

Blended Learning Uncovering Its Transformative Potential

The use of digital, Web-based simulations for education and training in the workplace is a significant, emerging innovation requiring immediate attention. A convergence of new educational needs, theories of learning, and role-based simulation technologies points to educators' readiness for e-simulations. As modern e-simulations aim at integration into blended learning environments, they promote rich experiential, constructivist learning. *Professional Education Using E-Simulations: Benefits of Blended Learning Design* contains a broad range of theoretical perspectives on, and practical illustrations of, the field of e-simulations for educating the professions in blended learning environments. Readers will see authors articulate various views on the nature of professions and professionalism, the nature and roles that various types of e-simulations play in contributing to developing an array of professional capabilities, and various viewpoints on how e-simulations as an integral component of blended learning environments can be conceived, enacted, evaluated, and researched.

This book constitutes the refereed proceedings of the First International Conference on Hybrid Learning, ICHL 2008, held in Hong Kong, China, in August 2008. The 38 revised full papers presented together with 3 keynote lectures were carefully reviewed and selected from 142 submissions. The papers are organized in topical sections on hybrid education, model and pedagogies for hybrid learning, trends, pervasive learning, mobile and ubiquitous learning, hybrid learning experiences, hybrid learning systems, technologies, as well as contextual attitude and cultural effects.

This book offers a set of learning principles to support the design of rich learning experiences in Science, Technology, Engineering and Mathematics (STEM) higher education, including detailed evaluations and discussions for a variety of science subjects. Further, it presents a professional learning framework that can be used to support the implementation of blended learning technologies to increase buy-in from academic staff, to support grass roots initiatives, to develop a sense of community, and to sustain change. The principles developed here will help readers to think about blended learning from a learner's perspective, put learning first, and develop activities that will help learners achieve better learning outcomes. In addition, the book addresses how to design rich, evidence-based, blended learning experiences that support learning. It demonstrates a range of learning principles in practice, with step-by-step instructions, and includes templates, supporting material, instructions and other resources to help teachers embed and adapt designs in their own subject. Readers will be equipped with an expanded toolkit of resources, designs, ideas and activities that can be directly applied in a variety of subject areas. Blended learning, which combines the strength of face-to-face and technology-enhanced learning, is increasingly being seen as one of the most important vehicles for education reform today. Blended learning allows both teacher and learner access to radically increased possibilities for understanding how we transmit and receive information, how we interact with others in educational settings, how we build knowledge, and how we assess what we have taught or learned. *Blended Learning: Research Perspectives, Volume 2* provides readers with the most current, in-depth collection of research perspectives on this vital subject, addressing institutional issues, design and adoption issues, and learning issues, as well as an informed meditation on future trends and research in the field. As governments, foundations, schools, and colleges move forward with plans and investments for vast increases in blended learning environments, a new examination of the existing research on the topic is essential reading for all those involved in this educational transformation.

An approachable introduction to the drum kit, drummers, and drumming, and the key debates surrounding the instrument and its players.

Active blended learning (ABL) is a pedagogical approach that combines sensemaking activities with focused interactions in appropriate learning settings. ABL has become a great learning tool as it is easily accessible online, with digitally rich environments, close peer and tutor interactions, and accommodations per individual learner needs. It encompasses a variety of concepts, methods, and techniques, such as collaborative learning, experiential learning, problem-based learning, team-based learning, and flipped classrooms. ABL is a tool used by educators to develop learner autonomy, engaging students in knowledge construction, reflection, and critique. In the current educational climate, there is a strong case for the implementation of ABL. *Cases on Active Blended Learning in Higher Education* explores strategies and methods to implement ABL in higher education. It will provide insights into teaching practice by describing the experiences and reflections of academics from around the world. The chapters analyze enablers, barriers to engagement, outcomes, implications, and recommendations to benefit from ABL in different contexts, as well as associated concepts and models. While highlighting topics such as personalized university courses, remote service learning, team-based learning, and universal design, this book is ideal for in-service and preservice teachers, administrators, instructional designers, teacher educators, practitioners, researchers, academicians, and students interested in pedagogical approaches aligned to ABL and how this works in higher education institutions.

