Contents

List of figu List of tabl			 	•		•			•			•			•		. v . vi
Preface		•	••,	•	•	•	•		•		•			•	•	•	. 1
1	EMPIF - HIST									РН			•		•		. 3
1.2.2 1.2.3 1.2.4 1.3 1.3.1 1.3.2 1.3.3 1.4 1.4.1 1.4.2 1.5 1.6	Introdu 1984: , Deficie Deficie Deficie 1986: 1 geogra Macrot How p The de 1988: , Major g How to 1990: 1 Conclu	A chancie encie encie encie Rese aphy theo rofou esign A me guide pla Resu	allen es in t es in t es in t es in t earch und s en of e emora elines n an ults o	he d he n he u pers or a f houl xperi andu	r mo pplic esig atur se c spec theo d the m fo futu	ore a catic in of e of of sta ctive ory o eory ntal i or a v re re	awa res vari atisti s fo f tea be rese worl	rene f the earc iable ical r the achin earch king urch	ess o ory ch w es met err ng ng ng ng	of m rork hod ipiri up	s cal	odol dida	logy	s of	• • • • •	• • • • • • • • •	3 3 4 5 5 7 7 9 10 12 13 14 16
Reference	S		• •	•	•	•	•	•	•	•	•	•	•	•	•	·	17
	THE D COMP						EVA			ОN (EOG	RA	PH	Y	19
2.4.2 2.4.3 2.4.4	Basic a "Hunge Strateg Experin The im Checki Optimi Contro Installin	er in gies iplen ing ti zing Iling	the S in the tal ev nenta he fu the r the e	Sahe sim alua tion nctio on a effect nt lev	l", a ulati tion of te n of dap ts in vels	sim of d ach the diffe	ulat liffer ing ada aids aren liffici	ion func iptiv s (Le it sc ulty	vers tion e ai eutn hoo	sion is (L ds (er 1 l typ	₋eut Leu 991 œs	ner tner	198 198 199	9) 91)	•		19 21 25 25 29 29 33 37 44

3	SOME PSYCHOLOGICAL GUIDELINES FOR DESIGNING	47												
3.1 3.1.1 3.1.2	Introduction Background information on screen versus on paper Inductive thinking, learning aids, and learning outcome													
3.2 3.3	Hypotheses	50 50												
3.4 3.5	Results	52 57												
3.6 Referenc	Conclusion	58 59												
4	COMPUTER-ASSISTED EVALUATION OF CURRICULUM SOFTWARE	61												
4.1	Introduction	61												
4.2	State of the art	61												
4.3	The concept of the overall program package	62												
4.3.1	Creation of test with the supereva program	64												
4.3.2	The Eva program for use by testee	68												
4.3.3	Hardware specific limitations	69												
4.3.4	Problems between hardware and software Initial observations on user interfaces and content design	69												
4.4	Initial observations on user interfaces and content design	70												
4.4.1	User interface for the Supereva program	70												
4.4.2	The user interface for the Eva test module	70												
4.4.3	Design of test module contents	71												
4.5	Design of test module contents Initial results from evaluations with Supereva Comparison of results between paper test and computer	71												
4.5.1	Comparison of results between paper test and computer													
	controlled test	71												
4.5.2	Initial results of statistical evaluation	72												
4.6	Conclusions	73												
Referenc	Ces	73												
5	THE COGNITIVE COMPLEXITIES OF ACCESSING CURRICULUM SPECIFIC DATABASES	-76												
		75												
5.1	Introduction Factors that influence students' success with computer-assisted	75												
5.2	Factors that influence students' success with computer-assisted													
		75												
5.2.1	Student characteristics	76												
5.2.2	Learning environment	76												
5.2.3	Computer assisted learning	77												
5.3	learning Student characteristics Learning environment Computer assisted learning Types of user interface found in curriculum specific databases	78												
5.4	The empirical study	80												
5.4.1	Method	80												
5.4.2	Instruments	80												

5.5 5.6 5.7 Reference	Analysis of the data Results Discussion and conclusion es	•	•	·	·	•						82 82 84 85
6	GEOGRAPHICAL PROCE											91
6.1 6.2 6.3 6.4 6.5 6.6 6.7 Reference	Introduction Procedural knowledge Research questions The research method The research population ar Exploratory research A few final remarks	nd tim	ne p	lanr	ning	•	• • •					91 94 94 96 97 111 112
7	HOW DO STUDENTS IN H MAPS?											115
7.1 7.2 7.3 7.4 7.5 7.6 7.7 7.8 7.9 7.10 Reference	The problem Design of the study Instruments used in the stud The participants in the stud Analyses of the data Point symbols Linear symbols Areal symbols Combination of symbols Discussion	idy ly				· · · · · · · ·	• • • • •		· · · · · · · · · · · · · · · · · · ·		· · · ·	115 115 124 124 124 126 128 130 131 133
8	GROUP LEARNING IN MA	P WO	DRM	(•			•	•			135
8.1 8.2 8.3 8.4 8.5 8.6 8.6.1 8.6.2 8.6.3 8.6.4 Beference	Introduction The mastery learning strate The cooperative learning m The learning team model The group learning strategy The investigation The sample Method of study Procedure Results and discussion	egy Iodel	• • • • • •					• • • •	• • • •	• • • • •		135 137 138 139 140 140 140 141 141

9	EFFECTIVENESS OF GAMING METHOD IN TEACHING GRID REFERENCES AND CONVENTIONAL SIGNS: AN															
	EXPERIME												•			145
9.1	Introductior Methodolog	ר	•													145
9.2	Methodolog	IV VI														146
9.3	Result															148
9.4	Discussion			-												149
9.5	Discussion															150
Referenc	es	٠	•	•	•	•	•	•		•	•	•	·		•	151
10	ASSESSM	FNT I	NG	FO	GR		IV A	AN F	=VA	L U A		N C)F T	ΉF		
10	SOLO TAX														·	157
10.1	Introduction	ו														157
10.2	The need for	or the	ory													157
10.3	The need for The SOLO	mode	el 🕺													159
10.4	SOLO base	ed ord	lere	d ou	utco	me	que	stio	ns ir	n ge	ogra	aphy	/			160
10.4.1	An example	e of a	n or	dere	ed o	utco	ome	que	estic	'n						161
10.4.2	The stem															161
10.4.3	Unistructura	al (U)	and	l mu	ultist	ruct	lural	(M) lev	el c	ues	tion	s			163
10.4.4	Relational ((R) lev	vel c	lues	stior	IS		•	,		·					164
10.4.5	Extended a	bstra	ct (E) le	vel	aue	stio	ns								164
10.5	The validity Experiment	ofa	SÒL	.Ó f	orm	at ir	n ae	oar	aphy	/						165
10.5.1	Experiment	tal de	sian					- 3 -		· .						165
10.5.2	Results															167
10.6	Conclusion															174
Referenc	Conclusion es	•	•	•	•		•	•	•		•	•	•	•	•	175
List of co	ntributoro															179
	mmuuluis												-			1/3