References

Academic Impressions. (2012). Showcase: Examples of mobile technology used for teaching and learning. Retrieved from https://www.academicimpressions.com/news/showcase-examples-mobile-technology-used-teaching-and-learning

Anderson, L.W. and Krathwohl, D.R., et al (Eds..) (2001). A Taxonomy for Learning, Teaching, and Assessing: A Revision of Bloom's Taxonomy of Educational Objectives. Allyn & Bacon. Boston, MA (Pearson Education Group).

Apple Store. (2014). Retrieved from http://www.apple.com/iphone-5c/app-store/

Bloom, B.S. (1956). Taxonomy of educational objectives: Cognitive domain. New York: David McKay.

Breirs, G.E. (2005). Lighting their fires through experiential learning. *Agricultural Education Magazine*, 78, 4–5.

Brown, M. (2005). Learning spaces. In D.G. Oblinger & J. L. Oblinger (Eds.) *Educating the Net Generation*. Boulder, Colo: Educause

Brysch, C.P., Huynh, N., & Scholz, M. (2012). Evaluating educational computer games in geography: What is the relationship to curriculum requirements? *Journal of Geography*, 111(3), 102–112. doi:10.10 80/00221341.2011.609998

Chavan, M. (2011). Higher education students' attitudes towards experiential learning in international business. *Journal of Teaching in International Business*, *22*, 126–143.

Chen, B., & deNoyelles, A. (2013). Exploring students' mobile learning practices in higher education. *Educause Review Online*. Retrieved from http://www.educause.edu/ero/article/exploring-students-mobile-learning-practices-higher-education

Cleveland, B. (2009). Engaging spaces: An investigation into middle school educational opportunities provided by innovative built environments. A new approach to understanding the relationship between learning and space. *International Journal of Learning*, *16*(5), 385–397.

Dempsey, J.V., & Van Eck, R.N. (2012). E-Learning and Instructional Design. In R.A. Reiser & J.V. Dempsey (Eds.) *Trends and Issues In Instructional Design and Technology* (3rd ed., pp. 281–289). Boston, MA: Pearson.

Dewey, J. (1938). Experience and education, New York: Macmillan.

Dewey, J. (1933) How we think, New York: Heath.

Dobler, E. (2013). Looking beyond the screen: Evaluating the quality of digital books. Reading Today, 30(5), 20–21.

Doolittle, P.E., & Camp, W.G. (1999). Constructivism: The career and technical and education perspective. *Journal of Vocational and Technical Education*, *16*, 23–46.

EDUCAUSE. (2011). ECAR National study of undergraduate students and information technology 3–33.

EDUCAUSE. (2013). *ECAR Study of Undergraduate Students and Information Technology*, 1–49. Retrieved from https://net.educause.edu/ir/library/pdf/ERS1302/ERS1302.pdf

Ettling, A. (1993). What is nonformal education? *Journal of Agricultural Education*, 34, 72–76.

Fox, S., & Rainie, L. (2014). The Web at 25 in the U.S.: About this report. Retrieved from http://www.pewinternet.org/2014/02/27/about-this-report-4/

Google Play. (2014). Retrieved from https://play.google.com/store/apps

Greeno, J.G. (1989). A perspective on thinking. American Psychologist, 44 (2) 134–141.

Harris, M. (2009). Implementing portfolio assessment. YC: Young Children, 64(3), 82-85.

Hedin, N., & Caroll, B.H. (2010). Experiential learning: Theory and challenges. CEJ, 7, 107–117.

Holstermann, N., Grube, D., & Bogenholz, S. (2010). Hands-on activities and their influence on students' interest. *Research in Science Education*, 40, 743–757.

Hommel, M. (2010). Video games and learning. School Library Monthly, 26(10), 37-40.

Jackson, W. (2013). *Just what does NIST consider a mobile device?* Retrieved from http://gcn.com/articles/2013/06/27/nist-mobile-device-definition.aspx

Jarvis, P. (1987). Adult learning in the social context, London: Croom Helm.

Johnson, L., Adams Becker, S., Estrada, V., Freeman, A. (2014). NMC Horizon Report: 2014 Higher Education Edition. Austin, Texas: The New Media Consortium.

