Using Arduino To Teach Digital Signal Processing

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Arduino for Dummies
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Arduino With Geike: Learn Arduino in 10 Easy Exercises...
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Practical Arduino Engineering
Learn Electronics with Arduino
Learning Technology for Education Challenges
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Designing Embedded Systems with Arduino
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Getting Started with Arduino
Teaching and Learning in a Digital World
Biomedical Sensors Data Acquisition with LabVIEW
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Inclusive Digital Education
Electronics for Beginners
Fundamentals of Electrocardiografia (ECG) With Arduino Uno

OSBORN PONCE

Arduino Book for Beginners Springer Nature
Want to light up a display? Control a touch screen? Program a robot? The Arduino is a microcontroller board that can help you do all of these things, plus nearly anything you can dream up. Even better, it's inexpensive and, with the help of Beginning Arduino, Second Edition, easy to learn. In Beginning Arduino, Second Edition, you will learn all about the popular Arduino by working your way through a set of 50 cool projects. You'll progress from a complete Arduino beginner to intermediate Arduino and electronic skills and the confidence to create your own amazing projects. You'll also learn about the newest Arduino boards like the Uno and the Leonardo along the way. Absolutely no experience in programming or electronics required! Each project is designed to build upon the knowledge learned in earlier projects and to further your knowledge of Arduino programming and electronics. By the end of the book you will be able to create your own projects confidently and with creativity. You'll learn about: Controlling LEDs Displaying text and graphics on LCD displays Making a line-following robot Using digital pressure sensors Reading and writing data to SD cards Connecting your Arduino to the Internet This book is for electronics enthusiasts who are new to the Arduino as well as artists and hobbyists who want to learn this very popular platform for physical computing and electronic art. Please note: The print version of this title is black and white; the eBook is full color. The color fritzing diagrams are available in the source code downloads on http://www.apress.com/9781430250166
Arduino for Dummies John Wiley & Sons
This book gathers the Proceedings of the 20th International Conference on Interactive Collaborative Learning (ICL2017), held in Budapest, Hungary on 27–29 September 2017. The authors are currently witnessing a significant transformation in the development of education. The impact of globalisation on all areas of human life, the exponential acceleration of technological developments and global markets, and the need for flexibility and agility are essential and challenging elements of this process that have to be tackled in general, but especially in engineering education. To face these current real-world challenges, higher education has to find innovative ways to quickly respond to them. Since its inception in 1998, this conference has been devoted to new approaches in learning with a focus on collaborative learning. Today the ICL conferences offer a forum for exchange concerning relevant trends and research results, and for sharing practical experience gained while developing and testing elements of new technologies and pedagogies in the learning context.
Arduino Project Handbook Packt Publishing Ltd
Arduino boards have impressed both hackers and professional engineers. Whether you're a hobbyist or a professional, it isn't just a breadboard and a hazy idea that keeps you going. It's essential to institute a proper design, device instrumentation and, indeed, test your project thoroughly before committing to a particular prototype. Practical Arduino Engineering begins by outlining the engineering process, from the basic requirements and preliminary design to prototyping and testing. Each and every chapter exemplifies this process and demonstrates how you can profit from the implementation solid engineering principles—regardless of whether you just play in your basement or you want to publicize and sell your devices. Arduino is a brilliant prototyping platform that allows users to test and iterate design ideas. Imitation by other Arduino makers, hackers and engineers often proves your design's popularity. Practical Arduino Engineering will teach you to follow the engineering process carefully; over time, you will be able to review and improve this process, and even extend its scope. Practical Arduino Engineering is not purely theoretical. In addition, you'll learn the process of hardware engineering as applicable to Arduino projects, and the importance of the process in each and every project presented in this book. To set the stage, Practical Arduino Engineering begins by reviewing the Arduino software landscape, then shows how to set up an Arduino project for testing. Even if you already know your compiler toolchain and the basics of Arduino programming, this refresher course can help fill in the gaps and explain why your compiler may spit out certain error messages. Practical Arduino Engineering then gradually builds up the engineering process, from single devices like LCDs, potentiometers and GPS modules, to the integration of several modules into larger projects, such as a wireless temperature measurement system, and ultimately an entire robot. The engineering projects become progressively more challenging throughout the first 4 engineering chapters. Next, you'll proceed with simple steps towards the first intelligent part of a robot: the object detector. You'll find yourself teaching your robot how to avoid very hot objects or insurmountable obstacles. The basic design requirements for a complete robot and, indeed, the detailed design and prototyping for robots can be extremely tricky, which is why engineering discipline is invaluable. Practical Arduino Engineering then enters the world of domestic engineering by introducing home alarm systems—not quite as simple as they seem. A solid, robust system can only be built by following the engineering process detailed in previous chapters, and this section reinforces that process. You'll then take a step further in your Arduino engineering process: instrumentation and control, and some error messaging using GSM. Control is introduced via the Xbox controller, a very powerful piece of technology able to play a considerable role in robotics projects. Having already learned to control motion and to sense and avoid objects, you'll learn how to debug your Arduino projects of varying complexities via the hardware instrumentation software LabVIEW. To complete the journey into Practical Arduino Engineering, you'll discover how to use a special Arduino board to rely on Bluetooth Mate Silver for control of domestic and mobile Arduino projects. Using Bluetooth Mate Silver, you'll learn to implement basic engineering design with almost any Arduino project, and be able to justify, build, debug, and extend Arduino-based designs using a solid engineering approach. Please note: the print version of this title is black & white; the eBook is full color.
Arduino With Geike: Learn Arduino in 10 Easy Exercises... Apress
The concept of this book is ECG signals- Electrocardiography is connected with Arduino UNO- microcontroller. This book demonstrates how our heart waves can be connected to a microcontroller. What kind of obstruction or change occurs in the wave according to the different changes of the atmosphere can

