Who Learns What From Cases And How The Research Base For Teaching And Learning With Cases

Who Learns what from Cases and How?—Mary A. Lundeberg 1999 Gathered and presents major empirical work done to date on cases and case-based pedagogy; aims to stimulate continued research and dialogues about case-based pedagogy.

The Case Study Companion—Scott Andrews 2021-05-26 The Case Study method of teaching and learning, adopted by business schools and management centres globally, provides an important function in management education, but employing it effectively can often be a challenge. This book provides practical insights, tools, and approaches for both case teaching and writing, drawing on perspectives from expert practitioners around the world. This book aims to critically examine different approaches to using case studies in group-based, participant-centred learning environments, exploring good practices for case teaching and learning. It provides guidance for case writers on various approaches to structuring case data, presentation formats, and the use of technology in the construction of different types of cases. It also demonstrates the use of the case method as a tool for assessment, supporting students’ own development of cases to showcase good practice in organisations. The final section of this book showcases some of the resources available, providing links and reviews of additional material that can support future case teaching and writing practices including publications, the Case Study Companion, and other resources used to write cases within their teaching across all management disciplines, as well as those training for Professional Development and Management Education qualifications. It will also be useful for postgraduate, MBA and Executive Education students who want to make the most of case studies in their learning and assessments.

New Traditions for Learning—Alex Moseley 2013-09-05 A growing interest in the use of games-based approaches for learning has been tempered in many sectors by budget or time constraints associated with the design and development of detailed digital simulations and other high-cost approaches. However, a number of practitioners and small creative groups have used low-cost, traditional approaches to video games in learning: involving simple card, board or indoor/outdoor activity games. This book presents new and innovative ways of using games within learning and teaching using cases as a framework for analyzing how games can be used in the classroom.

Cases on Transformational Adaptability and Transnational Learning: Issues and Challenges—Mukerji, Siran 2010-04-30 “The case studies in this volume explore the potential of SLE tools for enhanced learning outcomes as experienced by educators, learners, and administrators from various learning institutions around the world. This publication presents cases on the real-world implementation of SLEs in 11 countries that span the continents of Asia, Africa, Europe, and North and South America. Featuring coverage on a broad range of topics such as learner engagement, teacher training, and intelligent agent technology, this book is ideally designed for academicians, instructors, instructional designers, librarians, educational stakeholders, and curriculum developers.


Cases on Technological Adaptability and Transnational Learning: Issues and Challenges—Mukerji, Siran 2010-04-30 “The case studies in this volume explore the potential of SLE tools for enhanced learning outcomes as experienced by educators, learners, and administrators from various learning institutions around the world. This publication presents cases on the real-world implementation of SLEs in 11 countries that span the continents of Asia, Africa, Europe, and North and South America. Featuring coverage on a broad range of topics such as learner engagement, teacher training, and intelligent agent technology, this book is ideally designed for academicians, instructors, instructional designers, librarians, educational stakeholders, and curriculum developers.

Cases on Active Blended Learning in Higher Education—Padilla Rodriguez, Brenda Cecilia 2021-02-12 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 need 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.

Cases on Global E-learning Practices—Ramesh C. Sharma 2007-01-01 E-learning has assumed a significant role in the educational sector in both face-to-face learning and distance learning forms. Universities all over the globe have adopted e-learning methodology, or are planning to implement it in the near future. Cases on Global E-learning Practices: Successes and Pitfalls looks into global practices of e-learning, examining the successes and failures of e-learning professionals. It provides a judicious mix of practical experiences and research in the form of case studies. Written by experts from all over the globe, this book shows how to design instructional strategies for e-learning, illustrates the application of e-learning with case studies, and reviews the potential of e-learning in education and training. Cases on Global E-learning Practices: Successes and Pitfalls gives an understanding of the practical implementation of e-learning technologies, including what to do and what to avoid.

Transforming Learning Through Tangible Instruction—Sarah Kuhn 2021-07-13 Transforming Learning Through Tangible Instruction offers a transformative, student-centered approach to higher education pedagogy that embodies cognition into classroom practice. Evidence
The first sentence of the text is: "across disciplines makes clear that people learn with their bodies as well as their brains, but no previous book has provided evidence-based guidance for adopting and refining its practice in colleges and universities. Collecting findings from cognitive science, educational neuroscience, learning theories, and beyond, this volume’s unique approach—radical yet practical, effective yet low-cost—will have profound implications for higher education faculty and administrators engaged in teaching and learning. Seven concise chapters explore how physical objects, hands-on making, active construction, and other elements of body and environment can enhance comprehension, memory, and individual and collaborative learning.

