



Gender in E-Learning and Educational Games

By Sabine Zauchner

Studienverlag GmbH Jul 2009, 2009. Taschenbuch. Book Condition: Neu. 234x156x21 mm. Neuware - A reflection on e-learning from a gender perspective is essential in order to sensitize the public for the diversity of needs of male and female learners, and to draw attention to the risk that gendered structures in learning and education tend to be reproduced in e-learning scenarios. Dealing with a broad variety of topics in the fields of gender, e-learning, and educational games, this book brings together research and development projects as well as best practice examples. By giving insight into their expertise, the authors of this anthology give a comprehensive picture of the various aspects of recent research and practice in their respective fields. Mag. Dr. Sabine Zauchner, since 2002 course director of the master courses E-Teaching E-Learning and ICT-Management for Educational Institutions at the Danube University, coordinator of the Socrates (Minerva) project Sitcom Simulating IT-Careers for Women, research topics: women and ICT, e-learning and gender issues. DI Dr. Karin Siebenhandl, course director at the Danube University Krems, founding member of the initiative Technology and Women. In 2004, Austrian (ÖGUT) Environmental price (Technology and Women). Coordinator of NOEL: new opportunities for equality and work...



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