About the Contributors

Giovanni Vincenti received his Doctorate of Science in Applied Information Technology from Towson University in 2007 after an academic career that focused on Bioinformatics through a B.A. in Biology and an M.S. in Computer Science. He is in charge of Research and Development at Gruppo Vincenti, a small but dynamic company with interests across several fields. His main areas of research include Fuzzy Mediation, Technology-Based Education and Emotionally-Aware Agency. He is also a Lecturer with the Department of Computer and Information Sciences at Towson University. He published his findings at several regional, national and international conferences. His interest in education and technology-based instruction comes from years of direct interaction with students in the classroom and empirical experiences that formed him as a teacher.

James Braman is a Lecturer in the Department of Computer and Information Sciences at Towson University. He holds a Master's Degree in Computer Science and is currently pursuing a Doctoral Degree in Information Technology. James also serves as a joint editor-in-chief of the (ICST) Transactions on E-Education and E-Learning. He is also part of the Towson University Second Life Initiative, the Towson Innovation Lab, promoting virtual environments for higher education learning. In collaboration with Giovanni Vincenti, has co-authored several publications, recently including the Handbook of Research on Computational Arts and Creative Informatics. His current research focus includes art and technology, intelligent agents, affective computing and education in virtual and immersive environments.

Nan B. Adams is an Associate Professor in the Department of Educational Leadership and Technology at Southeastern University. Prior to her work at Southeastern, she has served in several leadership positions at the university level, most recently as the Director of Academic Computing for the University of New Orleans. Her K-12 teaching experience includes 7 years teaching inner-city high school science. Prior to her academic work, she has 10 years experience as a geological field engineer managing scientific data collection teams in remote locations. Her expertise and research interests include Curriculum Leadership, Change Leadership, Action Research, Intelligence Theory and Virtual Education Environments.

Olga M. Alegre is a Professor in the School of Education at the Universidad de La Laguna (Spain). Her specializations are special education and University evaluation.
Ugo Barchetti has a university degree in Computer Engineering and received a Ph. D in 2007 at the University of Lecce, Italy. His research interests concerns the collaboration in Virtual Reality worlds, and scouting techniques about augmented reality and virtual reality. He is among the chief developers of the WebTalk04 system. His studies aims to use CVEs for e-learning benefits, and is involved in several projects related to e-learning collaborative virtual experiences such as “learning@europe”, “Storia della Lombardia” and “Shrine” Projects. He also took part in the Moda-ML project to design and implement a framework to support textile and clothing supply chain.

Alberto Bucciero, received his Ph.D at the University of Lecce, Italy in 2006. Since 2003 he has been tutoring for academic courses of Software Engineering and Computer Graphics. Since 2006, he has been a lecturer for a Management of Business Information course. He carries on his research activities at the Innovation Engineering Innovation Dept. and his main interest include: Enhanced Learning Management System based on 3D virtual environment to support the collaborative learning work on internet. (most important projects Shrine, Storia@Lombardia, Learning@Europe projects), Service Oriented Architecture and middleware tools to support B2B e-commerce for the Supply Chain Management (ModaML, FIM, Trame projects), Modeling and formalization of the requirements for the analysis of informative systems and Formal declarative languages based on XML. He is member of ACM and IEEE Computer Society.

Emilio Camahort is an Associate Professor at the Departamento de Sistemas Informáticos y Computación of the Universidad Politécnica de Valencia in Valencia, Spain. He received his degree of Licenciado en Informática from the same University. He also earned an MSc and a PhD in Computer Sciences from the University of Texas at Austin, USA. Before becoming a Professor Dr. Camahort worked at Schlumberger Laboratory for Computer Science in Austin, TX, at AT&T Bell Laboratories in Holmdel, NJ and at Zebra Imaging, Inc., a start-up company in Austin, TX. He currently teaches Computer Graphics at different levels. His research areas of interest are Computer Graphics and Interactive Techniques, Augmented Reality and Autostereoscopy, and Parallel and Distributed Computing.

Douglas W. Canfield is the Coordinator of the Language Resource Center at The University of Tennessee in Knoxville. His background is in French and ESL instruction via hybrid courses with significant online modules. His research explores music and video clips as catalysts for the Chomskyan “Language Acquisition Device”, the creation of discourse and gaming communities for language instruction and research, and the leveraging of open-source and low-affect technologies in language resource centers. Doug has been involved in teaching and designing learning materials in Second Life, and is currently the Editor-in-Chief of the Journal of the International Association for Language Learning Technology (IALLT).

