flash movies based on any software on your desktop. You'll learn how to create Flash movies, edit individual screens, add and edit sound, even add interactivity (with or without grading) for complete customization. The expanded e-learning chapter in this edition discusses a variety of ways to build quizzing functions with individual questions and question pools. A chapter on branching shows how to move slide elements on a visual display, and how to create paths through a movie that give each viewer a unique experience. This book covers everything from getting the software installed and activated, manipulating the movie files, adding and editing audio, and building quizzes, all the way to delivery mechanisms of the final output and integrating your movies with other applications.

While it has always been possible to create customized Word solutions, Word 2003 offers new functionality that allows documents to be truly interactive. Word 2003 Document Automation with VBA, XML, XSLT, and Smart Documents explains how to use a variety of technologies that change the ways users interact with documents. Learn how to automate documents with a minimum of programming by using Word's native functionality; use Visual Basic for Applications to create document automation solutions; record macros, create automated templates, format and manipulate files using Word, and build documents dynamically; create, edit, and format XML documents; develop smart document solutions to guide users through a variety of repetitive tasks; transform XML using WordprocessingML, XSLT, XPath, smart documents, and web services

technologies.

From routine training to certification updates, this book shows you how SAP SuccessFactors handles learning management. Configure and use key SAP SuccessFactors Learning functionality: instructor-led training, content management, on-the-job training, and more. Apply experts' best practices so your SAP SuccessFactors Learning implementation project makes the grade--

This ultimate roadmap covers the entire e-learning landscape. Why do we even need e-learning? What is an LMS? How do I write a storyboard? If you're delving into e-learning and are coming up with more questions than answers, this guide is the high-level overview you've been looking for. In this book, e-learning development experts and educators Diane Elkins and Desirée Pinder deliver a comprehensive examination of the e-learning process from the ground up.

Adobe Captivate Prime is an enterprise LMS platform that enables you to deliver world-class e-learning solutions. This book helps you unlock the full potential of this platform to help you publish content online, ensure that the right student accesses the content, track student progress, and evaluate the course's effectiveness and ROI.

Maya's Embedded Language is the heart and soul of Maya, the most powerful 3D application on the market today. MEL provides Maya with a versatility and adaptability unmatched in the CG industry. It is MEL that allows technical directors to customize Maya to fit each pipeline, to work around each limitation, and to write tools that expand Maya's already impressive set of capabilities. Mastery of MEL is as essential to a TD as a scalpel is to a surgeon. This book shows you how MEL is being (ab)used in high-end visual effects production by picking apart scripts written in the production of recent feature films. The exhaustive and in-depth nature of this book makes it useful for a broad audience: from the MEL novice who wants to learn MEL to the advanced scripter interested in developing strategies for production problems. A good book covering difficult topics with gentle hand holding and good humour. -Gary Noden, 3D World Magazine

Student service professionals promoted to a supervisory role face the challenges of supervising career professionals, office staff, graduate students, or undergraduates. Stress and anxiety naturally accompany the demands of such a job, particularly in the academic world, an environment that can require sensitivity to multicultural issues, supervision by virtual means, and navigation of an occasionally difficult, opaque hierarchy. The authors of this sourcebook blend research, personal essays, case studies, and their personal experiences to illuminate the needs and challenges of midlevel supervisors.

Topics include: Dynamics of supervision Reflections on building capacity as a supervisor Developing a philosophy of self-authorship Managing conflict from the middle Supervising graduate assistants Effective strategies for virtual supervision Supervising across cultures Case studies in middle management supervision This is the 136th volume of the Jossey-Bass quarterly report series New Directions for Student Services. An indispensable resource for vice presidents of student affairs, deans of students, student counselors, and other student services professionals, New Directions for Student Services offers guidelines and programs for aiding students in their total development: emotional, social, physical, and intellectual.

Fly higher in your Creative Cloud Adobe Creative Cloud makes the most popular tools used by designers, photographers, and other creative professionals accessible in a single place. Adobe Creative Cloud All-in-One For Dummies is the ultimate one-stop reference guide for how to use them all. Whatever gets your creative juices flowing, you'll find the in-depth guidance required to deliver the results you want, from polishing-up photos and images to creating illustrations and designs. And once your assets are just how you want them, you can pick up best practices for managing and publishing via the amazing Adobe Bridge. Written by pro designers for those getting started with this powerful set of tools, this book gives you an overview of Creative Cloud and step-by-step coverage of the major applications—InDesign, Illustrator, Photoshop, Acrobat Pro, and Adobe XD, and Adobe Bridge—in seven mini-books that take you from the basics to more advanced topics. You'll also discover how to get your work noticed by building personal galleries and displaying your creative wares. Find the essentials on the top tools in Adobe Creative Cloud Build and enhance your design skills Protect your documents with Acrobat Pro Get the most out of each program with insider tips Whatever your skill level and project needs, you'll find the essentials you need to demystify these complex programs and the knowledge to make your work shine even more brightly through the Cloud!

FrameMaker, which is at the core of the Adobe Technical Communication Suite, has long been the gold standard for writing, illustrating, and laying out technical documentation in print. With new features like support for rich media objects and powerful PDF export, FrameMaker excels at authoring online documents as well. This Classroom in a Book (a revision of the successful FrameMaker 7 Classroom in a Book) begins with a survey of the fundamentals of FrameMaker 9: styling paragraphs, placing graphics, creating tables, adding captions, cross-references, and footnotes. Later chapters cover long-document features, such as tables of contents and indexes. Preparing content for output to print or to screen (PDF or HTML), working with Unicode (for handling foreign languages), and using DITA (Darwin Information Typing Architecture) to structure documents using XML, round out the coverage.

The proliferation of technology has affected all aspects of human life, yet the continuing possibilities of their effects on education have yet to be fully explored. When viewed separately, one may believe that only paltry solutions can be wrought from online and web-based education; however, when applied and studied in a dynamic, interactive sense, these advancements may alter the very notion of learning and education. Revolutionizing Education through Web-Based Instruction is a comprehensive, multi-disciplinary exploration of the emerging digital opportunities available to educators. This book presents contemporary theoretical frameworks as well as practical research findings that support the use of these new computer-assisted teaching techniques. The myriad of research-based topics featured in this book allow for a thorough, diverse discussion about education, technology, and the intersection therein. This title is an invaluable resource for instructors, students of education, and researchers and professionals in the fields of knowledge management.

Learning on Demand presents new ideas around the topic of web-enabled instruction, challenging long-held beliefs about proper 'design' and the methods for engaging students. Drawing on technology trends, this book shows that accessibility of information on demand overshadows 'interactive design' for creating effective web-based instruction. In addition, the trends that are evident outside of the training and development industry are ones that could empower and bring training and development professionals into vital roles within an organisation.

If you are a teacher, instructional designer, eLearning developer, or human resources manager who wants to implement eLearning, then this book is for you. A basic knowledge of your OS is all it takes to create the next generation of responsive eLearning content.

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