Mixed Reality has been part of our lives ever since we first started to dream of creative ways to comprehend information and concepts through actual and imaginative experiences. This book explores the latest research informing education design in virtual and augmented reality. By utilising numerous studies and examples, it describes the differences between perceived knowledge, usage area, technologies, and tools. It will help the reader gain a better understanding of the nature of virtual or augmented realities and their applications in theory and practice.

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