# Table of Contents

Preface .............................................................................................................................................. xxvii

Acknowledgment .............................................................................................................................. xxix

**Volume I**

**Section 1**  
**Social, Ethical, and Human Perspectives**

**Chapter 1**  
Ethical Considerations for Learning Game, Simulation, and Virtual World Design and Development ........ 1  
*Scott Warren, University of North Texas, USA*  
*Lin Lin, University of North Texas, USA*

**Chapter 2**  
Enhancing Characters for Virtual Worlds and Interactive Environments through Human-Like Enhancements ............................................................................................................................. 19  
*Stuart Slater, University of Wolverhampton, UK*  
*David Burden, Daden Ltd, UK*

**Chapter 3**  
Virtual Hate Communities in the 21st Century ................................................................. 34  
*Glenn T. Tsunokai, Western Washington University, USA*  
*Allison R. McGrath, Vanderbilt University, USA*

**Chapter 4**  
Addiction in World of Warcraft: A Virtual Ethnography Study .................................................... 54  
*Craig Pragnell, Bournemouth University, UK*  
*Christos Gatzidis, Bournemouth University, UK*
Chapter 5
Educational Research in Virtual Learning Environments: Possibilities for a New Ethnography........ 75
Marcus Vinicius Santos Kucharski, Universidade Tuiuti do Paraná & Pontifícia
Universidade Católica do Paraná, Brazil
Patricia Lupion Torres, Pontifícia Universidade Católica do Paraná, Brazil

Chapter 6
Thin Screen: The Creation of Depth Perception in Desktop Virtual Reality in Alignment with Human
Visual Perception ........................................................................................................................................ 97
Shalin Hai-Jew, Kansas State University, USA

Section 2
Virtual Communities, Applications, and Implications

Chapter 7
Virtual Museums: Platforms, Practices, Prospects ................................................................. 117
Caroline M. L. Ho, Nanyang Technological University, Singapore

Chapter 8
Art and the Avatar in Virtual and Mixed-Reality Exhibition Space........................................ 145
Lisa Dethridge, RMIT University, Australia

Chapter 9
Tourism in Virtual Worlds: Means, Goals and Needs ............................................................. 166
Samuel Cruz-Lara, LORIA / INRIA Nancy - Grand Est, France
José Manuel Cabello, Innovalia Association, Spain
Tarik Osswald, LORIA / INRIA Nancy - Grand Est, France
Antonio Collado, Carsa, Spain
José M. Franco, Avantalia, Spain
Sergio Barrera, Virtualware, Spain

Chapter 10
Virtual Evidence in the Courtroom ........................................................................................ 200
Damian Schofield, State University of New York at Oswego, USA

Chapter 11
Virtual Forensic Anthropology: Applications of Advanced Computer Graphics Technology to the
Identification of Human Remains .................................................................................................... 217
Stephanie L. Davy-Jow, Liverpool John Moores University, UK
Summer J. Decker, University of South Florida, USA
Damian Schofield, State University of New York at Oswego, USA
Chapter 12
Second Life and World of Warcraft: Harnessing Presence Learning
Chaka Chaka, Walter Sisulu University, South Africa

Chapter 13
The Next Frontier in Public Education: Cyber Charter Schools
Belinda M. Cambre, University of New Orleans, USA

Chapter 14
Isn’t it Real? Experiencing the Virtual Church in Second Life®
Emil R. Kaburuan, National Cheng Kung University, Taiwan
Chien-Hsu Chen, National Cheng Kung University, Taiwan
Tay-Sheng Jeng, National Cheng Kung University, Taiwan

Section 3
Strategies and Impacts on Professional Development

Chapter 15
Using Simulators for Training
Damian Schofield, State University of New York at Oswego, USA

Chapter 16
Quality Assurance for Online Programs: Roles, Responsibilities, and Leadership Styles of Higher Education Administrators
Yi Yang, Franklin University, USA
Curtis J. Bonk, Indiana University, USA

Chapter 17
Teacher Professional Development through Virtual Campuses: Conceptions of a ‘New’ Model
Athanassios Jimoyiannis, University of Peloponnese, Greece
Maria Gravani, Open University of Cyprus, Cyprus
Yiasema Karagiorgi, Ministry of Education and Culture, Cyprus

Chapter 18
Practical Considerations when Using Virtual Spaces for Learning and Collaboration, with Minimal Setup and Support
Eileen O’Connor, SUNY Empire State College, USA

Chapter 19
“In the Office”: Communication in Virtual Environments
Julie Radachy, Smarthinking, Inc., USA
Christa Ehmann Powers, Smarthinking, Inc., USA
Volume II

Chapter 20
Librarianship Presence in Virtual Worlds .......................................................... 384
   Jenny Baum, New York Public Library, USA
   Kate Lyons, Hostos Community College Library, USA