Case Studies and Case-Based Learning-Todd Stanley 2021-09-03 Case Studies and Case-Based Learning brings authentic, real-world learning to the classroom and:

Cases on E-Learning Management: Development and Implementation-Yang, Harrison Hao 2012-07-31 New technologies can help teachers and trainers empower learners and create exciting new learning opportunities for students. However, these facilitators must also create e-learning contexts which are properly scaffolded to serve the needs of learners. Cases on E-Learning Management: Development and Implementation meets this challenge by providing innovative case studies covering a range of topics such as teacher education, mobile and blended learning strategies, e-learning tutorial content, digital cognitive games, Science, Technology, Engineering, and Mathematics (STEM) education, and distance education. This casebook will enhance the work of educators, instructional designers, trainers, administrators, and researchers in the areas of online learning and distance learning.

The Business Teacher Learns from Cases-Delta Pi Epsilon 1957 Learning to Live with Datafication-Taylor & Francis Group 2022-03-08 Teaching students about data is becoming increasingly important to the wider purposes of schooling and education. Bringing together international case studies of innovative responses to datafication, this book sets an agenda for how teachers, students and policy makers can best understand what kind of educational intervention works and why.

Case-Based Learning-Janet L. Kolodner 2012-12-06 Case-based reasoning means reasoning based on remembering previous experiences. A reasoner using old experiences (cases) might use those cases to suggest solutions to problems, to point out potential problems with a solution being computed, to interpret a new situation and make predictions about what might happen, or to create arguments justifying some conclusion. A case-based reasoner solves new problems by remembering old situations and adapting their solutions. It interprets new situations by remembering old similar situations and comparing and contrasting the new one to old ones to see where it fits best. Case-based reasoning combines reasoning with learning. It spans the whole reasoning cycle. A situation is experienced. Old situations are used to understand it. Old situations are used to solve a problem (if there is one to be solved). Then the new situation is inserted into memory alongside the cases it used for reasoning, to be used another time. The key to this reasoning cycle, then, is remembering. Remembering has two parts: integrating new cases or experiences into memory when they happen and retrieving them in appropriate situations later. The case-based reasoning community calls this related set of issues the indexing problem. In broad terms, it means finding in memory the experience closest to a new situation. In narrower terms, it can be described as a two-part problem: assigning indexes or labels to experiences when they are put into memory that describe the situations to which they are applicable, so that they can be recalled later; and at recall time, elaborating the new situation in enough detail so that the indexes it would have if it were in the memory are identified. Case-Based Learning is an edited volume of original research comprising invited contributions by leading workers. This work has also been published as a special issues of MACHINE LEARNING, Volume 10, No. 3.

Cases on Transnational Learning and Technologically Enabled Environments-Mukerji, Siran 2010-03-31 "This book offers case studies on divergent themes addressing the core perspective of technological adaptability and transnational learning"—Provided by publisher.

Cases on Distance Delivery and Learning Outcomes: Emerging Trends and Programs-Gearhart, Deb 2009-10-31 "This book provides practitioners in the field of distance education a book that is a valuable reference of best practices in the field"—Provided by publisher.

Cases on Online Learning Communities and Beyond: Investigations and Applications-Yang, Harrison Hao 2012-07-31 Technology-enriched online settings provide new ways to support lifelong learning. Learners can interact with other learners, gain from their experiences, and then construct their own knowledge, be it through Google Docs, online collaborative communities, YouTube, wikis, or blogs. Cases on Online Learning Communities and Beyond: Investigations and Applications provides a variety of essential case studies which explore the benefits and pedagogical successes of distance learning, blended learning, collaborative learning environments, computer-supported group-based learning, and professional learning communities. This casebook is an essential resource for educators, instructional designers, trainers, administrators, and researchers working in the areas of online learning and distance learning.

Case-based Reasoning-Janet L. Kolodner 1988

Flexible Learning in Action-Hudson, Rachel 2014-05-12 First Published in 1997. Routledge is an imprint of Taylor & Francis, an informa company. Cases on Information Technology: Lessons Learned, Volume 7-Khosrow-Pour, D.B.A., Mehdi 2005-10-31 This volume is the latest addition to the Cases on Information Technology Series, a series which provides a collection of case studies focusing on IT implementation in organizations. The cases included in Cases on Information Technology, Lessons Learned, Volume 7 cover a variety of IT initiatives, including enterprise systems, wireless technologies, rebuilding operating systems after destruction, and implementation within non-profit organizations. Each case includes integral information regarding organizations working with IT, including key individuals involved, intelligent steps taken or perhaps overlooked, and the outcomes. This volume is useful to IT managers and researchers, as it describes various successful scenarios of IT implementation and also unfortunate downsaloos. Using the real-life situations as facilitators for classroom discussion, professors and students will benefit as well from this collection of cases.

