



Handbook of Design Research Methods in Education: Innovations in Science, Technology, Engineering, and Mathematics Learning and Teaching

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This *Handbook* presents the latest thinking and current examples of design research in education. Design-based research involves introducing innovations into real-world practices (as opposed to constrained laboratory contexts) and examining the impact of those designs on the learning process. Designed prototype applications (e.g., instructional methods, software or materials) and the research findings are then cycled back into the next iteration of the design innovation in order to build evidence of the particular theories being researched, and to positively impact practice and the diffusion of the innovation.

The *Handbook of Design Research Methods in Education*-- the defining book for the field -- fills a need in how to conduct design research by those doing so right now. The chapters represent a broad array of interpretations and examples of how today's design researchers conceptualize this emergent methodology across areas as diverse as educational leadership, diffusion of innovations, complexity theory, and curriculum research.

This volume is designed as a guide for doctoral students, early career researchers and cross-over researchers from fields outside of education interested in supporting innovation in educational settings through conducting design research.

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