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Special Track 1: Immersive learning across Latin America State of Research, Use Cases and Projects -- Metaverse Education Research across Latin America A Systematic Mapping Study -- Building Extended Reality Learning Communities in Universities The CIRE UNAH Case in Honduras -- Special Track 2: Sustainable Development and Immersive Learning in the Climate Emergency -- Amplifying Immersive Climate Learning within the Heritage Sector -- Creating Authentic Historical Costumes to Augment Virtual Humans for Cultural Heritage -- What the Amazon Can't Deliver Lessons Learned from Virtual Reality Based Sustainability Education -- Immersive Learning of Cerebral Visual Impairment Understanding Vision through Dynamic Immersive Simulations -- Design and Development of XR Based Data Problem Solving Content for Sustainable Development in Education -- Special Track 3: Literacy Equity and Immersive Learning -- Outline of a Theoretical and Technological Approach for Reducing Inequalities in the Design of a 360 Synchronous Interactive Telepresence System -- Mind Perception of Avatars A Focus Group Study.

Sommario/riassunto

This book constitutes the proceedings of the 10th International Conference on Immersive Learning, iLRN 2024, held in Glasgow, UK during June 10–13, 2024. The 30 full papers and 13 short papers presented in this volume were carefully reviewed and selected from 144 submissions. They were categorized under the topical section as follows: Part I: Foundations in Immersive Learning Research and Theory; Assessment and Evaluation (A&E); Galleries, Libraries, Archives and Museums (GLAM); Inclusion, Diversity, Equity, Access, and Social Justice (IDEAS); STEM Education (STEM); Medical & Healthcare Education (MHE); Workforce Development & Industry Training (WDIT); Self and Co-regulated Learning with Immersive Learning Environments (SCILE). Part II: Special Track 1: Immersive learning across Latin America: State of Research, Use Cases and Projects; Special Track 2: Sustainable Development and Immersive Learning in the Climate Emergency; Special Track 3: Literacy Equity and Immersive Learning.