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Nota di contenuto	Part 1 Immersive Learning -- Chapter 1. Creative and Collaborative Practices in Virtual Reality Immersive Environments (Denise Doyle) -- Chapter 2. Graphical Big Data: From Simulation to Immersive Visualization (Tsui KL et al.) -- Chapter 3. Design of a CAVE Immersive Visualization System for Teaching and Learning: A Case Study of Air Cargo Logistics (Choy K.L. et al) -- Chapter 4. Designing Multi-Disciplinary Interactive Virtual Environments for Next Generation Immersive Learning Experiences: Case Studies and Future Directions in Astrobiology, Anatomy and Cultural Heritage (Sarah Kenderdine et al) -- Part 2 Pedagogical Models & Impacts -- Chapter 5. Creating Immersive Learning Experiences: A Pedagogy Design Perspective (Christian Wagner, & Lili Liu) -- Chapter 6. The Relationship Among Simulation Based Learning, Creativity and Learning Approach in Higher Education (Anna Hui et al.) -- Chapter 7. Learning Through Immersion: Assessing the Learning Effectiveness (Joyce Chan and Christy Cheung) -- Chapter 8. Blended Learning Approach to Enhance Higher Order Cognitive Thinking Skills in Students (Wong et al) -- Part 3. Industrial Applications -- Chapter 9. Introducing Immersive Learning into Special Education Settings: A Comparative Review of Two Studies (Horace H S Ip

and Chen Li) -- Chapter 10. Intergenerational Play Around Immersive Video Games (Sinem Siyahhan) -- Chapter 11. Augmented Reality for Immersive Learning: Lessons Learnt from Educational Entrepreneurships (Octavio Gonazlez Aguilar). Chapter 12. A Theory of Blended Knowledge And A Technology Based Approach For the Development of Creative Productive Giftedness (Joseph S. Renzulli) -- Chapter 13. Interactive Learning Environments for Motorsports Racing (Walt Scacchi).

Sommario/riassunto

This book includes instructional design and practice of how immersive technology is integrated in discipline-based and interdisciplinary curriculum design. It focuses on pedagogical models and learning outcomes of immersive learning experiences and demonstrates how immersive learning can be applied in industries. This book brings scholars, researchers and educators together around an international and interdisciplinary consolidation and reflection on learning through immersion. The originality lies in how advanced technology and contemporary pedagogical models can integrate to enhance student engagement and learning effectiveness in higher education.