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.

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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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