A Problem-Based Learning Approach to One Health Cases-Siti Suri Arshad 2017-09-16 One health is an approach in managing complex or 'wicked' problems such as emerging zoonoses. This book contains cases on emerging zoonosis innovatively crafted in a problem-based learning format to address the disease problems while exploring the relevant technical and core competencies necessary to effectively solve the problem. This book is a compilation of 11 cases that are pertinent to the Southeast Asian region. These cases will enable the discovery of solutions to challenge using the One Health concept, utilization of One Health competencies to address the problem, and solving of complex problems at the interface of human, animal, and the environment.

Learning from Case Studies in Chaplaincy care combines the narrative nature of chaplaincy with the rigor of research demanded in contemporary care settings. The contributions in this volume from both early career and accomplished authors reflect the challenges and academic research on the chaplaincy care with the results of specific case studies. Based on reflections on methodology and professionalization in chaplaincy, the volume hopes to contribute to answering the question of how and why chaplaincy works. As such, the book aims for a wide readership of scholars, chaplains and policy makers. Learning from Case Studies originated from the first international conference on case study research in chaplaincy care that was held in Amsterdam in 2019. “This book is a valuable European contribution to the international emerging fi eld of chaplaincy research.” Prof. dr. Anne Vandenhoeck, Director of the European Research, Institute for Chaplains in Health Care, KU Leuven, Belgium "This significant book represents a step-change in research
into effective chaplaincy practice. Building on previous work, led by Fitchett and Nolan, chaplains and academics offer new case studies, but also develop this critically reflective approach together. Chapters on methodology show how case studies, especially when analysed comparatively, provide important evidence for how and why chaplaincy works.” Rev. Dr. Andrew Todd, Director of the Professional Doctorate in Practical Theology, Anglia Ruskin University, England “At the heart of chaplaincy are stories, and this collection combines reverence for the stories themselves alongside a critical exploration of how these cases engage with the important issues of our times: what it means to be a profession and to have a professional identity and the need for research that recognises the integral relationship between practice and evidence. This book provides a significant contribution to the current conversations in the spiritual care field.” Cheryl Holmes, OAM, CEO Spiritual Health Association, Australia

Cases on Global E-Learning Practices: Successes and Pitfalls-Sharma, Ramesh C. 2006-10-31 E-learning has assumed a significant role in the educational sector in both face-to-face learning and distance learning forms. Universities all over the globe have adopted e-learning methodology, or are planning to implement it in the near future. Cases on Global E-Learning Practices: Successes and Pitfalls looks into global practices of e-learning, examining the successes and failures of e-learning professionals. It provides a judicious mix of practical experiences and research in the form of case studies. Written by experts from all over the globe, this book shows how to design instructional strategies for e-learning, illustrates the application of e-learning with case studies, and reviews the potential of e-learning in education and training. Cases on Global E-Learning Practices: Successes and Pitfalls gives an understanding of the practical implementation of e-learning technologies, including what to do and what to avoid.

Advancing Higher Education with Mobile Learning Technologies: Cases, Trends, and Inquiry-Based Methods-Keengwe, Jared 2014-07-31 "This book explores opportunities and supply of mobile digital learning tools, with the inclusion of data on specific learning environments enhanced by ubiquitous educational technologies"--Provided by publisher.

Cases on Successful E-Learning Practices in the Developed and Developing World: Methods for the Global Information Economy-olaniran, Bolanle A. 2009-12-31 Cases on Successful E-Learning Practices in the Developed and Developing World: Methods for the Global Information Economy provides eclectic accounts of case studies in different contexts of e-learning. Case Based Learning for Group Intervention in Social Work-Jacqueline Corcoran 2020 "Group work involves interventions directed at a collective of individuals to achieve a common goal, with the group being the agent of change. Groups offer a number of advantages and include their potential cost-effectiveness. However, strong facilitation skills are necessary so that groups can fulfill their purpose and meet the goals of its members. Social workers are often in settings where people are mandated into groups by the court system, and this casebook addresses the challenge, in a way that is respectful and collaborative, of working with this population. The main purpose of this casebook is to develop social group work skills with students and field practicum in order to develop student competency in planning and facilitating groups. Case Based Learning for Group Intervention in Social Work uses a contemporary pedagogy, case-based learning, as a teaching tool for analysis, application, and decision-making. In case-based learning, students are given real-life vignettes and are asked to analyze them to answer questions and make decisions about how they would intervene. Using cases involves both deductive (top down) and inductive (bottom up) methods (practice wisdom). By working through cases, students will gain exposure to the considerable range of group populations and problems that can be served by social work group intervention"--

A Phenomenological Inquiry into Science Teachers’ Case Method Learning-Sye Foong Yee 2018-10-04 This book illustrates a practical application of the Case Method as a teaching technique in teacher education, and examines how learning takes place in a teacher professional development activity. It also describes teachers’ lived experience of the activity based on Clark Moustakas’ 1994 guidelines for organizing and presenting a phenomenological study.

