Immersion 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.


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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Burton Brian G. (Abilene Christian University, USA)
Martin Barbara (University of Central Missouri, USA)

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A MUVE'ing Success:
Kennedy-Clark Shannon (University of Sydney, Australia)
Thompson Kate (University of Sydney, Australia)

Chapter 3
Using Virtual Environments to Mediate Students in Pursue STEM Careers:
Chen Jason A. (The College of William and Mary, USA)
Zap Nick (Simon Fraser University, Canada)
Dede Chris (Harvard University, USA)

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Cross-Reality Math Visualization:
Patterson Daniel Cooper (Dream Realizations, USA & InOnlyTakes1.org, USA)
Reiniger Rebecca L. (Dream Realizations, USA & George Fox University, USA)
Robertson Anna-Marie (Dream Realizations, USA & Boise State University, USA)

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Khalid Mimma Sayuti Mat (University of Malaya, Malaysia)
Hussain Raza Maznah Raja (University of Malaya, Malaysia)

Chapter 6
Visual Learning in the Virtual World:
Han Hsiao-Cheng (University of British Columbia, Canada)

Section 2: Social Learning

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Gaming as a Woman:
Miller Kristen B. (Tuskegee University, USA)

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Chiang Yueh-Hui Vanessa (University of Texas at Austin, USA)
Schallert Diane L. (University of Texas at Austin, USA)

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Novak Kae (Front Range Community College, USA)
Luchs Chris (Front Range Community College, USA)
Davies-Stofka Beth (Front Range Community College, USA)

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Red Alan J (Old Dominion University, USA)
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Teaching Social Skills in Virtual Worlds:
Margitay-Recht András (Saint Mary’s College of California, USA)
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Callejas Zoraida (University of Granada, Spain)
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Rehm Matthias (Aalborg University, Denmark)
Konnerup Ulla (Aalborg University, Denmark)

Chapter 15
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Wolfenstein Moses (University of Wisconsin – Extension, USA)

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