John M. Carfora, Ed.D., holds degrees from a number of colleges and universities, including The London School of Economics, Harvard University, and a doctorate from Columbia University's Department of Organization and Leadership. A recipient of several international research awards, he has also lectured throughout the United States, Canada, and Europe. John was a Research Scholar at Radio Free Europe-Radio Liberty in Munich, Germany, in the 1970s, where he authored studies on social, economic and political themes for radio broadcasts in Russian and other languages. He has been a professor of economics, and an international consultant with clients such as Disney, American Airlines, and U.S.
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News and World Report. John further served as Director of International Education at the Russian Academy of Management in Moscow, and was founding Curator of the Sir Leonard Bertram Schapiro Collection at the British Library of Political and Economic Sciences. John is Co-Chair of “I-Group,” a National Academy of Sciences committee on international research collaborations, a member of the Board of Directors of the Immersive Education Initiative (http://immersiveeducation.org/), and a former member of the Board of Directors of the Alumni and Friends of the London School of Economics (1982-1990), Dr. Carfora authored the Foreword to Universitas: The Social Restructuring of Higher Education in America, (1998), co-authored a popular “vita” on the New Deal economist Stuart Chase (http://harvardmagazine.com/2004/09/stuart-chase.html), and is currently writing a book, with Dr. W. Alan Hodson, titled Stuart Chase: The Times, Life and Ideas of a Public Intellectual, 1888-1985. Another book on proposal development and project management is scheduled for publication in February (2010) by Sage. Dr. Carfora is Executive Director of the Office for Research and Sponsored Projects at Loyola Marymount University in Los Angeles. John received the Distinguished Service Award from the National Council of University Research Administrators in 2007. In 2009, Dr. Carfora was a Fulbright Scholar in Ireland.

Juan B. Carda Castelló received his PhD degree in the University of Valencia and became Professor at Universitat Jaume I of Castellón, where he has taught Inorganic Chemistry at different levels from 1994. He was co-founder of the Group of Solid State Chemistry of the Departamento de Química Inorgánica y Orgánica at the Universitat Jaume I and Head of the Central Scientific Instrumentation Service at the Universitat Jaume I from 1999, when this service was set up, to 2007. In 2005 he was awarded the Insignia de Oro from the Asociación Española de Técnicos Cerámicos as recognition of his contribution to Ceramics. His research areas of interest are focused on new properties and applications of Ceramic Materials, where he authored more than 200 articles. He is also a reviewer for local and European conferences and journals.

Joff Chafer, has taught practical theater modules in the Performing Arts Department at Coventry University, UK since 2005, and since 2006 has been involved with the development of Coventry University’s presence in Second life and is currently working on various projects looking into the possibilities of performance in this virtual world. He originally trained as an actor at Middlesex University and on completion joined Trestle Theatre Company, a theatre company specializing in mask work. He stayed with the company for 18 years working in various capacities as actor/mask maker/designer/writer/director ending up as joint artistic director. Performance highlights include directing at Sydney Opera house and lowlights include being struck by lightning during an open air performance in Elstree.

Michelle Crosby-Nagy holds a Bachelors degree from the American University in international studies and is currently pursuing a Masters degree in international science and technology policy at the George Washington University in Washington, D.C. In the spring of 2009 she was selected as a Christine Mirzayan Science and Technology Policy Graduate Fellow. Michelle has worked for the Office of Science and Technology Policy in the Executive Office of the President and is co-founder of two non-profits dealing with skilled foreign nationals. Currently, she works as a Research Associate at the National Academy of Sciences Board on Higher Education and Workforce.
Carlos Oliveira Cruz received his BSc degree in Civil Engineering, in 2005, and his M.Sc. degree on Transportation, in 2009, both at the University of Porto. He is a lecturer at the Technical University of Lisbon, in the Department of Civil Engineering, where he teaches Technical Drawing and Computer Aided Drawing. His research interests are in the area of virtual reality and he has developed educational models for civil engineering students. He is currently a PhD student at the Technical University of Lisbon and he is working in the area of large scale transportation infrastructures development, management and optimization.

