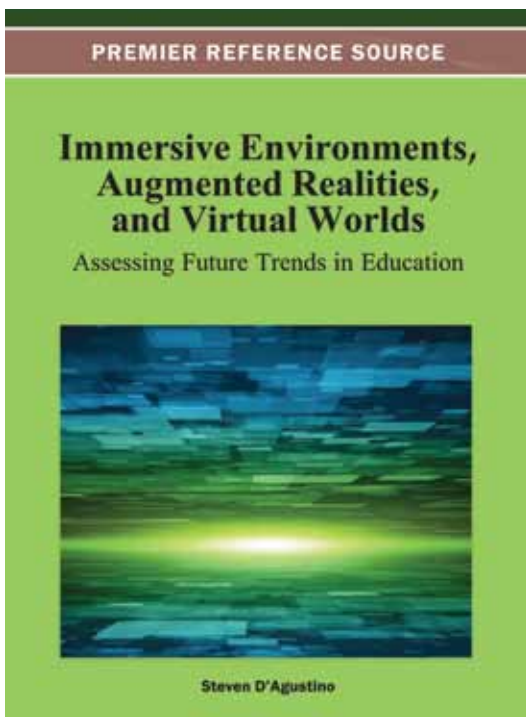


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Immersive Environments, Augmented Realities, and Virtual Worlds: Assessing Future Trends in Education



Steven D'Agustino (Fordham University, USA)

Technology has had direct impact on education in increasing the way that society continues to learn. Applications of immersive environments, virtual worlds, and augmented reality have significant implications for how teaching and learning are achieved in contemporary education.

Immersive Environments, Augmented Realities and Virtual Worlds: Assessing Future Trends in Education brings together current research and performance in trends in education. While examining cyber behavior and the use of virtual worlds, immersive technologies and augmented realities aim to improve teaching and enhancing learning.

Topics Covered:

- Digital Divide
- Educational Applications
- Instructional Technology
- Problem-based Learning
- STEM Education
- Technology Integration
- Virtual Learning

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Steven D'Agustino is the Director Fordham University's RETC, Center for Professional Development. Dr. D'Agustino's principal research interest is in the integration of technology into instructional environments. He is the author of several articles, grants and presentations in this field. The focus of his work at the University is the access to technology for historically underserved populations. Successful grant-funded programs developed and implemented by Dr. D'Agustino include a 21st Century Community Learning Center, established to provide access to technology to inner-city students and their families, a Title IID educational technology grant that provides technology professional development to NYC public school teachers in the Bronx and a Title IID technology integration grant that provides technology professional development to teachers in charter schools across New York City.



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