

Research Project: Learning Technologies

Goal: Identify learning technologies that can engage students, provide alternative ways of demonstrating attainment of learning objectives, and increase student achievement and motivation.

Hypothesis: Some emerging learning technologies effectively increase achievement, engagement, and motivation for learning.

Publications and On-Going Research:

Arendale, D. R. (2017). Using social media for academic support and engagement. *NADE Digest*, 9(1), 8-12. ERIC database. (EJ1114468). Available online: University of Minnesota Digital Conservancy, <http://hdl.handle.net/11299/200330>

Arendale, D. R. (2017). *David Arendale's guide to iPad apps*. Unpublished manuscript. Department of Curriculum and Instruction, University of Minnesota, Minneapolis, MN. Available online: University of Minnesota Digital Conservancy, <http://hdl.handle.net/11299/200397>

Arendale, D. R. (2017). *David Arendale's guide to Apple TV apps*. Unpublished manuscript. Department of Curriculum and Instruction, University of Minnesota, Minneapolis, MN. Available online: University of Minnesota Digital Conservancy, <http://hdl.handle.net/11299/200398>

Arendale, D. R. (2012). Podcasting: Learning on-the-go. In A. H. Duin, E. A. Nater, & F. X. Anchesaria (Eds.). *Cultivating change in the academy: 50+ stories from the digital frontiers at the University of Minnesota in 2012*. Minneapolis, MN: University of Minnesota. Available online: University of Minnesota Digital Conservancy, <http://hdl.handle.net/11299/125273>

Arendale, D. R. (2007). Preliminary results of pilot study concerning use of emerging technologies by students within an introductory history course. *Centerpoints Newsletter*, 4(1), Article 4. Available online: University of Minnesota Digital Conservancy, <http://hdl.handle.net/11299/200384>