Craig A. Cunningham, PhD is an associate professor in the Integrated Studies in Teaching, Technology, and Inquiry department at National-Louis University in Chicago, where he teaches courses in technology in education and the history and philosophy of education. His research interests include the philosophy of John Dewey, the history of moral education, contemporary educational policy, and the use of new technologies to support teaching and learning. He is lead author of Curriculum Webs: Weaving the Web into Teaching and Learning (Allyn & Bacon, 2006) in addition to numerous articles and presentations.

David R. Dannenberg, Learning Manager for The Nature Conservancy, is responsible for designing, developing, and implementing technical training for over 3,500 staff located in 35 countries. He has worked in the field of technical communication, documentation, and training for over 10 years. He is currently pursuing a Ph.D. in Instructional Design and Technology from Virginia Tech and studies the intersection of distance education, virtual worlds, and virtual learning environments. He can be reached at ddannenb@vt.edu.

Michael DeMers OTLC (2007): New Mexico State University, (PhD (1985), MPhil (1983): University of Kansas, MS (1980), BSEd (1974): University of North Dakota, is Associate Professor of geography at New Mexico State University. Dr. DeMers is the author of four GIS books including GIS for Dummies, and co-editor of the GIS&T Body of Knowledge, published jointly by the University Consortium for Geographic Information Science (UCGIS) and the Association of American Geographers (AAG). His first book, Fundamentals of Geographic Information Systems, now in its fourth edition, has been translated into both Russian and simple Chinese; and his GIS Modeling in Raster is currently being translated into Arabic. Mike’s research involves GIS applications and design, GIS curriculum development, and online GIS education. DeMers is the Vice Chair of the AAG Geography Education Specialty Group and a member of the board of the Applied Geography Specialty Group. Besides his traditional university teaching duties he is also a mentor and teaches Intermediate Second Life for Educators for Sloan-C. He has served on the board of the Biogeography Specialty Group and as the Secretary of the US-International Association for Landscape Ecology.

Thomas A. DeVaney earned a PhD from Mississippi State University and is currently an Associate Professor at Southeastern Louisiana University where he teaches research design and statistics courses in traditional classroom and virtual environments. Dr. DeVaney has published numerous articles focusing on instructional methods in online environments.

Fabian Di Fiore is an associate professor in computer science at Hasselt University (UHasselt) in Belgium. He obtained a MS in computer science in 1997 at the University of Leuven. In 2004, he fin-
ished his PhD entitled “A 2.5D Modeling and Animation Framework Supporting Computer Assisted Traditional Animation” at the Expertise Centre for Digital Media (EDM), a research institute of Hasselt University. His research activities are concerned with computer animation, non-photorealistic rendering and highly stylized drawn animation.

**Kosmas Dimitropoulos** received his BSc degree in Electrical and Computer Engineering from the Democritus University and his PhD degree in Applied Informatics from Macedonia University of Thessaloniki in 2001 and 2006 respectively. He is a researcher with the Informatics and Telematics Institute and a visiting professor (lecturer) in the Applied Informatics Department of Macedonia University. His main research interests include computer vision, virtual reality and computer graphics, 3D motion estimation, deformable modelling and 3D reconstruction from stereo images. His involvement with those research areas has led to the co-authoring of more than 10 articles in refereed journals, one book chapter and more than 25 papers in international conferences. He has participated in several European and national research projects.

**Timothy F. Duruz** has considerable experience in the use of computer-mediated communication that dates back to before the emergence of the web. After a successful career in print management, he has spent the last decade and a half devoted to higher education, first in the proprietary sector as a faculty member, administrator and consultant, then as a Visiting Assistant Professor at Suffolk County Community College. Dr. Duruz is known to be an outspoken proponent of the use of technology in the teaching-learning environment, and has expertise in curriculum development and assessment. His other academic interests range from the spatial micro-distribution of power bases in higher education to the greening of advertising media, especially for political campaigns.

**Jiuguang Feng** was born in Inner Mongolia, China. Jiuguang received his master’s degree from the College of Education at Towson University in 2007. He had been working as a teacher for seven years in China before he came to the U.S. in January 2009 for his doctoral study. He was the winner of Marilyn Nicholas scholarship on April, 2009 at Towson. Since coming to the U.S., he became very interested in MUVEs (Multi-user Virtual Environments) and he believes that it is a wonderful tool to create immersive simulations in an educational setting. His interests include technology integration in education, especially MUVE learning environments, and technology integration in foreign language education.

