

INTERACTIVE LEARNING TECHNOLOGIES AND WITHIN THIS CONTEXT, METACOGNITION

The interplay of metacognition and interactive learning technologies:

Are traditional metacognitive/reflective learning strategies applicable/translatable to simulation learning?

Emily Johnson (2014)

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| 25. | Engaging Learning: Designing e-Learning Simulation Games (companion site to the Quinn book, listed above) | Digital Source |
| 26. | Harvard Graduate School of Education, Project Zero: Visible Thinking (past project) | Digital Source |
| 27. | ImREAL (Immersive Reflective Experience-based Adaptive Learning) Project "developing a novel type of learning experience, an augmented virtual learning experience" [mentioned in Berthold et al. article above] | Digital Source |
| 28. | Pittsburgh Science of Learning Center LearnLab's website, especially their "Theory Wiki" on Metacognition and Motivation that describes their goals for this "thrust" or aspect of their LearnLab research. | Digital Source |
| 29. | "SURGE" (Scaffolding Understanding by Redesigning Games for Education) project from TESL (Technology Enhanced Learning in Science) [uses software developed by the Concord Consortium] | Digital source |
| 30. | The Teachable Agents Group at Vanderbilt University Self-Regulation & Metacognition specifically mentioned on this page | Digital Source |