

Bibliography

• BOOKS

- Maas, M. J. & Hughes, J. M. (2020) Virtual, augmented and mixed reality in K-12 education: a review of the literature. *Technology, pedagogy and education*. [Online] 29 (2), 231–249. [Accessed online: <https://www.tandfonline.com/doi/full/10.1080/1475939X.2020.1737210>]
- Hongmin Kim, H, ed. (2018) *Graphic Design Discourse - Evolving theories, ideologies, and processes of visual communication*. Princeton Architectural Press, New York.
- Kolb, A. Y. & Kolb, D. A. (2009) *The Learning Way: Meta-cognitive Aspects of Experiential Learning*. *Simulation & gaming*. [Online] 40 (3), 297–327.
- Barbe, W.B., Swassing, R.H. & Milone, M.N. (1979). *Teaching through modality strengths: concepts and practices*. Columbus, Ohio: Zaner-Bloser.
- Anderson, L. W. et al. (2001) *A taxonomy for learning, teaching, and assessing: a revision of Bloom's taxonomy of educational objectives*. Complete edn. New York: Longman.

• REPORTS

- Coursera Inc. (2022) *Global Skills Report 2022 Regional Skill Trends*. Available at: https://pages.coursera-for-business.org/rs/748-MIV-116/images/Coursera-Global-Skills-Report-2022.pdf?mkt_tok=NzQ4LU1JVi0xMTYAAAGJAvItAHwlB7CwoxEYo_ca-NKWZppacZNSReCRHwmFycuTemGgxQ1zN7Jrsc1ACIhq9TFx3HDDTru5AnCYw7y6UuGbLwWB82yn2f66LG6Pivv2A [Accessed online 2022]
- Department of digital culture, media and sport (2021) *Quantifying the UK data skills gap – full report*. UK. DCMS publications. Available at: <https://www.gov.uk/government/publications/quantifying-the-uk-data-skills-gap/quantifying-the-uk-data-skills-gap-full-report> [Accessed online 2022]
- Department for Education, (2014) *National Curriculum UK Individual programmes of study and attainment targets for key stages 1 to 4*. DFE publications. Available at: <https://www.gov.uk/government/collections/national->

curriculum#programmes-of-study-by-subject [Accessed 2022]

- Office for National Statistics, (2023) Employment in the UK: January 2023. January 2023. Available at: <https://www.ons.gov.uk/employmentandlabourmarket/peopleinwork/employmentandemployeetypes/bulletins/employmentintheuk/january2023> [Accessed online 2022]
- Office for National Statistics (2022) Employment and earnings in creative occupations and industries, UK, 2017 and 2021, ref: 14420. Available at: <https://www.ons.gov.uk/employmentandlabourmarket/peopleinwork/employmentandemployeetypes/adhocs/14420employmentandearningsincreativeoccupationsandindustriesuk2017and2021> [Accessed online 2022]
- O'Reilly, M., Ronzoni, P. and Dogra, N., 2013. Research with Children: Theory & Practice. First Edition 55 City Road, London: SAGE Publications, Inc. Available at: <<https://dx.doi.org/10.4135/9781526486653>> [Accessed online 2022].

• ONLINE ARTICLES & PUBLICATIONS

- Brame, C.J. (2015) Effective educational videos. Available at: <http://ctf.vanderbilt.edu/guides-sub-pages/effective-educational-videos/> [Accessed online 2023]
- Forehand, M. (2005) Revised. Bloom's Taxonomy – emerging perspectives on learning, teaching and technology. University of Georgia. Available here: <https://cft.vanderbilt.edu/wp-content/uploads/sites/59/BloomsTaxonomy-mary-forehand.pdf> [Accessed online 2022]
- De Lange, R, Lodewijk, M & Van der Meer, N. (2017) Virtual Reality & Augmented Reality in primary education. Doctoral Thesis. Liedan University. Available here: https://www.academia.edu/34870015/Virtual_Reality_and_Augmented_Reality_in_primary_education [Accessed online 2022]
- Edwards, J. et al. (2021) Art in the Primary School : Creating Art in the Real and Digital World. 2nd edn. Routledge,

London. Milton: Taylor & Francis Group. Available here: <https://doi.org/10.4324/9780429296208> [Accessed online 2022]

