

Handbook of Research on 3-D Virtual Environments and Hypermedia for Ubiquitous Learning

Part of the Advances in Game-Based Learning Book Series

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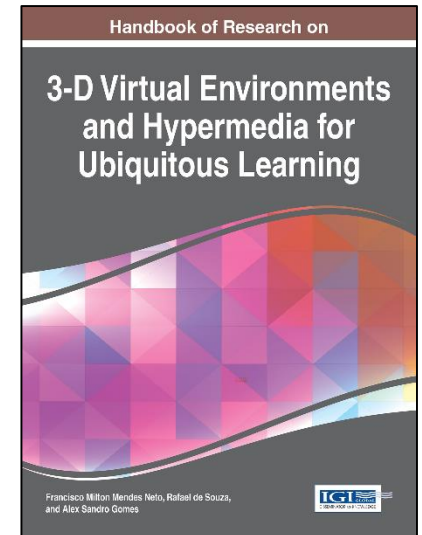
Description:

As society continues to experience increases in technological innovations, various industries must rapidly adapt and learn to incorporate these advances. When utilized effectively, the use of computer systems in educational settings creates a richer learning environment for students.

The Handbook of Research on 3-D Virtual Environments and Hypermedia for Ubiquitous Learning is a critical reference source for the latest research on the application of virtual reality in educational environments and how the immersion into three-dimensional settings enhances student motivation and interaction. Explores innovative techniques and emerging trends in virtual learning and hypermedia,

Readers:

This book is ideally designed for researchers, developers, upper-level students, and educators interested in the incorporation of immersive technologies in the learning process.



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