

# **Teaching and Learning in 3D Immersive Worlds**

Pedagogical Models and  
Constructivist Approaches



**Amy Cheney & Robert L. Sanders**

# Teaching And Learning In 3d

**Panconesi, Gianni, Guida, Maria**



### **Teaching And Learning In 3d:**

*Teaching and Learning in 3D Immersive Worlds* Amy Cheney, Amelia Cheney, Robert L. Sanders, 2011 This book examines successful implementation of social constructivist instructional design tenets in 3D virtual immersive environments Provided by publisher

**Teaching and Learning in 3d** Caroline Redmond (Educator), 2005-05

**Integrating 3D Printing into Teaching and Learning**, 2020-01-20 Three dimensional or 3D printing technology is a process of making three dimensional solid objects from a digital file Currently low cost and affordable 3D printers enable teachers schools and higher education institutions to make 3D printing a part of the curriculum Integrating 3D printing into the curriculum provides an opportunity for students to collaboratively discuss design and create 3D objects The literature reveals that there are numerous advantages of integrating 3D printing into teaching and learning Educators recommend that 3D printing should be introduced to the students at a young age to teach STEM concepts develop creativity and engage in team work essential skills for the 21st century work force This edited volume documents recent attempts to integrate 3D printing into the curriculum in schools and universities and research on its efficacies and usefulness from the practitioners perspectives It unveils the exemplary works by educators and researchers in the field highlighting the current trends theoretical and practical aspects of 3D printing in teaching and learning Contributors are Waleed K Ahmed Issah M Alhamad Hayder Z Ali Nagla Ali Hamad AlJassmi Jason Beach Jennifer Buckingham Michael Buckingham Dean Cairns Manisha Dayal Muhammet Demirbilek Yujiro Fujiwara Anneliese Hulme Myint Swe Khine Lee Kenneth Jones Jennifer Loy Kehui Luo Elena Novak James I Novak Joshua Pearce Dorothy Belle Poli Chelsea Schelly Min Jeong Song Sylvia Stavridi Lisa Stoneman Goran trkalj Mirjana trkalj Pamela Sullivan Jeremy Wendt Stephanie Wendt and Sonya Wisdom

**3D Immersive and Interactive Learning** Yiyu Cai, 2013-02-12 3D technology is not new research on 3D started back in early 1960s But unlike in previous times 3D technology has now rapidly entered our daily life from cinema to office to home Using 3D for education is a new yet challenging task This book will present several innovative efforts using 3D for immersive and interactive learning covering a wide spectrum of education including gifted program normal technical stream and special needs education The book will also share experience on curriculum based 3D learning in classroom setting and co curriculum based 3D student research projects The book is organized as follows Chapter 1 introduces the fundamentals of 3D educational technology and their applications in immersive and interactive learning Chapter 2 discusses the use of virtual reality in teaching and learning of Molecular Biology Chapter 3 presents the daVinci Lab River Valley High School Chapter 4 describes the 3D education development process Chapter 5 studies the adaption 3D system for learning gains in lower secondary normal technical stream Chapter 6 investigates the effects of virtual reality technology on spatial visualization skills Chapter 7 showcases a sabbatical program for students to use 3D for Science Technology Engineering and Mathematics STEM learning Chapter 8 shares the use of 3D virtual pink dolphin to assist special education The foreword of this book is written by Dr Cheah Horn

Mun Director Education Technology Division Ministry of Education Singapore      Teaching and Learning in Digital World  
 Mercè Gisbert, Mark Bullen, 2015-06-11 Many reports over the last few years have analysed the potential use of games videogames 3D environments and virtual reality for educational purposes Numerous emerging technological devices have also appeared that will play important roles in the development of teaching and learning processes In the context of these developments learning rather than teaching becomes the main axis in the organisation of the educational process This process has now gone beyond the analogue world and face to face education to enter the digital world where new learning environments are being produced with ever greater doses of realism Teaching and Learning in Digital Worlds examines the teaching and learning process in 3D virtual environments from both the theoretical and practical points of view      **Learning and Teaching with Technology in the Knowledge Society** Mizuho Iinuma, 2015-11-24 This book discusses learning and teaching with modern technology in the new knowledge society It focuses specifically on new literacy and technology in classroom environments Based on a social constructivist approach this book covers a wide range of new technology use examples such as participatory media video recording systems and 3D computer graphics A case study on a constructivist approach to teaching and learning especially CSCL computer supported collaborative learning is discussed from a practical perspective for educators It also includes specific in class practices with detailed accounts of curricula featuring readily accessible yet new technology available for classroom use such as Google Sketchup 3D computer models      *A 3D Visualization Teaching-Learning Trajectory for Elementary Grades Children* Jacqueline Sack, Irma Vazquez, 2016-03-21 This monograph describes the development and use of a 3D visualization teaching learning trajectory for elementary age learners Using design research principles the authors developed this trajectory using the NCTM recommendations and the Spatial Operational Capacity SOC theoretical framework to guide lesson development The SOC framework utilizes actual 3D models 2D and abstract representations of the actual models and a dynamic computer interface the Geocadabra Construction Box which integrates these representations dynamically in real time The work begins with describing the theoretical SOC frameworks that guided the study the inquiry based learning focus the research method used and informal pre program interviews with participant children The next chapter describes introductory activities used to orient the children to the 3D objects that they used throughout the program The book then focuses on the development of abstract top view numeric plan representations leading to representations of rectangular prisms followed by front side top view representations The last chapter shows how numeracy was integrated into the program to support the demanding official mathematics curriculum

