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Titolo	Learning in 3D [[electronic resource] ] : adding a new dimension to enterprise learning and collaboration / / Karl M. Kapp, Tony O'Driscoll
Pubbl/distr/stampa	San Francisco, CA, : Jossey-Bass, c2010
ISBN	0-470-56775-9 1-282-68720-4 9786612687204 0-470-56772-4
Descrizione fisica	1 online resource (419 p.)
Collana	Pfeiffer essential resources for training and HR professionals Learning in 3D
Altri autori (Persone)	O'DriscollTony <1966->
Disciplina	658.3 658.3/12404 658.312404
Soggetti	Organizational learning Computer networks Organizational change
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Learning in 3D: Adding a New Dimension to Enterprise Learning and Collaboration; Contents; Foreword; Preface; Getting Started; The Best Way to Read This Book; Continuing the Discussion; Acknowledgments; Part One: Exploring the Possibilities; Chapter 1: Here Comes the Immersive Internet!; Chapter 2: Learning to Change; Chapter 3: Escaping Flatland; Part Two: Building a Blueprint; Chapter 4: Architecting Learning Experiences; Chapter 5: Designing by Archetype; Chapter 6: Learning from Experience; Part Three: Breaking New Ground; Chapter 7: Overcoming Being Addled by Addie Chapter 8: Steps to Successful Enterprise Adoption Chapter 9: Rules from Revolutionaries; Part Four: Just Beyond the Horizon; Chapter 10: Back to the Future; Appendix: Defining Learning in a 3D Virtual Space; Glossary; Notes; Index; About the Authors; The Contributors; About the Contributors
Sommario/riassunto	This book offers an ideal resource for those responsible for teaching

the next generation of learning on the Internet. It describes how learning needs to be adapted to 3D environments and includes the tools learning and development professionals will need in order to advance 3D learning within their organizations. The author also describes how the merger of learning and work will shape future 3D environments. As 3D worlds allow workers to create and collaborate, soon those virtual creations can have serious impact on physical production of goods.

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