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   Titolo   Virtual and Augmented Reality, Simulation and Serious Games for
                          Education / / edited by Yiyu Cai, Wouter van Joolingen, Koen Veermans

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   Descrizione fisica   1 online resource (187 pages)

   Collana   Gaming Media and Social Effects, , 2197-9693

   Disciplina   794.8

   Soggetti   Computational intelligence
                          Educational technology
                          User interfaces (Computer systems)
                          Human-computer interaction
                          Computational Intelligence
                          Digital Education and Educational Technology
                          User Interfaces and Human Computer Interaction
                          Realitat virtual
                          Videojocs
                          Ludificació
                          Jocs educatius
                          Congressos
                          Llibres electrònics

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico Monografia

   Nota di contenuto   Introduction -- The Number Navigation Game: an overview of an
                          iterative design process -- The effects of a role-playing game and a
                          software simulation tool on elementary school students' understanding
                          when modelling feeding relations in ecosystems -- Augmented reality
                          application for chemical engineering unit operations -- The use of
                          immersive virtual reality technology to Deepen Learning in Singapore
                          schools.

   Sommario/riassunto   This book introduces state-of-the-art research on virtual reality,
                          simulation and serious games for education and its chapters presented
                          the best papers from the 4th Asia-Europe Symposium on Simulation

and Serious Games (4th AESSSG) held in Turku, Finland, December 2018. The chapters of the book present a multi-facet view on different approaches to deal with challenges that surround the uptake of educational applications of virtual reality, simulations and serious games in school practices. The different approaches highlight challenges and potential solutions and provide future directions for virtual reality, simulation and serious games research, for the design of learning material and for implementation in classrooms. By doing so, the book is a useful resource for both students and scholars interested in research in this field, for designers of learning material, and for practitioners that want to embrace virtual reality, simulation and/or serious games in their education. .