be known from this book. The ECG Signal plays an important role in the diagnosis of heart diseases and disorders. An ECG is a significant physiological signal for diagnosis of cardiac disease. Modern usage of monitoring devices with electrocardiogram is increasing. Huge storage space and large quantities of data are that, and ECG compression is required for efficient storage and it has been extracted from a medical database. Aninteresting research line focuses on transforming the original one-dimensional waveforms of the ECG into two-dimensional information, followed by a processing stage using image processing tools. Many cardiac abnormalities can be observed with the aid of an ECG interpretation including inadequate blood flow, heart muscle death due to coronary thrombosis and heart muscle enlargement. Arduino can be used to for the development of interactive objects, taking inputs to control outputs. It is connected to the Arduino hardware to communicate and upload sketches. Arduino can read information from input devices such as Trimmer(potentiometer), Antenna, Sensors, e.t.c, and can also send data to the output devices such as Speakers, LED, DC motor, LCD Screen, e.t.c. User communities are groups of people using a given product, the Arduino in this case. So, the design has been enhanced, and it helps drive the Arduino board for direction to future.

Arduino Apress

Quite a few technology boards are responsible for building digital devices. They are actually the bedrock of how these devices function. However, Arduino boards are making immense waves in the digital production world nowadays as it is now primarily used for creating digital devices as well as other interactive materials with the capacity to control things physically, around the human sphere. To make things more clear, this book will enlighten the readers to know more about what Arduino is all about and encourage the best practices for learning and executing Arduino programming from scratch. This book will be a pathway where you'll learn everything you need to know about Arduino programming, step by step. Some of the few things you will be learning about Arduino in this book include: Arduino's software and hardware as well as several others of the applications that you will be able to make use of in and about the Arduino board. Different Arduino data types available. Strings and Functions Codes for buildup Arrays and sensors Important necessities to remember so you can avoid making mistakes And a whole lot more. This expansive book on Arduino programming for beginners is laced with quite a lot of useful information that will guide the readers throughout their Arduino programming journey, holding you by hand and explaining in specific detail, including visual aids to guide you. So what are you waiting for? Go get a copy now!