**Russell Fewster** has directed theatre for the past 25 years including work with professional actors, acting students and young people. He studied at Ecole Jacques Lecoq in Paris in the early eighties thus beginning his theatrical journey. In 2000 he completed a Masters by Research in rehearsal decision making at the Centre for Performance Studies in the University of Sydney. He recently submitted his PhD examining the use of video in performance Theatre Studies at the University of Melbourne in early 2010. He is a lecturer in drama and performing arts at the University of South Australia Magill Campus.

**Nick V. Flor** is the Associate Director of the Interdisciplinary Film & Digital Media Program at the University of New Mexico (UNM), and an Associate Professor in the Marketing, Information Systems, and Decision Sciences group at UNM’s Anderson School of Management. Prior to UNM, he spent 8 years as a faculty member at Carnegie Mellon University’s Graduate School of Industrial Administration. Before academia, he worked for 10 years in industry as a software engineer and project leader at
Hewlett Packard’s San Diego Division. He has published extensively in the areas of virtual communities and online social systems. His current research interests lie in the application of 3D virtual worlds to organizational process improvement. He is the author of Web Business Engineering, and the developer of several profitable autonomous businesses. He received his PhD in Cognitive Science in 1994, and also holds a Bachelor degree in Computer Science, all from the University of California, San Diego.

Dafne Gonzalez graduated in Language Teaching, has a Masters degree in Applied Linguistics, and a PhD in Education. She has coordinated the Graduate Studies in Education Programs and has been the Head of the Specialization in Informatics and Education at Universidad Simón Bolívar, in Caracas, Venezuela. Besides teaching technology-related courses at the graduate level, she has also taught English for Architecture and Urban Planning blended and online courses. A webhead since 2002, she is the lead coordinator of the TESOL Electronic Village Online (EVO) and co-moderator of the EVO Becoming a Webhead (BaW) online Workshop series. She has also been teaching the course “Teaching Vocabulary and Grammar Online” for the TESOL Principles and Practices of Online Teaching Certificate Program since 2004. She is now a member of the TESOL CALL-IS Steering Committee. Currently, she is the head of the Spanish Program for Languagelife (a project of Languagelab.com) in Second Life.

Suzanne Guerrero is a free-lance materials developer, ESL instructor and editor. After receiving her BA and MA in Linguistics from the University of Pittsburgh, she worked as an ESL/EFL instructor and teacher trainer for several years before moving into publishing. Since 2006, she has worked with Richmond Publishing Mexico, as both author and editor of several mainstream EFL course book series. She was also the syllabus designer and main editor for a three-level suite of general English courses within a MUVE in Languagelab.com.

Kimball Harrison is an elementary school Computer Resource Specialist in Virginia Beach, VA. In Second Life since January of 2008, she is a docent at ISTE (International Society for Technology in Education) Island and a VSTE (Virginia Society for Technology in Education) Island facilitator. She is part of a team of four who developed VSTE Island, which includes a re-creation of Jamestown, VA, the first permanent English settlement in the US, and meeting and training venues for educators.

Pedro Gama e Henriques received his PhD in Civil Engineering in 1998. He is an assistant professor in the Technical University of Lisbon. In this Institute he teaches construction processes and construction planning and management. He is the leader of the Construction group in the Construction Institute and the director of the Master Degree Course in the Dep. Civil Engineering. He is the principal investigator of a research project related to virtual reality in the construction process. The principal research areas are construction processes and virtual reality. The last research developments concerns to planning construction work using virtual reality applications. He is member of the Portuguese Association of Engineering Evaluation.