Innovations and Technologies in Science/STEM Education: Opportunities, Challenges and Sustainable Practices  
 Wang-Kin Chiu, Hon-Ming Lam, Morris Siu Yung Jong, 2024-04-01 In our digital era harnessing innovations and emerging technologies to support teaching and learning has been an important research area in the field of education around the world In science STEM education technologies can be leveraged to present and visualize scientific theories and concepts effectively

while the development of pedagogic innovations usually requires collective inter disciplinary research efforts In addition emerging technologies can better support teachers to assess students learning performance in STEM subjects and offer students viable virtual environments to facilitate laboratory based learning thereby contributing to sustainable development in both K 12 and higher education

**Handbook of Research on Redesigning Teaching, Learning, and Assessment in the Digital Era** Meletiadou, Eleni,2023-05-15 Recent evolutions such as pervasive networking and other enabling technologies have been increasingly changing human life knowledge acquisition and the way works are performed and students learn In this societal change educational institutions must maintain their leading role They have therefore embraced digitally enhanced learning to provide increased flexibility and access for their students The Handbook of Research on Redesigning Teaching Learning and Assessment in the Digital Era provides insights into the transformation of education in the digital era and responds to the needs of learners of any context and background through relevant studies that include sound pedagogical and content knowledge Covering key topics such as hybrid learning media remote learning and social media this major reference work is ideal for administrators policymakers academicians researchers scholars practitioners librarians instructors and students

Digital Simulations for Improving Education: Learning Through Artificial Teaching Environments Gibson, David,Baek, Young Kyun,2009-04-30 Contains research and current trends used in digital simulations of teaching surveying the uses of games and simulations in teacher education

**Computer Science and Education** Wenxing Hong,Yang Weng,2023-05-13 This three volume set constitutes selected papers presented during the 17th International Conference on Computer Science and Education ICCSE 2022 held in Ningbo China in August 2022 The 168 full papers and 43 short papers presented were thoroughly reviewed and selected from the 510 submissions They focus on a wide range of computer science topics especially AI data science and engineering and technology based education by addressing frontier technical and business issues essential to the applications of data science in both higher education and advancing e Society

**Virtual Reality in Education: Breakthroughs in Research and Practice** Management Association, Information Resources,2019-04-01 Modern technology has infiltrated many facets of society including educational environments Through the use of virtual learning educational systems can become more efficient at teaching the student population and break down cost and distance barriers to reach populations that traditionally could not afford a good education Virtual Reality in Education Breakthroughs in Research and Practice is an essential reference source on the uses of virtual reality in K 12 and higher education classrooms with a focus on pedagogical and instructional outcomes and strategies Highlighting a range of pertinent topics such as immersive virtual learning environments virtual laboratories and distance education this publication is an ideal reference source for pre service and in service teachers school administrators principles higher education faculty K 12 instructors policymakers and researchers interested in virtual reality incorporation in the classroom

**Additive Manufacturing Teaching and Training Case Studies** Eujin Pei,Mario Monzón,Alain

Bernard, Ian Gibson, 2025-10-01 This textbook provides a wealth of information for researchers teachers and educators offering knowledge and practical insights to navigate the intricacies of training and teaching the use of Additive Manufacturing Featuring contributions from world leading experts each chapter delves into specialized areas such as integrating AM practices in academia applications in special needs education and teaching design for AM while balancing creativity and functionality Real world case studies provide invaluable lessons for teaching AM to metal forming students empowering the workforce through collaborative training initiatives and revolutionizing education through distance learning With a focus on pedagogical excellence this book introduces innovative teaching methodologies digital immersion in virtual reality and metacognitive driven training approaches to enhance AM education From sustainability considerations to medical applications each chapter offers a unique perspective ensuring a holistic understanding of AM s potential Whether you are a seasoned professional or a newcomer to the field this book equips readers with the strategies and knowledge to excel in Additive Manufacturing education and practice bridging the gap between theory and application in this rapidly evolving domain