Beginning Sensor Networks with Arduino and Raspberry Pi Apress

In just 24 sessions of one hour or less, Sams Teach Yourself Arduino Programming in 24 Hours teaches you C programmingon Arduino, so you can start creating inspired “DIY” hardwareprojects of your own! Using this book's straightforward, step-by-stepapproach, you'll walk through everything from setting up yourprogramming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping.Every hands-on lesson and example builds on what you've alreadylearned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Get the right Arduino hardware and accessories for your needs Download the Arduino IDE, install it, and link it to your Arduino Quickly create, compile, upload, and run your first Arduino program Master C syntax, decision control, strings, data structures, and functions Use pointers to work with memory—and avoid common mistakes Store data on your Arduino's EEPROM or an external SD card Use existing hardware libraries, or create your own Send output and read input from analog devices or digital interfaces Create and handle interrupts in software and hardware Communicate with devices via the SPI interface and I2C protocol Work with analog and digital sensors Write Arduino C programs that control motors Connect an LCD to your Arduino, and code the output Install an Ethernet shield, configure an Ethernet connection, and write networking programs Create prototyping environments, use prototyping shields, and interface electronics to your Arduino

Arduino Projects For Dummies Digital Electronics with Arduino

Discover all the amazing things you can do with Arduino Arduino is a programmable circuit board that is being used by everyone from scientists, programmers, and hardware hackers to artists, designers, hobbyists, and engineers in order to add interactivity to objects and projects and experiment with programming and electronics. This easy-to-understand book is an ideal place to start if you are interested in learning more about Arduino's vast capabilities. Featuring an array of cool projects, this Arduino beginner guide walks you through every step of each of the featured projects so that you can acquire a clear understanding of the different aspects of the Arduino board. Introduces Arduino basics to provide you with a solid foundation of understanding before you tackle your first project Features a variety of fun projects that show you how to do everything from automating your garden's watering system to constructing a keypad entry system, installing a tweeting cat flap, building a robot car, and much more Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers of all ages Arduino Projects For Dummies is your guide to turning everyday electronics and plain old projects into incredible innovations. Get Connected! To find out more about Brock Craft and his recent Arduino creations, visit www.facebook.com/ArduinoProjectsForDummies

Arduino Cookbook No Starch Press

Bring your ideas to life with the latest Arduino hardware and software Arduino is an affordable and readily available hardware development platform based around an open source, programmable circuit board. You can combine this programmable chip with a variety of sensors and actuators to sense your environment around you and control lights, motors, and sound. This flexible and easy-to-use combination of hardware and software can be used to create interactive robots, product prototypes and electronic artwork, whether you’re an artist, designer or tinkerer. Arduino For Dummies is a great place to start if you want to find out about Arduino and make the most of its incredible capabilities. It helps you become familiar with Arduino and what it involves, and offers inspiration for completing new and exciting projects. • Covers the latest software and hardware currently on the market • Includes updated examples and circuit board diagrams in addition to new resource chapters • Offers simple examples to teach fundamentals needed to move

onto more advanced topics • Helps you grasp what’s possible with this fantastic little board Whether you’re a teacher, student, programmer, hobbyist, hacker, engineer, designer, or scientist, get ready to learn the latest this new technology has to offer!

C Programming for Arduino "O'Reilly Media, Inc."

Digital age learners come to the science classroom equipped with a wide range of skills and a wealth of information at their fingertips. Although science and technology have enjoyed a symbiotic relationship, the ubiquity of information technologies requires teachers to modify instruction and experiences for K-12 science learners. Environmental and societal changes have impacted how and when students acquire and synthesize knowledge. These changes compel us to modify and adjust to improve the practice of teaching science to meet the unique needs of students who are growing up in a society dominated by connected digital devices, constant communication, and the ubiquity of information. Theoretical and Practical Teaching Strategies for K-12 Science Education in the Digital Age disseminates theory-informed practices for science teachers that increase their instructional effectiveness in teaching digital age learners. It communicates how to increase science educators understandings of the needs of digital age learners, develops theoretical and practical teaching strategies that align with science content, and integrates technologies for learning with fidelity. Covering topics such as design-based inclusive science, project-based learning, and science instruction, this premier reference source is an excellent resource for administrators and science educators within K-12 education, pre-service teachers, teacher educators, librarians, researchers, and academicians.