Johnson, L., Smith, R., Willis, H., Levine, A., & Haywood, K. (2011). *The Horizon Report*. Austin, Texas: The New Media Consortium.

Kebritchi, M. (2010). Factors affecting teachers' adoption of educational computer games: A case study. *British Journal of Educational Technology*, 41(2), 256–270. doi:10.1111/j.1467-8535.2008.00921.x

Kessler, S. (2011). *4 ways mobile tech is improving education*. Retrieved from http://mashable.com/2011/05/04/mobile-education-initiatives/

Kliebard, H. (2004). The struggle for the American curriculum, 1893–1958. New York: Routledge.

Kolb, D.A. (1984) Experiential learning: Experience as the source of learning. Englewood Cliffs, NJ: Prentice Hall.

Larson, L.C. (2012). It's time to turn the digital page: Preservice teachers explore e-book reading. *Journal of Adolescent & Adult Literacy*, 56(4), 280–290.



Lewin, K. (1951). Field theory in social science. In D. Cartwright (Ed.), *Selected Theoretical Papers*. New York: Harper & Row.

Lewis, L., & Williams, C. (1994). Experiential learning: Past and present. In L. Jackson & R. Caffarella (Eds.), *Experiential learning: A new approach* (pp. 5–16). *New Directions for Adult and Continuing Education*, 62. San Francisco: Jossey Bass.

Loo, R. (2002). A Meta-analytic examination of Kolb's learning style preferences among business majors. *Journal of Education for Business*, *77*, 252–256.

Martin, A. (2013). *6 reasons to try mobile devices in the classroom*. Retrieved from http://www.edudemic.com/mobile-devices-in-the-classroom/

McMillan, J.H. (2011). Classroom assessment: Principles and practices for effective standards-based instruction, (5th ed.). Boston, MA: Pearson.

Mishra, P., & Koehler, M. (2006). Technological pedagogical content knowledge: A framework for teacher knowledge. *Teachers College Record*, *108*(6), 1017–1054.

Morken, E.M., Divitini, M.M., & Haugaløkken, O. K. (2007). Enriching spaces in practice based education to support collaboration while mobile: The case of teacher education. *Journal of Computer Assisted Learning*, 23(4), 300–311.

doi:10.1111/j.13652729.2007.00235.x

Neill, S., & Etheridge, R. (2008). Flexible learning spaces: The integration of pedagogy, physical design, and instructional technology. *Marketing Education Review*, 18(1), 47–53.

Paulsen, M.B. (2001). The relation between research and the scholarship of teaching. *Scholarship Revisited: Perspectives on the Scholarship of Teaching*, *86*, 19–29.

Pew Research Internet Project. (2013). *Mobile technology fact sheet*. Retrieved from http://www.pewinternet.org/fact-sheets/mobile-technology-fact-sheet/

Pew Research Internet Project. (2013). Broadband and smartphone adoption demographics. Retrieved from http://www.pewinternet.org/2013/08/27/broadband-and-smartphone-adoption-demographics/

Pew Research Internet Project. (2013). Tablet ownership. Retrieved from http://www.pewinternet.org/2013/06/10/tablet-ownership-2013/

Porter, G.W., King, J.A., Goodkin, N.F., & Chan, C.K. (2012). Experiential learning in a common core curriculum: Student expectations, evaluations, and the way forward. *International Education Studies*, 5, 24–38.

Pugsley, K.E., & Clayton, L.H. (2003). Traditional lecture or experiential learning: Changing student attitudes. *Journal of Nursing Education*, 42, 520–523.

Punie, Y. (2007). Learning spaces: An ICT enabled model of future learning in the knowledge based society. *European Journal of Education*, 42(2), 185–199. doi:10.1111/j.14653435.2007.00302.x

Radicati Group, *Mobile Statistics Report*, 2014-2018. Retrieved from http://www.radicati.com/wp/wp-content/uploads/2014/01/Mobile-Statistics-Report-2014-2018-
Executive-Summary.pdf

Reigeluth, C. (2012). Instructional theory and technology for a postindustrial world. In R.A. Reiser & J.V. Dempsey (Eds.) *Trends and Issues In Instructional Design and Technology* (3rd ed., pp. 75–83). Boston, MA: Pearson

Reinhart, J., Thomas, E., & Toriskie, J.M. (2011). K-12 teachers: Technology use and the second level digital divide. *Journal of Instructional Psychology*, 38(4), 181–193.