Abstract This study focuses on the use of the blended learning approach in the Saudi EFL context, investigating the advantages and disadvantages of its application in Saudi Electronic University, against a more conventional approach used at Imam Muhammad Ibn Saud Islamic University. This study also investigates perceptions of students concerning this particular approach. The opinions of instructors are also surveyed in order to identify the challenges and obstacles that they have found in employing it. The study also examines possible differences in performance by comparing five colleges where the approach has been used. For this purpose, 475 students and 12 instructors participated in this study who were studying or working in either SEU or Imam Muhammad Ibn Saud Islamic University during the first semester of the academic year 1439/1440 from Riyadh female campus. The findings indicated that the students' results are better using the blended learning approach in their listening performance, also there is a statistically significant difference in the students' satisfaction in the listening course between the conventional method which is used at Imam Muhammad Ibn Saud Islamic University and the blended learning approach at Saudi Electronic University in favor of blended learning approach at the SEU, and there is a strongly statistically significant difference in students' listening performance between colleges in favour of college of science and theoretical studies. Finally, the study suggests that further research should be conducted on the use BL in teaching other language skills such as, reading, speaking and writing. **Key words:** Blended learning, listening performance, Saudi Electronic University

Traditional classroom learning environments are quickly becoming a thing of the past as research continues to support the integration of learning outside of a structured school environment. Blended learning, in particular, offers the best of both worlds, combining classroom learning with mobile and web-based learning environments. *Blended Learning: Concepts, Methodologies, Tools, and Applications* explores emerging trends, case studies, and digital tools for hybrid learning in modern educational settings. Focusing on the latest technological innovations as well as effective pedagogical practice, this critical multi-volume set is a comprehensive resource for instructional designers, educators, administrators, and graduate-level students in the field of education.

Many learning options are possible in education, from traditional to blended/hybrid to fully online. Of the three delivery formats, the blended mode, which involves the fusion of online and traditional face-to-face instruction and learning activities, is considered to have the greatest potential to provide the best learning environment. As blended learning continues to evolve and expand, it is important that information regarding what constitutes the ideal combination of online and traditional pedagogical strategies in blended education and at all levels is illuminated and shared. *Emerging Techniques and Applications for Blended Learning in K-20 Classrooms* is an academic publication that focuses on pedagogical strategies and technologies that have been

successfully employed by educators in blended instruction. In addition, the student outcomes from the use of these techniques are presented. Covering a wide range of topics such as gamification, civic education, and critical thinking, this book is essential for academicians, administrators, educators, instructors, researchers, instructional designers, curriculum developers, principals, early childhood educators, higher education faculty, and students.

Online and blended courses are becoming increasingly prevalent in higher education settings, and the pressures to incorporate these environments highlights the increased demand to serve a generation that prefers learning through experience or through interacting with learning tools. Challenges arise in assisting instructors in facilitating and designing blended learning environments that will provide effective learning for all students. The Handbook of Research on Blended Learning Pedagogies and Professional Development in Higher Education is a critical research publication that delves into the importance of effective professional development for educators planning and teaching online or blended courses. It also establishes the benefits of technology-mediated learning environments over traditional learning methods. Highlighting a wide array of topics such as online learning environments, active learning model, and educational development, this publication explores technology-based teaching methods in higher education. This book is targeted toward educators, educational administrators, academicians, researchers, and professionals within the realm of higher education.

Essentials for Blended Learning: A Standards-Based Guide provides a practical, streamlined approach for creating effective learning experiences by blending online activities and the best of face-to-face teaching. This guide is: Easy to use: Clear, jargon-free writing; illustrations; and references to online resources help readers understand concepts. Streamlined: A simple but effective design process focuses on creating manageable activities for the right environment. Practical: Real-world examples from different subject areas help teachers understand principles in context. Contemporary: The variety of modern, connected technologies covered in the guide addresses a range of teaching challenges. Forward-Looking: The approach bridges the gap between formal classroom learning and informal lifelong learning. Standards-based: Guidelines and standards are based on current research in the field, relevant learning theories, and practitioner experiences. Effective blended learning requires significant rethinking of teaching practices and a fundamental redesign of course structure. Essentials for Blended Learning: A Standards-Based Guide simplifies these difficult challenges without neglecting important opportunities to transform teaching. This guide is suitable for teachers in any content area. Please visit www.essentialforblended.com for additional resources.