Arduino Applied Springer

Extend the range of your Arduino skills, incorporate the new developments in both hardware and software, and understand how the electronic applications function in everyday life. This project-based book extends the Arduino Uno starter kits and increases knowledge of microcontrollers in electronic applications. Learn how to build complex Arduino projects, break them down into smaller ones, and then enhance them, thereby broadening your understanding of each topic.You'll use the Arduino Uno in a range of applications such as a blinking LED, route mapping with a mobile GPS system, and uploading information to the internet. You'll also apply the Arduino Uno to sensors, collecting and displaying information, Bluetooth and wireless communications, digital image captures, route tracking with GPS, controlling motors, color and sound, building robots, and internet access. With Arduino Applied, prior knowledge of electronics is not required, as each topic is described and illustrated with examples using the Arduino Uno. What You’ll Learn Set up the Arduino Uno and its programming environment Understand the application of electronics in every day systems Build projects with a microcontroller and readily available electronic components Who This Book Is For Readers with an Arduino starter-kit and little-to-no programming experience and those interested in "how electronic appliances work."

Theoretical and Practical Teaching Strategies for K-12 Science Education in the Digital Age Apress

Digital Electronics with ArduinoBPB Publications

TinyML Programming Electronics Academy

arduino for dummies Comprehensive Beginners Guide to Learn Arduino Programming Step by Step Quite a few technology boards are responsible for building digital devices. They are actually the bedrock of how these devices function. However, Arduino boards are making immense waves in the digital production world nowadays as it is now primarily used for creating digital devices as well as other interactive materials with the capacity to control things physically, around the human sphere. To make things more clear, this book will enlighten the readers to know more about what Arduino is all about and encourage the best practices for learning and executing Arduino programming from scratch. This book will be a pathway where you'll learn everything you need to know about Arduino programming, step by step.Some of the few things you will be learning about Arduino in this book include: Arduino's software and hardware as well as several others of the applications that you will be able to make use of in and about the Arduino board.Different Arduino data types available.Strings and FunctionsCodes for buildupArrays and sensorsImportant necessities to remember so you can avoid making mistakesAnd a whole lot more.This expansive book on Arduino programming for beginners is laced with quite a lot of useful information that will guide the readers throughout their Arduino programming journey, holding you by hand and explaining in specific detail, including visual aids to guide you. So what are you waiting for? Go get a copy now

Practical Arduino Engineering Apress

Explore and work with tools for Biomedical Data Acquisition and Signal ProcessingKey Featuresa- Get familiar with the working of Biomedical Sensora- Learn how to program Arduino with LabVIEW with easea- Get familiar with the process of interfacing of analog sensors with Arduino Megaa- Use LabVIEW to build an ECG Patient Monitoring Systema- Learn how to interface a simple GSM Module to ArduinoDescriptionBiomedical sensor data acquisition with LabVIEW provides a platform for engineering students to get acquainted with Arduino and LabVIEW programming. Arduino based projects would help to improve the standards of patient care and monitoring in hospitals and the standard of living in cities by implementing a variety of innovative ideas more directly. The goal of this book is to explore and illustrate the programming and interfacing of Arduino with biomedical sensors, communication modules, and LabVIEW GUI.The book begins with essential knowledge and gradually progresses towards the advanced level of comprehension. It starts with a Biomedical sensor-based project with a working model of LabVIEW GUI. It also gives a detailed overview of programming with Arduino IDE and LabVIEW. It covers Interface for Arduino (LIFA), which is a unique contribution that aids in the understanding of embedded systems. This book for high-level students who need application-based knowledge for developing some real-time patient monitoring systems using Arduino and LabVIEW.What will you learna- Learn about the interfacing of Biomedical Sensorsa- Understand how to create GUI with LabVIEWa- Learn about digital and analog sensor interfacing with Arduinoa- Learn how to load the LabVIEW Interface for Arduino without Firmwarea- Learn how to Interface LabVIEW with Arduino Board using FirmwareWho this book is forThis book is for Students/Professionals looking for a career in the growing field of Biomedical Sensors. This book is also for those who want to get familiar with the basics of E-Healthcare systems.Table of Contents1. Introduction to Biomedical Signals2. Introduction to Arduino Mega3. Digital sensor interfacing with Arduino Mega4. Display device interfacing with Arduino Mega5. Analog sensor interfacing with Arduino Mega6. Introduction to interfacing Arduino and LabVIEW without Firmware7. GSR sensor module interfacing using Arduino8. Blood Pressure Sensor Module9. Respiratory (nasal airflow) sensor module10. Temperature Sensor Module11. Body Position Sensor Module12.

