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                         Christian Wagner

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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.