No name, no game: Challenges to use of collaborative digital textbooks

# Details

## Year

2017

## Scope

National

## Countries

Sweden

## Type

Empirical research – Mixed methods

## Methodologies

* Interview
* Survey
* Ethnography / participant observation

## Researched Groups

* Teachers / Educators
* Children
* Other

## Other Researched Group

School leaders

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations not mentioned

## URL

https://link.springer.com/article/10.1007%2Fs10639-017-9669-z

## Data Set Availability

Not mentioned

# Goals

"Which tools and functions are known and used?
For what and to what extent are they used?
Which tools and functions are not known and/or not (frequently or at all) used?
What are the reasons for this use and non-use? Why did they use some tools and not others?
What are the consequences for teaching and learning?"
(Authors, in Section 3, "Method")