Introduction to interfacing Arduino and LabVIEWFirmware13. ECG Sensor Module with Arduino14. EMG Sensor Module with Arduino15. Pulse Oximeter interface with ArduinoAbout the AuthorsAnshuman Prakash has completed his M.Tech in Embedded systems specialization in wearable technology from University of Petroleum and Energy Studies, Dehradun, India.Dr. Lovi Raj Gupta is the Executive Dean, Faculty of Technology & Sciences, Lovely Professional University. He is a leading light in the field of Technical and Higher education in the country.Dr. Rajesh Singh is currently associated with Lovely Professional University as Professor with more than Sixteen years of experience in academics. He has been awarded as gold medalist in M.Tech from RGPV, Bhopal (M.P) India and honors in his B.E from Dr. B.R. Ambedkar University, Agra (U.P), India.Dr. Anita Gehlot is currently associated with Lovely Professional University as Associate Professor with more than twelve years of experience in academics. Her area of expertise includes embedded systems, wireless sensor networks and Internet of Things.Rydhm Beri is working as an Assistant Professor in BBK DAV College for Women, Amritsar, since last three years and has 5 years of experience in the field of education.

Learn Electronics with Arduino Apress

Learn Audio Electronics with Arduino: Practical Audio Circuits with Arduino Control teaches the reader how to use Arduino to control analogue audio circuits and introduces electronic circuit theory through a series of practical projects, including a MIDI drum controller and an Arduino-controlled two-band audio equalizer amplifier. Learn Audio Electronics with Arduino provides all the theoretical knowledge needed to design, analyse, and build audio circuits for amplification and filtering, with additional topics like C programming being introduced in a practical context for Arduino control. The reader will learn how these circuits work and also how to build them, allowing them to progress to more advanced audio circuits in the future. Beginning with electrical fundamentals and control systems, DC circuit theory is then combined with an introduction to C programming to build Arduino-based systems for audio (tone sequencer) and MIDI (drum controller) output. The second half of the book begins with AC circuit theory to allow analogue audio circuits for amplification and filtering to be analysed, simulated, and built. These circuits are then combined with Arduino control in the final project – an Arduino-controlled two-band equalizer amplifier. Building on high-school physics and mathematics in an accessible way, Learn Audio Electronics with Arduino is suitable for readers of all levels. An ideal tool for those studying audio electronics, including as a component within other fields of study, such as computer science, human-computer interaction, acoustics, music technology, and electronics engineering.

Learning Technology for Education Challenges Packt Publishing Ltd

Develop interactive Arduino-based Internet projects with Ethernet and WiFi About This Book Build Internet-based Arduino devices to make your home feel more secure Learn how to connect various sensors and actuators to the Arduino and access data from Internet A project-based guide filled with schematics and wiring diagrams to help you build projects incrementally Who This Book Is For This book is intended for those who want to learn more about Arduino and make Internet-based interactive projects with Arduino. If you are an experienced software developer who understands the basics of electronics, then you can quickly learn how to build the Arduino projects explained in this book. What You Will Learn Make a powerful Internet controlled relay with an embedded web server to monitor and control your home electrical appliances Build a portable Wi-Fi signal strength sensor to give haptic feedback about signal strength to the user Measure water flow speed and volume with liquid flow sensors and record real-time readings Secure your home with motion-activated Arduino security cameras and upload images to the cloud Implement real-time data logging of a solar panel voltage with Arduino cloud connectors Track locations with GPS and upload location data to the cloud Control a garage door light with your Twitter feed Control infrared enabled devices with IR remote and Arduino In Detail Arduino is a small single-chip computer board that can be used for a wide variety of creative hardware projects. The hardware consists of a simple microcontroller, board, and chipset. It comes with a Java-based IDE to allow creators to program the board. Arduino is the ideal open hardware platform for experimenting with the world of the Internet of Things. This credit card sized Arduino board can be used via the Internet to make more useful and interactive Internet of things projects. Internet of Things with Arduino Blueprints is a project-based book that begins with projects based on IoT and cloud computing concepts. This book covers up to eight projects that will allow devices to communicate with each other, access information over the Internet, store and retrieve data, and interact with users—creating smart, pervasive, and always-connected environments. It explains how wired and wireless Internet connections can be used with projects and the use of various sensors and actuators. The main aim of this book is to teach you how Arduino can be used for Internet-related projects so that users are able to control actuators, gather data from various kinds of sensors, and send and receive data wirelessly across HTTP and TCP protocols. Finally, you can use these projects as blueprints for many other IoT projects and put them to good use. By the end of the book, you will be an expert in the use of IoT with Arduino to develop a set of projects that can relate very well to IoT applications in the real world. Style and approach Every chapter in this book clearly explains how to assemble components through easy-to-follow steps on while laying out important concepts, code snippets, and expected output results so that you can easily end up with a successful project where you can also enhance or modify the project according to your requirements.

