

# Contents

<b>1</b>	<b>An Alternative (to) Reality .....</b>	<b>1</b>
	Derek Jones	
<b>2</b>	<b>Guidelines for Conducting Text Based Interviews in Virtual Worlds.....</b>	<b>21</b>
	Carina Girvan and Timothy Savage	
<b>3</b>	<b>Designing for Hybrid Learning Environments in a Science Museum: Inter-professional Conceptualisations of Space .....</b>	<b>41</b>
	Alfredo Jornet and Cecilie Flo Jahreie	
<b>4</b>	<b>An Examination of Student Engagement, Knowledge Creation and Expansive Learning in a Virtual World.....</b>	<b>65</b>
	Brian G. Burton, Barbara Martin, and Jenny Robins	
<b>5</b>	<b>The Strength of Cohesive Ties: Discursive Construction of an Online Learning Community .....</b>	<b>83</b>
	Rebecca Ferguson, Julia Gillen, Anna Peachey, and Peter Twining	
<b>6</b>	<b>+SPACES: Serious Games for Role-Playing Government Policies .....</b>	<b>101</b>
	Bernard Horan and Michael Gardner	
<b>7</b>	<b>Avatars, Art and Aspirations: The Creative Potential for Learning in the Virtual World .....</b>	<b>117</b>
	Simone Wesner	
<b>8</b>	<b>Second Language Acquisition by Immersive and Collaborative Task-Based Learning in a Virtual World .....</b>	<b>135</b>
	Margaret de Jong Derrington	
<b>9</b>	<b>Do Virtual Worlds Support Engaging Social Conferencing?.....</b>	<b>165</b>
	Andreas Schmeil, Béatrice Hasler, Anna Peachey, Sara de Freitas, and Claus Nehmzow	

Understanding Learning in Virtual Worlds

Childs, M.; Peachey, A. (Eds.)

2013, XXII, 179 p.,

ISBN: 978-1-4471-5370-2