

Introduction to Wearable Enhanced Learning: Trends, Opportunities and Challenges

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Wearable enhanced learning (WELL) is an emerging area of interest for researchers, practitioners in educational institutions and companies. But also many grassroots movements are providing new sensors, devices, prototypical ideas and innovative learning solutions. Deeply rooted in the traditions of technology enhanced learning such as self-regulated learning and mobile learning, WELL is generating new challenges and opportunities. Fragmentation, scalability and data aggregation are among the main challenges. The authors inspect some of the domains in WELL such as gaming and entertainment, health and sports, business and industries as well as some technology trends such as e-textiles, smart accessories and head-mounted display. The authors broaden the perspective on learning with wearables and learning about wearables with insights from related fields as the philosophy of technology, sociology and business management.

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