# Table of contents

## Special issue articles

- **Guest Editorial – Creative Design: Scaffolding Creative Reasoning and Meaningful Learning**
  Chien-Sing Lee, Janet L. Kolodner and Ashok K. Goel
  1-2

- **Scaffolding Students' Development of Creative Design Skills: A Curriculum Reference Model**
  Chien-Sing Lee and Janet L. Kolodner
  3-15

- **Exploring the Meaningful Learning of Students in Second Life**
  Tuulikki Keskitalo, Elii Pyykkö and Heli Ruokamo
  16-26

- **Redesigning a Web-Conferencing Environment to Scaffold Computing Students' Creative Design Processes**
  Matt Bower
  27-42

- **Using a Wiki to Scaffold Primary-School Students' Collaborative Writing**
  Matsuko Woo, Samuel Chu, Andrew Ho and Xuanxi Li
  43-54

- **Serious and Playful Inquiry: Epistemological Aspects of Collaborative Creativity**
  Florence R. Sullivan
  55-65

- **Understanding Complex Natural Systems by Articulating Structure-Behavior-Function Models**
  Swaroop S. Vattam, Ashok K. Goel, Spencer Rugaber, Cindy E. Hmelo-Silver, Rebecca Jordan, Steven Gray and Suparna Sinha
  66-81

## Full length articles

- **A Web-based Decision Support Tool for Academic Advising**
  Tony Feghali, Imad Zbib and Sophia Hallal
  82-94

- **Cooperative Weblog Learning in Higher Education: Its Facilitating Effects on Social Interaction, Time Lag, and Cognitive Load**
  Tien-Chi Huang, Yueh-Min Huang and Fu-Yun Yu
  95-106

- **Aberrant Learning Achievement Detection Based on Person-fit Statistics in Personalized e-Learning Systems**
  Ming-Tsung Liu and Pao-Ta Yu
  107-120

- **A WordNet-Based Near-Synonyms and Similar-Looking Word Learning System**
  Koun-Tem Sun, Yueh-Min Huang and Ming-Chi Liu
  121-134

- **Enhancing Health and Social Care Placement Learning through Mobile Technology**
  Susan Lea and Lynne Callaghan
  135-145

- **Online Behavior in Virtual Space: An Empirical Study on Helping**
  Jung-Lung Hsu, Wu-Yuin Hwang, Yueh-Min Huang and Jui-Jung Liu
  146-157

- **Computer Games versus Maps before Reading Stories: Priming Readers' Spatial Situation Models**
  Glenn Gordon Smith, Dan Majchrzak, Shelley Hayes and Jack Drobisz
  158-168

- **Reflections on Cyberspace as the New "Wired World of Education"**
  Andrew Ward and Brian T. Prosser
  169-178

- **Training in Mental Rotation and Spatial Visualization and Its Impact on Orthographic Drawing Performance**
  Khairulnnaar Samsudin, Ahmad Rafi and Abd Samad Hanif
  179-186

- **An e-portfolio Design Supporting Ownership, Social Learning, and Ease of Use**
  Nathan Garrett
  187-202

- **Conceptual Model Learning Objects and Design Recommendations for Small Screens**
  Daniel Churchill
  203-216
Exploring Adult Digital Literacy Using Learners' and Educators' Perceptions and Experiences: The Case of the Second Chance Schools in Greece

Athanassios Jimoyiannis and Maria Gravani

Science Student Teachers and Educational Technology: Experience, Intentions, and Value

Rifat Efe