## Contents

1 **Introduction: Virtual, Augmented, and Mixed Realities in Education** ........................................... 1  
Christopher J. Dede, Jeffrey Jacobson and John Richards

### Part I Frameworks for the Design and Implementation of Immersive Learning

2 **Implicit Learning Through Embodiment in Immersive Virtual Reality** ......................................... 19  
Mel Slater

3 **Authenticity in Immersive Design for Education** ........... 35  
Jeffrey Jacobson

4 **The Immersive Power of Social Interaction** ............... 55  
Nicole C. Krämer

5 **Assessment for Learning in Immersive Environments** .... 71  
Valerie Shute, Seyedahmad Rahimi and Benjamin Emihovich

6 **Infrastructures for Immersive Media in the Classroom** ........ 89  
John Richards

7 **The Potentials and Trends of Virtual Reality in Education** ...... 105  
Dejian Liu, Kaushal Kumar Bhagat, Yuan Gao, Ting-Wen Chang and Ronghuai Huang

### Part II Case Studies of Immersive Learning

8 **Virtual Reality as an Immersive Medium for Authentic Simulations** ........................................... 133  
Chris Dede, Tina A. Grotzer, Amy Kamarainen and Shari J. Metcalf
Virtual, Augmented, and Mixed Realities in Education
Liu, D.; Dede, C.; Huang, R.; Richards, J. (Eds.)
2017, VIII, 247 p. 63 illus., 57 illus. in color., Hardcover
ISBN: 978-981-10-5489-1