"This book focuses on Hybrid Learning as a way to compensate for the shortcomings of traditional face-to-face teaching, distance learning, and technology-mediated learning"--Provided by publisher.

Today's students are faced with the challenge of utilizing technology to support not only their personal lives, but also their academic careers. Technology Implementation and Teacher Education: Reflective Models provides teachers with the resources needed to address this challenge and develop new methodologies for addressing technology in practice. With chapters focusing on online and blended learning, subject-specific teacher education and social and affective issues, this reference provides a comprehensive, international perspective on the role of technology in shaping educational practices.

This is a practical introduction to blended learning, presenting examples of implementation across a broad spectrum of disciplines. For faculty unfamiliar with this mode of teaching, it illustrates how to address the core challenge of blended learning—to link the activities in each medium so that they reinforce each other to create a single, unified, course—and offers models they can adapt. Francine Glazer and the contributors to this book describe how they integrate a wide range of pedagogical approaches in their blended courses, use groups to build learning communities, and make the online environment attractive to students. They illustrate under what circumstances particular tasks and activities work best online or face-to-face, and when to incorporate synchronous and asynchronous interactions. They introduce the concept of layering the content of courses to appropriately sequence material for beginning and experienced learners, and to ensure that students see both the online and the face-to-face components as being equal in value and devote equal effort to both modalities. The underlying theme of this book is encouraging students to develop the skills to continue learning throughout their lives. By allowing students to take more time and reflect on the course content, blended learning can promote more student engagement and, consequently, deeper learning. It appeals to today's digital natives who are accustomed to using technology to find and share information, communicate, and collaborate, and also enables non-traditional students to juggle their commitments more efficiently and successfully.

Education and learning opportunities bring about the potential for individual and national advancement. As learners move away from traditional scholarly media and toward technology-based education, students gain an advantage with technology in learning about their world and how to interact with modern society. The Handbook of Research on Learning Outcomes and Opportunities in the Digital Age provides expert research relating to recent technological advancements, technology and learning assessments, and the effects of technology on learning environments, making it a crucial reference source for researchers, scholars, and professors in various fields.

This book constitutes the refereed proceedings of the 11th International Conference on Blended Learning, ICBL 2018, held in Osaka, Japan, in July/ August 2018. The 35 papers presented were carefully reviewed and selected from 94 submissions. The papers are organized in topical sections named: Experiences in Blended Learning, Content Development for Blended Learning, Assessment for Blended Learning, Computer-Support Collaborative Learning, Improved Flexibility of Learning Processes, Open Educational Resources, and Pedagogical and Psychological Issues.

This special edition of the Educational Communications and Technology Yearbook Series bears a title of "Learning Environment and Design: Current and Future Impact". It provides a timely forum to share theoretical and practical insights in both the local and international contexts in response to the fact that new media and technologies have infiltrated and shaped the learning environments from mere physical spaces into multifaceted possibilities, impacting the ways individuals teach and learn. Designs of learning environments to harness technologies appropriately to engage learners better, as well as the roles of learners and educators play in this changing learning environment, are examples of important global issues in the discourse of the contemporary educational developments. Having gathered a diverse collection of research papers written by scholars and practitioners in the fields of education, communication and

humanities across Asia, Australasia, Europe and the United States, this book gives readers a cross-cultural background on the developments of technological designs and educational practices, investigating areas in redefining of quality education; online learning and blended learning; new media in education; gamification, AI, and innovative learning technologies. Aimed to catalyze knowledge exchanges and provide fresh views on interdisciplinary research, the book sheds light on how emerging technologies can be adapted in the fields of education and communication, so as to facilitate the current and future designs of learning environments to improve learners' performances.

This comprehensive resource highlights the most recent practices and trends in blended learning from a global perspective and provides targeted information for specific blended learning situations. You'll find examples of learning options that combine face-to-face instruction with online learning in the workplace, more formal academic settings, and the military. Across these environments, the book focuses on real-world practices and includes contributors from a broad range of fields including trainers, consultants, professors, university presidents, distance-learning center directors, learning strategists and evangelists, general managers of learning, CEOs, chancellors, deans, and directors of global talent and organizational development. This diversity and breadth will help you understand the wide range of possibilities available when designing blended learning environments. Order your copy today!

