

*Virtual Reality in Curriculum and Pedagogy* explores the instructional, ethical, practical, and technical issues related to the integration of immersive virtual reality (VR) in school classrooms. The book's original pedagogical framework is informed by qualitative and quantitative data collected from the first-ever study to embed immersive VR in secondary school science, ICT, and drama classrooms. Students and scholars of technology-enhancing learning, curriculum design, and teacher education alike will find key pedagogical insights into leveraging the unique properties of VR for authentic, metacognitive, and creative learning.

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EDUCATION / TECHNOLOGY

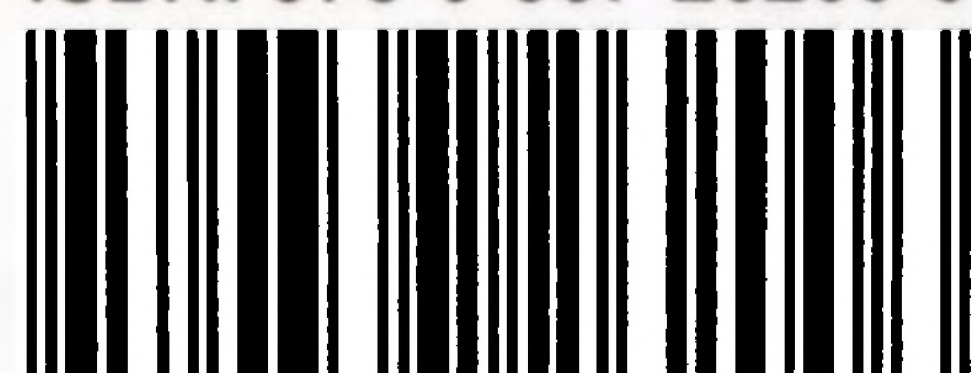
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ISBN: 978-0-367-26200-6



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