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Sommario/riassunto

The use of Virtual Worlds (VWs) has increased in the last decade. VWs are used for communication, education, community building, creative arts, and more. A good deal of research has been conducted into learning and VWs, but other areas remain ripe for investigation. Factors from technological platforms to the nature and conventions of the communities that use VWs must be considered, in order to achieve the best possible interaction between virtual spaces and their users. Making Sense of Space focuses on the background to these issues, describing a range of case studies conducted by the authors

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