Betriebliche Weiterbildung soll lebenslanges Lernen im Arbeitskontext ermöglichen und befördern. Diese wird immer wichtiger, da sich das wirtschaftliche Umfeld immer dynamischer durch globalen Wettbewerb von Arbeit, Produktion und Dienstleistungen verändert. Dies bedingt auch veränderte Bedarfe an Fertigkeiten und Fähigkeiten sowie dem notwendigen Fachwissen. Es ist wettbewerbskritisch für Mitarbeiter und Unternehmen, kontinuierlich und immer besser lebenslang zu lernen. Daher gilt die betriebliche Weiterbildung als wichtige Voraussetzung, um volkswirtschaftliches Wachstum zu erreichen und zunehmend globalisiertem Wettbewerb begegnen zu können. In diesem Kontext widmet sich die vorliegende Arbeit der Erforschung von Messung und Beeinflussung der Produktivität von IT-gestützten Weiterbildungsformaten, konkret der Gestaltung von IT-gestützten Weiterbildungsformaten unter Berücksichtigung von Effizienz und Effektivitätsgesichtspunkten.

Provides insight into the practice of blended learning in higher education.

First Published in 2008. Routledge is an imprint of Taylor & Francis, an informa company.

Challenges in the educational arena are not new phenomena. However, with the recent outbreak of the COVID-19 pandemic, researchers and educators have been made even more aware of the need for a paradigm shift in education. Blended learning, as opposed to fully online learning or traditional face-to-face teaching, has been well-researched and has been found to have the potential to provide better educational solutions in challenging contexts. These contexts range from pandemic situations where social distancing is the order of the day to financial and time constraints regarding full-time study, as well as limited physical capacity at institutions. Blended learning solutions are often designed for resourceful institutions and cannot be easily implemented in developing countries and in communities where resources are limited. Typical issues like connectivity, accessibility, lack of suitable devices, and affordability need to be taken into consideration and in cognizance of blended learning interventions. These challenges are often neglected in blended learning research but are critical discussions to be had. Re-Envisioning and Restructuring Blended Learning for Underprivileged Communities shares how institutions in the developing world and less privileged communities have re-imagined and restructured blended education to enhance teaching and learning for underprivileged communities. This book aims to address blended learning solutions across institutional, program, course, and activity levels. The chapters will cover a variety of learning environments, from rural settings to less developed countries and more, and explore the programs and courses designed to improve student success and accessibility in diverse student populations. This book is ideally intended for teachers, administrators, teacher educators, practitioners, stakeholders, researchers, academicians, and students who are interested in blended learning opportunities in less-privileged settings and to underserved and marginalized populations.

What are the key channels to change in blended instructional practice as they relate to the use of a learning management system (LMS)? What role LMS users' profiles play in facilitating change in practice? Can we model users' quality of interaction (QoI) with LMS? How inclusiveness and affectiveness could lead to a personalized intelligent LMS (iLMS)? If these questions sound intrinsic to you and to your own experience and circumstance, then this book fits absolutely to you. Here, the term Blended – viewed as a fuzzy concept – is understood as a stepping-stone on the way to the future, to explain the multiple ways human beings think/act/feel of society in the 21st century and to embrace the opportunity of humans to re/co-construct new knowledge through the intermediation role of the technology. Initially, based on an online learning environment' theoretical framework, some current issues of the educational processes in the digital age of Web 2.0 are analyzed. Then, after exploring the main methodological procedures, characteristic examples of research case studies follow, including LMS users' trends and profiles and modeling of their QoI using fuzzy logic. This book offers useful information that evokes initiatives towards rethinking of the value, efficiency, inclusiveness, affectiveness and personalization of the iLMS-based b-learning environment, both by the educators, the LMS designers and educational policy decision makers.

This book constitutes the refereed proceedings of the 7th International Conference on Hybrid Learning, ICHL 2014, held in Shanghai, China, in August 2014. The 31 papers presented were carefully reviewed and selected from 90 submissions. The selected papers cover various aspects on hybrid learning, computer supported collaborative learning, experiences in hybrid learning, improved flexibility on learning processes and the pedagogical and psychological issues of hybrid learning.

