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   Titolo   Interdisciplinary Perspectives on Virtual Place-Based Learning / / edited by Reneta D. Lansiquot, Sean P. MacDonald

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   Soggetti   Educational technology
   Curriculums (Courses of study)
   Education—Curricula
   Sociology, Urban
   Computer games—Programming
   Higher education
   Technology and Digital Education
   Curriculum Studies
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   Game Development
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   Nota di contenuto   1. Situating Interdisciplinary Place-Based Learning as a High-Impact Educational Practice -- 2. Virtual Place-Based Learning in Interdisciplinary Contexts: A Psychological Perspective and a Review -- 3. Virtual Reality as a Pedagogical Tool for Interdisciplinarity and Place-Based Education -- 4. Information Literacy in Place-Based Interdisciplinary Teaching and Learning -- 5. Visualization and Analysis of Environmental Data -- 6. Mapping Urban Performance Culture: A Common Ground for Architecture and Theater -- 7. Using Virtual Reality as a Tool for Field-Based Learning in the Earth Sciences -- 8. Non-Fiction Virtual Reality Stories of Emigration: Points of Viewing and

Creating for the Classroom -- 9. Computational Thinking and the Role-Playing Classroom: A Case for Game-Based Learning in an Interdisciplinary Context.

Sommario/riassunto	This book explores how virtual place-based learning and research has been interpreted and incorporated into learning environments both within and across disciplinary perspectives. Contributing authors highlight the ways in which they have employed a variety of methodologies to engage students in the virtual exploration of place. In the process, they focus on the approaches they have used to bring the real world closer through virtual exploration. Chapters examine how the resources of the urban environment have been tapped to design student research projects within the context of an interdisciplinary course. In this way, authors highlight how virtual place-based learning has employed the tools of mapping and data visualization, information literacy, game design, digital storytelling, and the creation of non-fiction VR documentaries. This book makes a valuable contribution to the literature, offering a model of how the study of place can be employed in creative ways to enhance interdisciplinary learning.