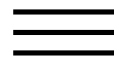


Technologically and artistically enhanced multi-sensory computer-programming education.

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Technologically and artistically enhanced multi-sensory computer-programming education

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Abstract

Over the last decades more and more research has analysed relatively new or rediscovered teachingâ€™learning concepts like blended, hybrid, multi-sensory or technologically enhanced learning. This increased interest in these educational forms can be explained by new exciting discoveries in brain research and cognitive psychology, as well as by the accelerated integration of technology (computers, intranets, internet, etc.) in education. We have investigated how the educationally valuable outcomes of these trends could be implemented in computer-programming education and in what ways this process could be catalysed by arts (dance, music, rhythm, theatrical role-playing). We present a theoretical basis for technologically and artistically enhanced multi-sensory teachingâ€™learning strategies. This work focuses particularly on how dance can be involved in computer science classes.



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Keywords

Multi-sensory learning; Teaching“learning method; Computer programming; Multimedia; Arts in science education

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