The digitization changes qualification demands of knowledge workers and opens new forms of collaboration. Solutions are required for enhancing acquisition and transfer of knowledge as well as training professional skills such as critical thinking, communication and cooperation. Peer Learning (PL) provides potentials for coping with these demands. However, it faces practical challenges as its reusability is low, collaboration expertise is required, and lacks leveraging digitization potentials. In contrast, the body of Collaboration Engineering (CE) literature, provides insights as it is an approach to designing collaborative work practices for high-value recurring tasks and deploying those to practitioners to execute for themselves without collaboration expertise. In this light, three research questions shape the structure of the thesis. First, the thesis shows an analysis of the application domain and develops a teaching-learning approach for creating conditions for PL in large scale lectures. Second, it proposes an approach to designing reference processes for enhancing PL. Third, it presents three studies that illustrate the design, instantiation and evaluation of reference processes for enhancing PL in the field. As

methodological approach the thesis uses Design Science and develops, instantiates and evaluates re-usable reference processes for enhancing PL.

Learning environments continue to change considerably and is no longer confined to the face-to-face classroom setting. As learning options have evolved, educators must adopt a variety of pedagogical strategies and innovative technologies to enable learning. Practical Applications and Experiences in K-20 Blended Learning Environments compiles pedagogical strategies and technologies and their outcomes that have been successfully applied in blended instruction. Highlighting best practices as elementary, secondary, and tertiary educational levels; this book is a vital tool for educators who teach or plan to teach in blended learning environments and for researchers interested in the area of blended education knowledge.

A guide to both theory and practice of blended learning offering rigorous research, case studies, and methods for the assessment of educational effectiveness. Blended learning combines traditional in-person learning with technology-enabled education. Its pedagogical aim is to merge the scale, asynchrony, and flexibility of online learning with the benefits of the traditional classroom—content-rich instruction and the development of learning relationships. This book offers a guide to both theory and practice of blended learning, offering rigorous research, case studies, and methods for the assessment of educational effectiveness. The contributors to this volume adopt a range of approaches to blended learning and different models of implementation and offer guidelines for both researchers and instructors, considering such issues as research design and data collection. In these courses, instructors addressed problems they had noted in traditional classrooms, attempting to enhance student engagement, include more active learning strategies, approximate real-world problem solving, and reach non-majors. The volume offers a cross-section of approaches from one institution, Georgia Tech, to provide both depth and breadth. It examines the methodologies of implementation in a variety of courses, ranging from a first-year composition class that incorporated the video game Assassin's Creed II to a research methods class for psychology and computer science students. Blended Learning will be an essential resource for educators, researchers, administrators, and policy makers. Contributors Joe Bankoff, Paula Braun, Mark Braunstein, Marion L. Brittain, Timothy G. Buchman, Rebecca E. Burnett, Aldo A. Ferri, Bonnie Ferri, Andy Frazee, Mohammed M. Ghassemi, Ashok K. Goel, Alyson B. Goodman, Joyelle Harris, Cheryl Hiddleson, David Joyner, Robert S. Kadel, Kenneth J. Knoespel, Joe Le Doux, Amanda G. Madden, Lauren Margulieux, Olga Menagarishvili, Shamim Nemati, Vjollca Sadiraj, Donald Webster

The integration of technology into educational settings has revolutionized classroom instruction in recent years. By properly utilizing available digital resources, students' learning experiences can be significantly enhanced. Mobile and Blended Learning Innovations for Improved Learning Outcomes is an authoritative reference source for the latest research on the use and benefits of technological tools in contemporary classrooms and showcases how these devices improve the overall learning process. Highlighting the distinctions and interactions between mobile and blended education, this book is ideally designed for practitioners, professionals, academicians, and students interested in the effective implementation of modern technology in the classroom.

The notion of a flipped classroom draws on such concepts as active learning, student engagement, hybrid course design, and course podcasting. The value of a flipped class is in the repurposing of class time into a workshop where students can inquire about lecture content, test their skills in applying knowledge, and interact with one another in hands-on activities. The Handbook of Research on Active Learning and the Flipped Classroom Model in the Digital Age highlights current research on the latest trends in education with an emphasis on the technologies being used to meet learning objectives. Focusing on teaching strategies, learner engagement, student interaction, and digital tools for learning, this handbook of research is an essential resource for current and future educators, instructional designers, IT specialists, school administrators, and researchers in the field of education.