Arduino Workshop Frontiers Media SA

Bring your ideas to life with the latest Arduino hardware and software Arduino is an affordable and readily available hardware development platform based around an open source, programmable circuit board. You can combine this programmable chip with a variety of sensors and actuators to sense your environment around you and control lights, motors, and sound. This flexible and easy-to-use combination of hardware and software can be used to create interactive robots, product prototypes and electronic artwork, whether you’re an artist, designer or tinkerer. Arduino For Dummies is a great place to start if you want to find out about Arduino and make the most of its incredible capabilities. It helps you become familiar with Arduino and what it involves, and offers inspiration for completing new and exciting projects. • Covers the latest software and hardware currently on the market • Includes updated examples and circuit board diagrams in addition to new resource chapters • Offers simple examples to teach fundamentals needed to move onto more advanced topics • Helps you grasp what’s possible with this fantastic little board Whether you’re a teacher, student, programmer, hobbyist, hacker, engineer, designer, or scientist,

get ready to learn the latest this new technology has to offer!
Learn Audio Electronics with Arduino Maker Media, Inc.
Presents an introduction to the open-source electronics prototyping platform.
Arduino For Dummies Maker Media, Inc.
Arduino Project Handbook is a beginner-friendly collection of electronics projects using the low-cost Arduino board. With just a handful of components, an Arduino, and a computer, you'll learn to build and program everything from light shows to arcade games to an ultrasonic security system. First you'll get set up with an introduction to the Arduino and valuable advice on tools and components. Then you can work through the book in order or just jump to projects that catch your eye. Each project includes simple instructions, colorful photos and circuit diagrams, and all necessary code. Arduino Project Handbook is a fast and fun way to get started with microcontrollers that's perfect for beginners, hobbyists, parents, and educators. Uses the Arduino Uno board.
Learn Electronics with Arduino No Starch Press
Make: Drones will help the widest possible audience understand how drones work by providing several DIY drone projects based on the world's most popular robot controller--the Arduino. The information imparted in this book will show Makers how to build better drones and be better drone pilots, and incidentally it will have applications in almost any robotics project. Why Arduino? Makers know Arduinos and their accessories, they are widely available and inexpensive, and there is strong community support. Open source flight-control code is available for Arduino, and flying is the hook that makes it exciting, even magical, for so many people. Arduino is not only a powerful board in its own right, but it's used as the controller of most inexpensive 3d printers, many desktop CNCs, and the majority of open source drone platforms.
Sams Teach Yourself Arduino Programming in 24 Hours
BFC Publications
This book is about the promotion and development of digital solutions for inclusive education, including a variety of hardware, software, digital learning materials, and digital learning content currently available on the market. All of these technological solutions serve as support materials and building blocks for inclusive learning environments but, at the same time, can involve hidden risks which may inadvertently create even greater gaps in inclusive education. This book provides strategies and methodologies that promote the development of opportunities for using digital technologies to support inclusive education. It provides an, understanding how to close the current digital gap while ensuring that the digital technologies selected do not support new risks of exclusion from the digital learning environment, strengthening and augmenting the already existing digital divide.