**V-Learning** Leonard A. Annetta, Elizabeth Folta, Marta Klesath, 2010-03-10 Equally grounded in the research and the practical applications developed by the authors over a number of years this book shows how virtual learning environments could represent the future of higher education As academics begin to use environments such as Second Life to reach a broader student audience this volume offers the distance learning community administrators faculty and students a different yet successful approach to delivering content over the Internet through 3D virtual learning environments that have the potential to transform higher education Covering a broad spectrum of frameworks from commercial multiplayer video games to online learning the book shows just how powerful these environments can be in the arena of education and concludes that data driven practice will ensure almost universal take up even among those currently unwilling to use V learning The authors provide numerous practical examples of distance learning in its current state of development as well as making informed predictions about how future environments might evolve This much needed book is right at the cutting edge of its subject and comes at a time when research in both educational gaming and distance learning are converging

Virtual Learning Environments: Concepts, Methodologies, Tools and Applications Management Association, Information Resources, 2012-01-31 As the world rapidly moves online sectors from management industry government and education have broadly begun to virtualize the way people interact and learn Virtual Learning Environments Concepts Methodologies Tools and Applications is a three volume compendium of the latest research case studies theories and methodologies within the field of virtual learning environments As networks get faster cheaper safer and more reliable their applications grow at a rate that makes it difficult for the typical practitioner to keep abreast With a wide range of subjects spanning from authors across the globe and with applications at different levels of education and higher learning this reference guide serves academics and practitioners alike indexed and categorized easily for study and application

**Handbook of Research on**

**Collaborative Teaching Practice in Virtual Learning Environments** Panconesi, Gianni, Guida, Maria, 2017-05-17 Modern technology has enhanced many aspects of life including classroom education By offering virtual learning experiences educational systems can become more efficient and effective at teaching the student population The Handbook of Research on Collaborative Teaching Practice in Virtual Learning Environments highlights program developments in the realm of digital worlds in educational settings Featuring pedagogical methods and topics relating to cooperative learning hands on curriculum and meta cognitive dimensions this publication is a critical reference source for pre service and in service teachers school administrators higher education faculty and researchers interested in virtual reality incorporation in the classroom

Immersive Learning Research Network Marie-Luce Bourguet, Jule M. Krüger, Daniela Pedrosa, Andreas Dengel, Anasol Peña-Rios, Jonathon Richter, 2023-10-30 This volume constitutes the refereed proceedings of the 9th International Conference of the Immersive Learning Network iLRN 2023 held in San Luis Obispo USA in June 2023 as a hybrid event The 26 revised full papers and 13 short papers presented in this volume were carefully reviewed and selected from 110 submissions The papers are organized in topical sections on foundations in immersive learning research and theory assessment and evaluation galleries libraries archives and museums inclusion diversity equity access and social justice STEM education language culture and heritage nature workforce development self and co regulated learning with immersive learning environments special track immersive learning across Latin America state of research use cases and projects

*Trends in Teaching-Learning Technologies* Hemant B. Kaushik, Uday Shanker Dixit, John Jose, Bithiah Grace Jaganathan, 2023-08-28 The book provides an insight into various facets of teaching and learning methodologies assisted by the technological advancements The primary goal is to share with the readers about different experiences of technical as well as non technical institutes in teaching and learning methodologies for improving the existing procedures This volume will be of interest to those in academia and research

**Recent Trends in Mechatronics Towards Industry 4.0** Ahmad Fakhri Ab. Nasir, Ahmad Najmuddin Ibrahim, Ismayuzri Ishak, Nafrizuan Mat Yahya, Muhammad Aizzat Zakaria, Anwar P. P. Abdul Majeed, 2021-07-15 This book presents part of the iM3F 2020 proceedings from the Mechatronics track It highlights key challenges and recent trends in mechatronics engineering and technology that are non trivial in the age of Industry 4.0 It discusses traditional as well as modern solutions that are employed in the multitude spectra of mechatronics based applications The readers are expected to gain an insightful view on the current trends issues mitigating factors as well as solutions from this book

**Mathematics Education in the Age of Artificial Intelligence** Philippe R. Richard, M. Pilar Vélez, Steven Van Vaerenbergh, 2022-03-09 This book highlights the contribution of artificial intelligence for mathematics education It provides concrete ideas supported by mathematical work obtained through dynamic international collaboration and discusses the flourishing of new mathematics in the contemporary world from a sustainable development perspective Over the past thirty years artificial intelligence has gradually infiltrated all facets of society When it is deployed in interaction

with the human designer or user AI certainly raises new ethical questions But as soon as it aims to augment intelligence in a kind of human machine partnership it goes to the heart of knowledge development and the very performance of work The proposed themes and the sections of the book address original issues relating to the creation of AI milieus to work on mathematics to the AI supported learning of mathematics and to the coordination of usual paper pencil techniques and new AI aided educational working spaces The authors of the book and the coordinators of each section are all established specialists in mathematics didactics mathematics and computer science In summary this book is a must read for everyone interested in the teaching and learning of mathematics and it concerns the interaction between the human and the machine in both directions It contains ideas questions and inspiration that invite to take up the challenge of Artificial Intelligence contributing to Mathematical Human Learning



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