- Jitender, K. (2019) Augmented Reality and Virtual Reality in School Education. 09.01.2019 blog post. elearning Adobe. Available here: <https://elearning.adobe.com/2020/01/augmented-reality-and-virtual-reality-in-school-education/> [Accessed online 2022]
- Klavins, A. (2022) Augmented reality in the classroom: ideas for digitising education and training. Overly blog. 26.02.2020. Available at: <https://overlyapp.com/blog/augmented-reality-in-the-classroom-ideas-for-digitizing-education-and-training/> [Accessed online 2022]
- Mursic, S. (2022) Exploring the implementation of augmented reality in primary schools: Research on engagement and experience of pupils associated with ADHD and their neurotypical peers in using augmented reality learning tools. Doctoral Thesis. Edge Hill University. Available here: <https://research.edgehill.ac.uk/en/studentTheses/exploring-the-implementation-of-augmented-reality-in-primary-scho> [Accessed online 2022]
- Papert, S. (1993) Obsolete Skill Set: The 3 Rs — Literacy and Letteracy in the Media Ages. Wired Magazine Autumn 1993. Available here: www.papert.org. [Accessed online 2022]
- Pemberton, L. (2009). Collaborative augmented reality in schools. Proceedings of the 9th International Conference on Computer Supported Collaborative Learning - CSCLI'09. Available here: https://www.academia.edu/60950387/Collaborative_augmented_reality_in_schools [Accessed online 2022]
- Shabatara, J. (2022) Using Bloom's Taxonomy to Write Effective Learning Outcomes Assignments & Measuring Student Learning 26.07.2022, University of Arkansas. Available at: <https://tips.uark.edu/using-blooms-taxonomy/> [Accessed on 2023]
- Sneed, O. (2016) Integrating Technology with Bloom's Taxonomy - Infographic Credit: Ron Carranza, 09.05.2016. Arizona State University. Available here: <https://teachonline.asu.edu/2016/05/integrating-technology-blooms-taxonomy/> [Accessed online 2023]

- TES - Times Education Supplement, online (2020) What is metacognition? 13.10. 2020 Available here: <https://www.educare.co.uk/news/what-is-metacognition> [Accessed online 2023]

• VIDEO & RESOURCES

- BBC Teach primary resource (2022) Art and Design KS2: Stop-motion Animation, get creative Video length 05.37. Available here: <https://www.bbc.co.uk/teach/class-clips-video/art-and-design-ks2-stop-motion-animation/zr67kmn> [Accessed online Dec22]
- Turner Contemporary Art Gallery, (2023) Art menu - resource to engage with the art. Available here: <https://turnercontemporary.org/introduction-to-contemporary-art/> [Accessed online 2023]
- Akasha, S & Lachenmyer, N. (2022) Artificial life as art. SxSW conference 2022. Austin Convention Center. 18.03.2022. Sitara Systems. Available here: https://schedule.sxsw.com/2022/events/PP119969?_ga=2.141341744.385187291.1654089376-1214909611.1654089376 [Accessed on 2023]
- ScanLAB Projects. (2022) FRAMERATE: Pulse of the Earth La Biennale Venice International Film Festival. UK. Aug - Sep 2022. Available here: <https://scanlabprojects.co.uk/work/framerate/> [Accessed online 2022]
- Rethink education - what is education for? (2021) The age of acceleration - episode 4. 05.07.21. BBC Sounds. Available at: <https://www.bbc.co.uk/sounds/play/m000xky3>. [Accessed online 2022]

• COURSE PROVIDERS TO KS1&2

- <https://animateartscompany.com>.
- https://artbuilders.co.uk/events/bootcamp2023_online-afternoon/
- <https://www.avantisworld.com>
- <https://computerexplorers.co.uk/activities/some-of-our-classes/>
- <https://www.classvr.com/contact/about-us/>

- <https://www.discoveryeducation.co.uk/resources/augmented-reality/>
- <https://www.discoveryeducation.co.uk/professional-learning/pathway/>
- <https://edtechimpact.com/categories/ar-education-apps>
- <https://www.innovatemyschool.com/ideas/augmented-learning-using-augmented-reality-in-schools>
- <https://www.ncitech.co.uk/schools/innovative-technologies/virtual-reality-in-education>
- <http://www.vrworkshops.co.uk>

• **ONLINE**

- <https://www.underearth.co.uk>
- <https://edtechimpact.com/categories/ar-education-apps>
- <https://www.learnworlds.com/online-learning-platforms/>
- [https://theprimaryartclass.com/gallery/ --](https://theprimaryartclass.com/gallery/)
- <https://thelearningcoach.com/resources/storyboard-depot/>
- <https://elearningart.com/development/storyboard/>
- <https://cft.vanderbilt.edu/guides-sub-pages/blooms-taxonomy/>
- <https://www.andovertrees.org.uk/harmony-woods-project>
- <https://edex.adobe.com/adobe-certified-professional>
- <https://www.teamtechnology.co.uk/tt/t-articl/mb-simpl.htm>
- <https://www.teachthought.com/critical-thinking/heick-learning-taxonomy/>

• **WEBINARS**

- Brookings Institution, Education meets the metaverse - the promise and the worry. 28th June 2022, 2nd event, USA
Available here: <https://youtu.be/Zzof4YlvjY4>
- Institute Of Education (UCL's Faculty of Education and Society.) (2021) What if... we placed greater value on arts education in our schools system? UK, 27th May 2021 online event. Available here: <https://www.ucl.ac.uk/ioe/events/2021/may/what-if-we-placed-greater-value-arts-education-our-schools-system>
- Paul Hamlyn Foundation - Teacher development fund. What are the priorities of the fund. Available here: <https://vimeo.com/637680777>
- Trowbridge, T. (2023) The Deciding Factor: Admissions and Measuring Student Success - S6818 Adobe Max conference. Available here: <https://www.adobe.com/max/2020/sessions/the-deciding-factor-admissions-and-measuring-stude-s6818.html> [Accessed 2022]