

## Table of Contents

The Doer Effect: Replicating Findings that Doing Causes Learning <i>Rachel Van Campenhout, Benny Johnson, and Jenna Olsen</i>	1
A Learning Engineering Ethical Framework: Keeping the Learner Centered <i>Rachel Van Campenhout</i>	7
Advances in Gamification in Education <i>Reza Hajari and Won-Sook Lee</i>	9
Student Success Innovations vs. Faculty Workload Concerns: How to Find a Balance for Success <i>Tamara Powell, Julie R. Newell, Stephen Bartlett, Sam Lee, Brayden Milam, and Lauren Snider</i>	15
VirtuElec : A Tool Designed by and for Students for Training in Electrical Hazards <i>Jean-Pierre Toumazet, Laurence Hamon, and Carine Robles</i>	21
Developing and Assessing a Holistic eLearning 4.0 Model for Higher Education in Saudi Arabia <i>Mohammad Alnassar, Tomayess Issa, S Zaung Nau, and Bilal Abu Salih</i>	25
DesignAR: Augmented Reality Designing Prototype. Towards a Media Semantic Taxonomy for Art Educational Implementation <i>Regina Maria Back, Rainer Wenrich, and Birgit Dorner</i>	31