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Nota di contenuto	Introduction -- The Metaverse in Education -- Instructional Design Frameworks for Smart Learning in the Metaverse -- Teachers' prescriptions of using metaverse in education -- Avatar coaches in metaverse -- Data science and its application in metaverse -- Building learning power and bringing equity, equality and inclusiveness through meataverse in education -- Metaversity life: How VR changed the education game? -- The accessible metaverse: Making reality more accessible -- The Influence of Avatar Patterns in Educational Metaverse

on Enhancing Learning Experience -- Reflections on the potentials of metaverse in education -- International experiences in metaverse -- Conclusion.

Sommario/riassunto

This book covers interesting topics of the metaverse in education. It introduces the metaverse as a new frontier for education and sheds light on broad views about education in the metaverse. It also highlights the design of metaverse world with showing examples of promising immersive environments. Therefore, this book can be of interest to a wide range of stakeholders, such as students, researchers, educators, instructional designers, school administrators, and educational technology specialists. This book demonstrates the research efforts and best practices for readers where immersive digital experiences meet the pedagogical landscape. It explores the ground-breaking impact of the metaverse on educational practices. The chapters focus on and answer the questions of how researchers and educators apply metaverse applications in education, what the challenges of adopting the metaverse in education are, and what are the future opportunities for promoting the metaverse in education.
