



## METADATA

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### Abstract

The book focuses on the digital transformation of our cultural reality, which is most visible to all of us. The digital world is changing established learning and educational designs like almost no other social intersection. The admission of this reality is the central point of reference of this book, which is divided into two parts. The first part, which includes five chapters, develops the theoretical framework that documents digital learning at multiple levels. The second part, containing seven chapters, presents contemporary designs for education: educational video, mobile learning, augmented reality, Massive Open Online Courses (MOOCs), digital storytelling, Gamified Digital Learning, assessment, and digital learning. Common elements are interactivity, the immediacy of learning environments, and the "coupling" of educational media, achieved

through the convergence of technologies and the digitization of content. The book concludes with a thirteenth chapter that focuses on key pedagogical issues for designing digital learning. It acts as a framework for reflection by reminding principles such as the priority of educational design over technology, learning as a stable anthropological phenomenon that digital learning should follow, etc. The book has been created for university education at the undergraduate, postgraduate, and postdoctoral levels. It is addressed to students who will serve in primary education, students of departments related to secondary education subjects, and students of humanitarian, social, and cultural departments. Lastly, the book is particularly useful to educators who work or will work in preschool, primary, secondary, post-secondary, and university education.