Technology has dramatically changed the way in which knowledge is shared within and outside of traditional classroom settings. The application of fuzzy logic to new forms of technology-centered education has presented new opportunities for analyzing and modeling learner behavior. Fuzzy Logic-Based Modeling in Collaborative and Blended Learning explores the application of the fuzzy set theory to educational settings in order to analyze the learning process, gauge student feedback, and enable quality learning outcomes. Focusing on educational data analysis and modeling in collaborative and blended learning environments, this publication is an essential reference source for educators, researchers, educational administrators and designers, and IT specialists. This premier reference monograph presents key research on educational data analysis and modeling through the integration of research on advanced modeling techniques, educational technologies, fuzzy concept maps, hybrid modeling, neuro-fuzzy learning management systems, and quality of interaction.

This book constitutes the refereed proceedings of the 6th International Conference on Hybrid Learning, ICHL 2013, held in Toronto, ON, Canada, in August 2013. The 35 papers presented in this volume were carefully reviewed and selected from numerous submissions. The selected articles broadly cover topics on hybrid learning and continuing education, including computer supported collaborative learning, experiences in hybrid learning, pedagogical and psychological issues, e-learning and mobile learning, open education resources and open online courses, and issues in hybrid learning and continuing education.

The Internet and Higher Education Achieving Global Reach Elsevier

This book constitutes the refereed proceedings of the 10th International Conference on Blended Learning, ICBL 2017, held in Hong Kong, China, in June 2017. The 42 papers presented were carefully reviewed and selected from 100 submissions. The papers are organized in topical sections named: Keynotes; Experiences in Blended Learning; Strategies in Blended Learning;

Assessment for Blended Learning; Computer-Support Collaborative Learning; Improved Flexibility of Learning Processes; Open Educational Resources; Pedagogical and Psychological Issues.

This book constitutes the thoroughly refereed post-workshop proceedings of the 9th International Conference on Web-Based Learning, ICWL 2010, held in Shanghai, China, in December 2010. The 36 revised full papers and 8 short papers presented were carefully reviewed and selected from 192 submissions. They deal with topics such as e-learning platforms and tools, technology enhanced learning, Web-based learning for oriental languages, mobile/situated e-learning, learning resource deployment, organization and management, design, model and framework of e-learning systems, e-learning metadata and standards, collaborative learning and game-based learning, as well as practice and experience sharing, and pedagogical issues. This book reports on cutting-edge research and best practices in developing innovative service systems. It covers issues concerning the suitability of a given system for human use, human services, and excellent human experiences. It explores a wide range of ways in which human factors in engineering, ergonomics, human-computer interaction (HCI), cognitive engineering, and many other disciplines can contribute to the design and management of service systems. It considers aspects related to cost effectiveness, ethics, and privacy, among others, and covers applications in many areas, from healthcare to education, transportation, and the economy. Based on the AHFE 2021 Conference on the Human Side of Service Engineering, held virtually on 25-29 July, 2021, from USA, this book provides readers with a comprehensive overview of current research and future challenges in the field of service engineering, together with practical insights into the development of innovative services for various kinds of organizations.

Educational pedagogy is a diverse field of study, one that all educators should be aware of and fluent in so that their classrooms may succeed. Curriculum Design and Classroom Management: Concepts, Methodologies, Tools, and Applications presents cutting-edge research on the development and implementation of various tools used to maintain the learning environment and present information to pupils as effectively as possible. In addition to educators and students of education, this multi-volume reference is intended for educational theorists, administrators, and industry professionals at all levels.

The purpose of this book is to increase understanding of the major theories, issues, challenges, and solutions related to online distance education. It balances practical advice with a description of the theoretical and research-based underpinnings for the culturally-responsive strategies presented. An important integrating theme is the impact of globalization and internationalization on all aspects of distance education. Consequently, the book examines the implications of global reach and cross-border education and promotes the integration of global learning in academic programs. Addresses the global reach of distance education and associated cultural, linguistic, and accreditation issues Describes the latest online learning technologies, e.g., blogs, wikis, podcasting, mobile learning, virtual worlds, etc. Addresses the culture of higher education and forces that are moving higher education in new directions, e.g., academic capitalism, consumerism, and competition among non-profit, for-profit, and corporate universities

"This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

Cases on Online and Blended Learning Technologies in Higher Education: Concepts and Practices provides real-life examples of those involved in developing and implementing the merge of traditional education curriculum and online instruction.

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