Online Tutor 2.0: Methodologies and Case Studies for Successful Learning-Garcia-Petalvo, Francisco José 2014-03-31 After centuries of rethinking education and learning, the current theory is based on technology’s approach to and affect on the planned interaction between knowledge trainers and trainees. Online Tutor 2.0: Methodologies and Case Studies for Successful Learning demonstrates, through the exposure of successful cases in online education and training, the necessity of the human factor, particularly in teaching/tutoring roles, for ensuring the development of quality and excellent learning activities. The didactic patterns derived from these experiences and methodologies will provide a basis for a more powerful and efficient new generation of technology-based learning solutions for high school teachers, university professors, researchers, and students at all levels of education.

Cases on Collaboration in Virtual Learning Environments: Processes and Interactions-Russell, Donna 2009-10-31 “Using a case study analysis, this book provides a unifying perspective for discussing the viability of collaborative virtual spaces as training programs for insurance brokers, forums to support at-risk university students, simulations of historical places, means to aid autistic children learn social skills, repositories for digital libraries, collaborative spaces designing new university programs and emergency response training”--Provided by publisher.


Design as Scholarship-Vanessa Svihla 2016-01-29 For researchers in the Learning Sciences, there is a lack of literature on current design practices and its many obstacles. Design as Scholarship in the Learning Sciences is an informative resource that addresses this need by providing, through a robust collection of case studies, instructive reference points and important principles for more successful projects. Drawing from the reflections of diverse practitioners, this text includes response sections that guide readers in understanding the research in the context of their own work. It touches upon educational technologies, community co-design, and more, and is grounded in the critical analysis of experts seeking to grow the community.

Understanding "Knowledge", The Essential Approach To Teaching & Learning: Case Studies Of Pre-universities In Singapore-Chiam Ching Leen 2018-01-03 This pioneering text contributes to the theory and practice of teaching and learning. The purpose is to unlock how key stakeholders of the spectrum of pre-universities in Singapore make sense of "knowledge" and "knowledge work," and endeavour to determine how their understanding of "knowledge" shapes their understanding of "knowledge work" and the conditions that affect their knowledge work. This monograph contributes in a meaningful way to the necessary dialogue into pragmatic political debates about what sort of society and global community we desire. Using three widely diverse pre-university settings in Singapore as case studies, this book seeks...
are very limited in many countries; and to date, there has been very little work done using this form of educational inquiry in Malaysia. The dominant tradition has followed the positivist paradigm. A qualitative case study offers a different approach and generates a range of information of different qualities from that obtained using traditional approaches. This book provides both the theories and practical practices to undertake a qualitative study. The conception of this book began from the assumption that our world is interpreted through language as means of communication and understanding. Writing narratives of experience is becoming a common way of describing how people make sense of their experience or problems at hand. At the root of the naturalistic inquiry exhibited in this book, is an interest in understanding the experience of learners and the meanings they make of the distance learning experience at Universiti Utara Malaysia (UUM). This study was designed as a single case focusing on distance learners of different backgrounds in UUM.

Cases on Digital Game-Based Learning: Methods, Models, and Strategies-Baek, Youngkyun 2013-01-31 In K-12 classrooms, as well as on the college and university level, the incorporation of digital games has played a vital role in the educational system. While introducing teachers to new fields, these digital games have been designed and implemented for the classroom and have shown positive results at a variety of educational levels. Cases on Digital Game-Based Learning: Methods, Models, and Strategies analyzes the implementation of digital game applications for learning as well as addressing the challenges and pitfalls experienced. Providing strategies, advice and examples on adopting games into teaching, this collection of case studies is essential for teachers and instructors at various school levels in addition to researchers in game-based learning and pedagogic innovation.

Case Study Methodology in Higher Education-Baron, Annette 2019-06-28 In higher education, case studies can be utilized to have students put themselves into problems faced by a protagonist and, by doing so, address academic or career-related issues. Working through these issues provides students with an opportunity to gain applied perspective and experiences. Professors in higher education who choose this method of teaching require navigational tools to ensure that students achieve stated learning objectives. Case Study Methodology in Higher Education is an essential research publication that focuses on the history and theories relating to case study methodology including techniques for writing case studies and utilizing them in university settings to prepare students for real-life career-related scenarios. This publication features a wide range of topics such as educational leadership, case writing, and teacher education. It is essential for educators, career professionals, higher education faculty, researchers, and students.

Cases on Digital Technologies in Higher Education: Issues and Challenges-Luppicini, Rocci 2010-05-31 “This book focuses on the institutionalization of technology into education, specifically, discussing the integration of technology (and new techniques) into various areas of higher education”--

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