

## Table of Contents

An Existential-Humanistic Process Model of Knowledge Creation: Evidence, Limitations, and Potential for Innovation in Virtual Organizations <i>Michelle Marquard and Murtuza Ali Lakhani</i>	1
Using an Expert System to Automatically Map the Learning Profile of Individuals <i>John Yannakoudakis, Irene Yannakoudakis, Helen Yannakoudakis, and Giorgos Papadourakis</i>	8
Development and Assessment of CSCL System for Large Classrooms Using Collaborative Script <i>Taketoshi Inaba and Kimihiko Ando</i>	14
Web Annotation System in Collaboration with Moodle <i>Yoshio Yamagishi</i>	22
Peer-to-Peer Communication for Computer-supported Collaborative Learning (The PeCoCC Framework) <i>Mais Hasan and Jochen Seitz</i>	25
Creating a Global Classroom Using a 3D Technology to Enhance Language Development <i>Kevin Oh and Natalie Nussli</i>	30
Web, Social Media and Online Communities for those Studying for Professions: Embraced or Tolerated? <i>Emily Allbon</i>	37
Improving e-Learning Environments for Pen and Multi-touch Based Interaction: A Study Case on Blog Tools and Mobile Devices <i>Andre da Silva and Heloisa da Rocha</i>	44
Quixotic Potentialities of Information Communication Technology in the Running of Polytechnic Distance Education Programs in Nigeria <i>Ezeja Ogili</i>	51
On Benefits of Interactive Online Learning in Higher Distance Education - Case Study in the Context of Programming Education <i>Winfried Hering, Helga Huppertz, Bernd Kramer, Silvia Schreier, Johannes Magenheim, and Jonas Neugebauer</i>	57
Mitigating the STEM Crisis through Enhanced Online Learning <i>Cynthia Lester</i>	63
Faculty Perceptions of "The Project": An Advanced Faculty Professional Development for Online Course Building <i>Joe Terantino, Vanessa Slinger-Friedman, Griselda Thomas, Chris Randall, Phillip Aust, and Tamara Powell</i>	69

Training Oriented Mobile Device to Learn Software Architecture <i>Sanae Mostadi and Fabrice Mourlin</i>	75
The Normalization of Mobile Devices in Clinical Nursing Education and in Clinical Practice <i>Kimberley Lamarche, Caroline Park, Mariann Rich, and Shawn Fraser</i>	82
Training Science Teachers to Design Inquiry-Based Lesson Plans through a Serious Game <i>Petros Lameris, Panagiotis Petridis, Kate Torrens, Ian Dunwell, Maurice Hendrix, and Sylvester Arnab</i>	86
A Streamlined Mobile User-Interface for Improved Access to LMS Services <i>Grace Ssekakubo, Hussein Suleman, and Gary Marsden</i>	92
Analysis of Blended Classes on Operations Research Focusing on Practice <i>Isao Miyaji</i>	102
Practice and Effects of Programming Education in Blended Quiz Production <i>Junko Shinkai, Yoshikazu Hayase, and Isao Miyaji</i>	108
Video-Based Learning: A Critical Analysis of The Research Published in 2003-2013 and Future Visions <i>Ahmed Mohamed Fahmy Yousef, Mohamed Amine Chatti, and Ulrik Schroeder</i>	112