Learner-centered design of computing education: Research on computing for everyone

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ABSTRACT Handheld computers offer the flexibility and mobility to be ready at hand tools that can facilitate learning anytime, anywhere. Applying the principles of Learner Centered Design [2], we have developed Pocket PiCoMap to support students engaged in complex learning activities through the application and development of novel concepts and techniques in... Expand. Wikipedia. Learner-Centered Design of Computing Education: Research on Computing for Everyone. M. Guzdial. Synthesis Lectures on Human-Centered Informatics. 2015. Corpus ID: 37197880. Abstract Computing education is in enormous demand. Many students (both children and adult) are realizing that they will need... Expand. Handbook of Research on Equity in Computer Science in P-16 Education. p. 165. CrossRef. Google Scholar. This Handbook describes the extent and shape of computing education research today. Over fifty leading researchers from academia and industry (including Google and Microsoft) have contributed chapters that together define and expand the evidence base. The foundational chapters set the field in context, articulate expertise from key disciplines, and form a practical guide for new researchers. They address what can be learned empirically, methodologically and theoretically from each area. The topic chapters explore issues that are of current interest, why they matter, and what is already known.