Reitmeier, C.A. (2000). Active learning in the study of food. *Journal of Food Science Education*, 1, 41-44.

Robinson, R. (2012). Experiential learning in a new millennium: The implications of iPad technology in instructional settings. In P. Resta (Ed.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2012* (pp. 1242–1248). Chesapeake, VA: AACE.

Rossatt, A., & Hoffman, B. (2012). Informal learning. In R.A. Reiser & J.V. Dempsey (Eds.) *Trends and Issues In Instructional Design and Technology* (3rd ed., pp. 169–178). Boston, MA: Pearson

Sagan, O. (2007). Playgrounds, studios and hiding places: Emotional exchange in creative learning spaces. *Art, Design & Communication In Higher Education*, *6*(3), 173–186. doi:10.1386/adch.6.3.173_1

Savin-Baden, M. (2011). Curricula as spaces of interruption? *Innovations In Education & Teaching International*, 48(2), 127-136. doi:10.1080/14703297.2011.564006

Schofield, C.P., West, T., & Taylor, E. (2011). *Going mobile in executive education: How mobile technologies* are changing the executive learning landscape. Retrieved from

 $\underline{https://www.ashridge.org.uk/website/content.nsf/FileLibrary/C67FAE5265440F728025798000404608/\$file/ABS_MobileLearning.pdf}$

Schrader, C., & Bastiaens, T. (2012). Learning in educational computer games for novices: The impact of support provision types on virtual presence, cognitive load, and learning outcomes. *International Review of Research In Open & Distance Learning*, 13(3), 206–227.

Schrock, K. (2014a). *Evaluation of iPad Content Apps*. Retrieved from http://www.kathyschrock.net/uploads/3/9/2/2/392267/evalipad_content.pdf

Schrock, K. (2014b). *Evaluation of iPad creation apps*. Retrieved from http://www.kathyschrock.net/uploads/3/9/2/2/392267/evalipad_creation.pdf

Serafini, F., & Youngs, S. (2013). Reading workshop 2.0. Reading Teacher, 66(5), 401–404.

Sharma, P.J., & Hannafin, M. J. (2007). Scaffolding in technology-enhanced learning environments. *Interactive Learning Environments*, 15(1), 27–46.



Skiba, D.J. (2006). Think spots: Where are your learning spaces? *Nursing Education Perspectives*, 27(2), 103-104.

Temple, P. (2008). Learning spaces in higher education: an under-researched topic. *London Review of Education*, 6(3), 229-241. doi:10.1080/14748460802489363

Tennant, M. (1997) Psychology and adult learning 2e. London: Routledge.

VanTassel-Baska, J. (2014). Performance-based assessment. *Gifted Child Today*, *37*(1), 41–47. doi:10.1177/1076217513509618

Wahlstedt, A., Pekkola, S., & Niemel, M. (2008). From e-learning space to e-learning place. *British Journal of Educational Technology*, 39(6), 1020-1030. doi:10.1111/j.1467-8535.2008.00821_1.x

Wiggins, G., & McTighe, J. (1998). *Understanding by design*. Association for Supervision and Curriculum Development.

Wiggins, G., & McTighe, J. (2005). *Understanding by design* (2nd ed). Columbus, OH: Pearson/Merrill Prentice Hall.

Wysocki, J. (2009, August 27). *UBD in a nutshell*. Retrieved from http://prezi.com/k2j-lcgmgtzc/UBD-in-a-nutshell/

Yount, W. (2001). Experiential learning. In M. Anthony (Ed.), *Evangelical dictionary of Christian education* (pp. 276–277). Grand Rapids, MI: Baker Publishing.

Graphic Credits (design on beginning page of each chapter): Brittnae Brasfield, pp. 12, 28, 40, 57, 68, 79

Photo Credits: Photo Credits: Julie Reinhart and Saint Xavier University, p. 62, Julie Reinhart and Saint Xavier University, p. 62, Michael Grimm and Saint Xavier University, p. 64.