Chapter 21
A Web-Based Training Experience in Turkey: A University-National Police Collaboration .......... 400
   M. Yasar Ozden, Middle East Technical University, Turkey
   Nuray Gedik, Middle East Technical University, Turkey
   Aslihan Kocaman-Karoglu, Middle East Technical University, Turkey

Chapter 22
A Preliminary Look at the Development on Websites of Higher Education Institutions .......... 414
   Harrison Hao Yang, State University of New York at Oswego, USA
   Na Yao, Shanghai Normal University, China
   Pinde Chen, South China Normal University, China

Section 4
Pedagogical Design and Implementations

Chapter 23
Breaking Away: How Virtual Worlds Impact Pedagogical Practices ........................................ 431
   Sharon Stoerger, University of Wisconsin - Milwaukee, USA

Chapter 24
Online Work-Integrated Learning (WIL) Community .................................................. 451
   Michelle W. L. Fong, Victoria University, Australia

Chapter 25
Usability and Affordances for Teaching and Learning in Second Life .................................. 462
   Trevor Barker, University of Hertfordshire, UK

Chapter 26
Virtual Worlds as a Learner Centered Environment for Spatial Reasoning .......................... 479
   Hyungsung Park, Kyonggi University, Republic of Korea

Chapter 27
Collaborative Learning: A Way to Transform Learning and Instruction in Online Courses .......... 491
   Hong Zhan, Embry-Riddle Aeronautical University, USA
Chapter 28
Virtual Interactions in Distance Learning
Wajeeh Daher, Al-Qasemi Academic College of Education, Baka, Israel & An-Najah National University, Nablus, Palestine

Chapter 29
Instructor Feedback, Learner Satisfaction, and Online Learning
Yuliang Liu, Southern Illinois University Edwardsville, USA

Chapter 30
The Pedagogical Considerations in the Design of Virtual Worlds for Organization Learning
C. Candace Chou, University of St. Thomas, USA
Rama Kaye Hart, University of St. Thomas, USA

Chapter 31
The Utilization of Concept Maps as Knowledge Systematization and Text-Authoring Tools in Collaboration-Based Educational Processes: The LOLA Experiment
Patricia Lupion Torres, Pontifícia Universidade Católica do Paraná, Brazil
Marcus Vinicius Santos Kucharski, Universidade Tuiuti do Paraná & Pontifícia Universidade Católica do Paraná, Brazil

Section 5
Program and Disciplinary Practices

Chapter 32
Research-Based Best Practices for Online Programs: A Dual Administrative- and Instruction-Based Model
Nicholas W. Farha, Logan University, USA

Chapter 33
Adapting Three-Dimensional-Virtual World to Reach Diverse Learners in an MBA Program
Rosalyn Rufer, State University of New York at Empire State College, USA
Ruifang Hope Adams, State University of New York at Empire State College, USA

Chapter 34
Assessing General Education Outcomes Across Programs
Yi Yang, Franklin University, USA
Michelle Buchberger, Franklin University, USA
Harrison Hao Yang, State University of New York at Oswego, USA

Chapter 35
Supporting Automated Container Terminal Design Processes with 3D Virtual Environments
Michele Fumarola, Delft University of Technology, the Netherlands
Cornelis Versteegt, APM Terminals Maasvlakte II B.V., the Netherlands
Chapter 36
The Mid-Air FogScreen and User Experiences ................................................................. 650
Ismo Rakkolainen, University of Tampere, Finland
Satu Jumisko-Pyykkö, Tampere University of Technology, Finland

Chapter 37
Enabling Multilingual Social Interactions and Fostering Language Learning in Virtual Worlds...... 665
Samuel Cruz-Lara, University of Lorraine, France
Tarik Osswald, University of Lorraine, France
Jean-Pierre Camal, University of Lorraine, France
Nadia Bellalem, University of Lorraine, France
Lotfi Bellalem, University of Lorraine, France
Jordan Guinaud, University of Lorraine, France

Chapter 38
Designing and Developing the Virtual English Adventure in Second Life .............................. 686
Youngkyun Baek, Boise State University, USA
Hoe Kyeung Kim, Cleveland State University, USA

Chapter 39
Individual E-Portfolios: Can a Classic Tool for Teachers and Students be Merged with Web 2.0
Tools for Reflective Learning? .......................................................................................... 706
Sunhong Hwang, The University of Houston, USA
Brian Plankis, The University of Houston, USA

Chapter 40
Commerce Models in Virtual Worlds and Environments .......................................................... 722
Roderick M. Riensche, Pacific Northwest National Laboratory, USA
Andrew J. Cowell, Pacific Northwest National Laboratory, USA

About the Contributors ........................................................................................................ 1

Index ................................................................................................................................... 16