Lazaros Ioannidis obtained his diploma from the Department of Informatics of Aristotle University of Thessaloniki (Greece). His research interests include computer networks, networked virtual environments, multimedia and hypermedia.
About the Contributors

**Regina Kaplan-Rakowski** has a strong background in foreign languages, which allows her to combine expertise in applied linguistics with the research opportunities that are available using modern instructional technology. Kaplan-Rakowski's education includes B.Ed. in TESL, M.Ed. in European Studies, and M.A. in Foreign Languages and Literatures. Presently, she is pursuing a doctorate in Curriculum & Instruction (Instructional Technology & Design) at Southern Illinois University, Carbondale. Her current focus is research on the educational possibilities of teaching foreign languages in virtual environments, especially through virtual worlds and digital games. Nevertheless, she has also accumulated detailed research interests in second language acquisition, especially in bilingualism/multilingualism, code-switching, and the application of mnemonics in language acquisition and instruction.

**Andreas Konstantinidis** obtained his master’s degree from the Department of Informatics of Aristotle University of Thessaloniki (Greece). He is currently a PhD candidate at the same department. His research interests include computer networks, networked virtual environments, multimedia and hypermedia.

**Wim Lamotte** obtained his PhD in computer science (1998) at the Hasselt University, with a thesis in the global illumination and parallelism domain. He is a full professor at the Hasselt University with courses in networking and multimedia. His current research interests include networked virtual environments, computer networks and networked multimedia. At Hasselt University, he is a member of the management committee of the Expertise Centre for Digital Media (EDM) and leads the Multimedia and Communication Technology subgroup of the EDM, which specializes in Networked Virtual Environments.

**Daniel Laughlin** manages NASA's Learning Technologies Project from Goddard Space Flight Center. Learning Technologies supports the research and development of cutting-edge educational tools that combine NASA mission content with innovative technology and best education practices. The office has sponsored the development of tools that have been featured on the covers of science and technology journals and received international recognition. Dr. Laughlin leads research and development efforts on games and virtual worlds in education and is co-author of the NASA eEducation Roadmap: Research Challenges in the Design of Persistent Immersive Synthetic Environments for Education & Training (2007). Before joining the Learning Technologies Project, Dr. Laughlin spent four years teaching educational technology classes to and more than a decade teaching Western Civilization courses.

**Mark J. W. Lee** is an honorary research fellow with the Graduate School of Information Technology and Mathematical Sciences at the University of Ballarat, Australia. He also holds adjunct senior lecturer appointments in the School of Education, Charles Sturt University, and in the DEHub research centre within the Faculty of Professions at the University of New England. Previously, Lee worked in a variety of teaching, instructional design, and managerial roles within the private vocational education and higher education sectors. He has published almost 50 refereed book chapters, journal articles, and conference papers in the areas of educational technology, e-learning, and innovative pedagogy in tertiary education. Lee is the Chair of the New South Wales Chapter of the IEEE Education Society and serves as founding Editor-in-Chief of Impact: Journal of Applied Research in Workplace E-learning, in addition to being on the editorial boards of a number of international journals.
Pete MacKichan is based in Thessaloniki, Greece, where he is a freelance trainer and materials designer. In addition, he teaches pre-sessional ESL (EAP) courses in the UK at the University of Southampton. Pete has a MEd in Educational Technology and ELT from Manchester University and currently his main interests are Second Life and Moodle. He was involved with teaching and designing learning materials in Second Life for LanguageLab.com. He is now developing his own on-line language course, blending web-based e-learning with virtual activities in a dedicated Second Life sim. He also trains teachers and designs materials for Moodle, as well providing technical support for projects such as SEETA, the South Eastern European Teachers’ Associations http://seeta.eu.

Luca Mainetti, graduated magna cum laude in Computer Science at the State University of Milan, PhD in Computer Engineering an Automatics at the Polytechnic of Milan, Luca Mainetti has been dealing with multimedia for about nine years both on the practical side, as manager of the HOC (Hypermedia Open Center) multimedia lab at the Polytechnic of Milan, and from the theoretical point of view, deepening, with the PhD, the aspects bound to multimedia standards, to audio and video data storing and to multimedia data bases design. During the nine years of professional activity he took part in several national and international research projects; he held several seminars on the topic of multimedia standards and technologies; he taught at the Polytechnic of Milan in courses of Computer Science Fundamentals, Data Bases and Computer Graphics; he collaborated with several firms and Institutions on multimedia online and offline projects; he published about 15 articles for magazines and scientific conferences specialized on the topic of hypertexts and of project methods. Now he is an associate professor at the University of Lecce.

