Handbook of Research on Immersive Digital Games in Educational Environments

Part of the Advances in Educational Technologies and Instructional Design Book Series

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Description:
Education is increasingly being involved with technological resources in order to meet the needs of emerging generations, consequently changing the way people teach and learn. Game-based learning is a growing aspect of pedagogical practice, and it is important to disseminate research trends and innovations in this field.

The Handbook of Research on Immersive Digital Games in Educational Environments provides emerging research exploring the theoretical and practical aspects of digital games and technological resources and applications within contemporary education. Featuring coverage on a broad range of topics such as digital integration, educational simulation, and learning theories, this book is ideally designed for teachers, pre-service teachers, students, educational researchers, and education software developers seeking current research on diverse immersive platforms and three-dimensional environments that support the creation of digital games and other applications to improve teaching and learning processes.


Topics Covered:

- Digital Integration
- Educational Simulation
- Evaluation and Assessment
- Game-Based Learning
- Immersive Environments
- Intelligent Pedagogical Agents
- Learning Theories
- Virtual Laboratories
- Virtual Worlds

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