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Experiential Learning in Virtual Worlds

By -

Inter-Disciplinary Press, United Kingdom, 2013. Paperback. Book Condition: New. 210 x 148 mm. Language: English . Brand New Book. Virtual worlds are computer-generated three-dimensional worlds in which participants adopt digital personae, called avatars, to interact with others. One of the strengths of virtual worlds as platforms is that they can provide engaging and authentic experiences for participants, enabling simulations of different environments, opportunities to roleplay different activities, and facilitating creativity and imagination. This volume focuses on this use of virtual worlds for providing experiential learning in particular. Some of the questions the volume aims to answer are: To what extent can the experiences of virtual worlds be considered real ? What types of experiential learning are virtual worlds effective at providing and how can learning design make best use of their potential?; How do different types of learners respond to virtual worlds? How can virtual worlds develop leadership skills? How are courtship rituals and multiracial identity expressed in virtual worlds and what does this reveal about learning? What is the future of experiential learning in virtual worlds?.



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Reviews

The publication is great and fantastic. Sure, it is enjoy, nevertheless an interesting and amazing literature. You will not truly feel monotony at at any moment of your own time (that's what catalogues are for concerning when you request me).

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