

Handbook of Research on Collaborative Teaching Practice in Virtual Learning Environments

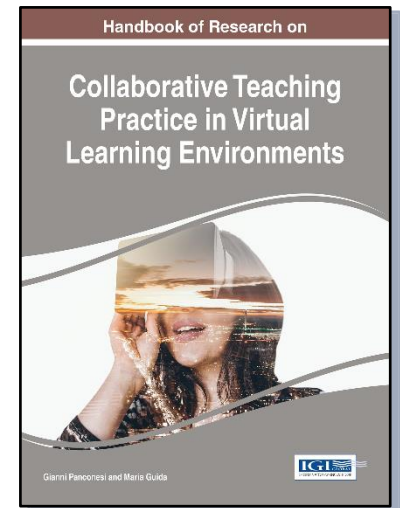
Part of the Advances in Game-Based Learning Book Series

Gianni Panconesi (Esplica, Italy) and Maria Guida (National Institute for Documentation, Innovation and Educational Research, Italy)

Description:

Modern technology has enhanced many aspects of life, including classroom education. By offering virtual learning experiences, educational systems can become more efficient and effective at teaching the student population.

The **Handbook of Research on Collaborative Teaching Practice in Virtual Learning Environments** highlights program developments in the realm of digital worlds in educational settings. Featuring pedagogical methods and topics relating to cooperative learning, hands-on curriculum, and meta-cognitive dimensions, this publication is a critical reference source for pre-service and in-service teachers, school administrators, higher education faculty, and researchers interested in virtual reality incorporation in the classroom.



ISBN: 9781522524267

Release Date: June, 2017

Copyright: 2017

Pages: 400

Topics Covered:

- Alternative Learning Strategies
- Cooperative Learning
- Curriculum Enhancement
- Immersive Learning
- Meta-Cognitive Dimensions
- Pedagogical Approaches
- Teacher Training
- Teaching Environments
- Virtual Worlds

Hardcover: **\$240.00**

E-Book: **\$240.00**

Hardcover + E-Book: **\$290.00**

Order Information

Phone: 717-533-8845 x100

Toll Free: 1-866-342-6657

Fax: 717-533-8661 or 717-533-7115

Online Bookstore: www.igi-global.com