

# Emerging Technologies in Virtual Learning Environments

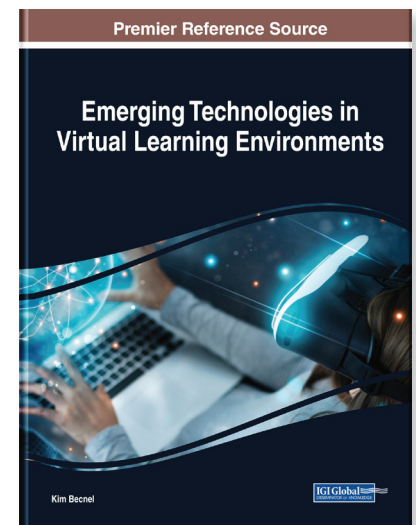
Part of the Advances in Educational Technologies and Instructional Design Book Series

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## Description:

The emergent phenomena of virtual reality, augmented reality, and mixed reality is having an impact on ways people communicate with technology and with each other. Schools and higher education institutions are embracing these emerging technologies and implementing them at a rapid pace. The challenge, however, is to identify well-defined problems where these innovative technologies can support successful solutions and subsequently determine the efficacy of effective virtual learning environments.

**Emerging Technologies in Virtual Learning Environments** is an essential scholarly research publication that provides a deeper look into 3D virtual environments and how they can be developed and applied for the benefit of student learning and teacher training. This book features a wide range of topics in the areas of science, technology, engineering, arts, and math to ensure a blend of both science and humanities research. Therefore, it is ideal for curriculum developers, instructional designers, teachers, school administrators, higher education faculty, professionals, researchers, and students studying across all academic disciplines.



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