David Kergel · Birte Heidkamp Patrik Kjærsdam Telléus · Tadeusz Rachwal Samuel Nowakowski (Eds.)

The Digital Turn in Higher Education

International Perspectives on Learning and Teaching in a Changing World



Table of Content

ıaı	bie of Content
1	Introduction to the Book: The Digital Turn in Higher Education Multi-Disciplinary and International Perspectives
	David Kergel, Birte Heidkamp, Patrik Kjærsdam Telleus, Tadeusz Rachwal & Samuel Nowakowski
ı	The Digital Turn in Theory – Theoretical Reflections on Higher Education in the Digital Age
2	The Digital Turn in Higher Education Towards a Remix Culture and Collaborative Authorship
3	The Return of the One. Some Perspectives on the Analog and the Digital and their Uses and Abuses in Education
4	From E-Learning to eBologna in an Augmented Reality The Past and the Future of E-Learning in German Higher Education
5	The Postmodern Dialogue and the Ethics of Digital Based Learning
II	How to do the Digital Turn? Methodical and methodological
	Approaches for Higher Education in the Digital Age
6	Mobile Learning and Higher Education
7	Critical Thinking in Higher Education: How to foster it using Digital Media
8	Inquiry-Based Learning 2.0 A Didactic Framework for Inquiry-Based Learning with Digital Media
9	The Lecture as Testimony: In a Technological Age
10	Self-determined Learning (Heutagogy) and Digital Media. Creating integrated Educational Environments for developing Lifelong Learning Skills

ŧII	The Digital Turn in Practice – Best Practice Examples for the Digital Turn in Higher Education
11	Establishing a Sense of Community, Interaction, and Knowledge Exchange Among Students
12	The Students' Choice of Technology A pragmatic and outcome-focused Approach
13	Addressing EAP Students' Needs in the Tertiary Context. On the Use of Digital Course Books in English for Language Teaching Academic Purposes
14	Inclusive Digital Technologies for People with Communication Disabilities
Аp	pendix: A technical-didactical Perspective on the Digital Turn in Higher Education – an Informatic Approach
15	Trace-Based Multi-Criteria Preselection Approach for Decision Making in Interactive Applications like Video Games 213 Hoang Nam Ho, Mourad Rabah, Samuel Nowakowski & Pascal Estraillier
16	Analysis of Means for building Context-Aware Recommendation System for Mobile Learning