

## Publications for Peter Goodyear

### 2017

Markauskaite, L., Goodyear, P. (2017). *Epistemic fluency and professional education: Innovation, knowledgeable action and actionable knowledge*. Dordrecht: Springer.

Carvalho, L., Goodyear, P., de Laat, M. (2017). *Place-based spaces for networked learning*. New York: Routledge.

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Martinez-Maldonado, R., Goodyear, P., Kay, J., Thompson, K., Carvalho, L. (2016). An Actionable Approach to Understand Group Experience in Complex, Multi-surface Spaces. *2016 34th Annual CHI Conference on Human Factors in Computing Systems (CHI 2016)*, New York: Association for Computing Machinery (ACM). <a href="http://dx.doi.org/10.1145/2858036.2858213">[More Information]</a>

Goodyear, P., Carvalho, L., Dohn, N. (2016). Artefacts and activities in the analysis of learning networks. In Thomas Ryberg, Christine Sinclair, Sian Bayne and Maarten de Laat (Eds.), *Research, boundaries, and policy in networked learning*, (pp. 93-110). Switzerland: Springer. <a href="http://dx.doi.org/10.1007/978-3-319-31130-2\_6">[More Information]</a>

Martinez-Maldonado, R., Goodyear, P. (2016). CoCoDeS: Multi-device support for collocated collaborative learning design. *28th Australian Conference on Computer-Human Interaction (OzCHI 2016)*, New York: Association for Computing Machinery (ACM). <a href="http://dx.doi.org/10.1145/3010915.3010928">[More Information]</a>

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*Conference 2015*, Gothenburg, Sweden: CEUR-WS. <a href="http://ceur-ws.org/Vol-1411/">[More Information]</a>

Goodyear, P., Thompson, K., Ashe, D., Pinto, A., Carvalho, L., Parisio, M., Parker, P., Schwendimann, B., Wardak, D., Yeoman, P. (2015). Analysing the structural properties of learning networks: Architectural Insights into Buildable Forms. In Marcelo Maina, Brock Craft, Yishay Mor (Eds.), *The Art & Science of Learning Design*, (pp. 15-29). Rotterdam: Sense Publishers. <a href="http://dx.doi.org/10.1007/978-94-6300-103-8\_2">[More Information]</a>

Goodyear, P. (2015). Erratum to: Review of: Hodgson et al. (2014) The Design, Experience and Practice of Networked Learning. *Technology, Knowledge and Learning*, 20(2), 275-275. <a href="http://dx.doi.org/10.1007/s10758-015-9247-7">[More Information]</a>

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Janssen, A., Shaw, T., Goodyear, P. (2015). Using Video Games to Enhance Motivation States in online Education: Protocol for a Team-Based Digital Game. *JMIR Research Protocols*, 4(3). <a href="http://dx.doi.org/10.2196/resprot.4016">[More Information]</a>

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Goodyear, P., Carvalho, L., Dohn, N. (2014). Design for networked learning: Framing relations between participants' activities and the physical setting. *Ninth International Conference on Networked Learning 2014*, Edinburgh: Networked Learning Conference Organiser.

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