

A selection of papers accepted for publication

- Baytiyeh**—Internet Contribution to the Engineering Students' Learning
- Yanez-Marquez *et al.***—Emerging Computational Tools: Impact on Engineering Education and Computer Science Learning
- Elia *et al.***—Web 2.0 Blended Learning to Introduce e-Business Contents in Engineering Education: a Pilot Case Study in Jordan
- Zhang *et al.***—The Auxiliary Role of Information Technology in Teaching: Enhancing a Programming Course Using Alice
- Bristow *et al.***—Effect of Supplemental Instructional Videos on Student Performance in Engineering Mechanics Class
- Gonzalez *et al.***—Key Factors for Determining Student Satisfaction in Engineering: A Regression Study
- Pinheiro *et al.***—Verbal Decision Analysis Applied on the Choice of Educational Tools Prototypes: Study Case Aiming at Making Computer Engineering Education Broadly Accessible
- Zhang *et al.***—Applying Cloud Computing Technologies to Upgrade the Resource Configuration of Laboratory Course: The Case of Quality Engineering Education Platform
- Alelaiwi and Hossain**—Evaluating and Testing User Interfaces for Engineering Education Tools: Usability Testing
- Faina *et al.***—Using Game Theory in Computer Engineering Education Through Case Study Methodology: Kodak vs Polaroid in the Market for Instant Cameras
- Hossain *et al.***—QoS in Web Service based Collaborative E-learning Environment
- Gutierrez and Fernandez**—Applying Augmented Reality in Engineering Education to Improve Academic Performance & Student Motivation
- Garcia-Alvarez *et al.***—ICTs and Learning: A Challenge in Engineering Education
- Kurilovas *et al.***—Programming Assignments in Virtual Learning Environments: Developments and Opportunities for Engineering Education
- Torres *et al.***—The Role of Engineering Education for Semantic Retrieval of Geographic Objects based on Ontological Descriptions and Conceptual Schemas
- Caballe *et al.***—Experiences with Engineering Education at the Open University of Catalonia by the Virtualization of Live Collaborative Learning
- Quintana *et al.***—Use of Ple-Portfolio to Assess the Competence-Based Learning through Web 2.0 in technical Engineering Education
- Sambarino *et al.***—Virtual visit at Palacio de Bellas Artes of Mexico for Engineering Education
- Lazcano and Quintana**—Design of Courses Based on Curriculum Plans for Competences, under a Virtual Learning Environment in Engineering Education
- Chou and Chen**—Global Resources in Engineering Education: A Content Analysis of Worldwide Engineering Education Journals
- Sande**—Peer Assessment and Self-assessment: Effective Learning Tools in Higher Education
- Liu *et al.***—Exploring Competences of Nanotechnology in Higher Education in Taiwan through Curriculum Mapping
- Toukhtarian and Saab**—Impact of Model-Order Reduction of a DC Motor on Control Systems: An Undergraduate Laboratory Module
- Gero**—Enhancing Systems Thinking Skills of Sophomore Students: An Introductory Project in Electrical Engineering