



Design for Learning in Virtual Worlds (Interdisciplinary Approaches to Educational Technology)

Brian C. Nelson, Benjamin E. Erlandson

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Design for Learning in Virtual Worlds, the first book focused specifically on how to design virtual worlds for educational purposes, explores:

- the history and evolution of virtual worlds
- the theories behind the use of virtual worlds for learning
- the design of curricula in virtual worlds
- design guidelines for elements experienced in virtual worlds that support learning
- design guidelines for learning quests and activities in virtual worlds.

The authors also examine the theories and associated design principles used to create embedded assessments in virtual worlds. Finally, a framework and methodology is provided to assist professionals in evaluating "off-the-shelf" virtual worlds for use in educational and training settings. *Design for Learning in Virtual Worlds* will be invaluable both as a professional resource and as a textbook for courses within Educational Technology, Learning Sciences, and Library Media programs that focus on gaming or online learning environments.

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