Developing Human Science Applications for Education

Abstract: Although thousands of applications are developed for educational purposes, few applications use pedagogy that involves active learning applications. This session provides an overview of the process for developing human science applications for tablet and computer systems in education. The presentation will provide a demonstration of the programs that can be used in development of interactive applications using SDK, widgets, and wizards. The focus is on the educator who has little or no programming experience who wants to develop applications that are interactive and involve active learning techniques. This session will demonstrate and use of an application for genetics.