Athanasios Manitsaris received his BSc degree in Mathematics from Aristotel University of Thessaloniki, his MSc in Mathematiques Statistiques from University de Paris VI and his PhD degree in Applied Informatics from Macedonia University of Thessaloniki in 1975, 1977 and 1992 respectively. He is currently a Professor in the Applied Informatics department of Macedonia University. His main research interests include mathematics statistics, multimedia systems, computer graphics and virtual reality and distance learning. His involvement with those research areas has led to the co-authoring of a large number of publications in refereed journals, books and international conferences.

Octávio Peres Martins received the MSc Bologna degree in Civil Engineering from the Technical University of Lisbon, Portugal, in 2009. His dissertation covered modelling construction bridges using Virtual Reality technology. He worked as a fellowship on the development of didactic material to be used in the e-school platform within the activity of the Department of Civil Engineering. The models presents in animated way events related with resistance of materials. Research interests include software engineering of e-learning, modelling processes, visualization techniques and VR technology. At present he works is structural design in a private civil engineering office.

Grant Meredith is a multimedia/games lecturer at the Graduate School of Information Technology & Mathematical Sciences at the University of Ballarat. Grant is also a confirmed PhD student investigating the university experiences of stuttering students. Grant has strong interests in virtual worlds and simulations and has conceived and designed the Virtual Stuttering Support Centre within 2nd Life. Grant has other widespread research interests including e-learning, human computer interactions and disability studies. Grant is quite active in presenting his concepts and work nationally and internationally.
About the Contributors

Charlynn Miller - BSc, Post-Bach (HRD), MEd VCU, PhD UVA - is a researcher, lecturer and Honors Coordinator with the Graduate School of Information Technology & Mathematical Sciences at the University of Ballarat Australia. Charlynn’s research involves the enhancement of learning and teaching through the use of emerging technologies; specifically virtual worlds, social networking, and podcasting. Charlynn also conducts research in the area of Cyber-Safety. Charlynn has a number of publications and grants and regularly presents in the area of emerging technologies and their impact on learning. Charlynn worked in the private IT sector for a number of years as a consultant in manager. Charlynn is a member and practicing computer professional with the Australian Computer Society and the ACS Women’s Committee for Victoria.

Cristina Palomeque is a lecturer at the Teacher Training faculty of the University of Barcelona (Spain). She also is an online tutor in a blended master’s degree for teachers of Spanish as a Foreign Language. Her research is focused on Computer Assisted Language Learning (CALL). She is currently carrying out her doctoral dissertation research in the field of interaction and learning processes which occur in foreign language learning/teaching contexts in 3D virtual worlds as well as through web 2.0 tools.

Blake Peck – BN(Hon.), RN, MRCNA – Blake’s has been a consultant for this team in the development of an immersive nursing scenario within Second Life developed and implemented as an immersive learning, teaching and assessment tool for undergraduate nursing students. With several years of clinical experience in acute care settings, and more recently as an educator of undergraduate nurses in the higher education sector, Blake is well positioned to ensure the links between the reality of nursing and the requirements of student learning are established within the Second Life scenario. In addition to this project, Blake is undertaking further research concerning the attitudes towards and utilization of Podcast technology by undergraduate students.

Peter Quax is a senior researcher in computer science at Hasselt University in Belgium. He obtained a MS in computer science at the Transnationale Universiteit Limburg in 2000. His PhD was finished in 2007, entitled “An Architecture for Large-scale Virtual Interactive Communities” at the Expertise Centre for Digital Media (EDM), a research institute of Hasselt University. His current research interests include virtual environments, networking and multimedia.

Ricardo Quirós is an Associate Professor at the Departamento de Lenguajes y Sistemas Informáticos of the Universitat Jaume I in Castellón, Spain. He received his PhD degree in Computer Science at the Universidad Politécnica de Valencia in 1996. Currently he is co-director of the Centre for Interactive Visualization, and professor of Information Systems at the Universitat Jaume I. He teaches Multimedia and Computer Animation, and Virtual and Augmented Reality in the Masters Program of Intelligent Systems and Multimedia Systems, and the ERASMUS Mundus Masters Program in Geospatial Technologies. His current research interests are focused on Computer Graphics and Multimedia, especially in Virtual and Augmented Reality, Light Field Rendering, Auto Stereoscopic Displays and 3D Television. He is member of the European Association for Computer Graphics (Eurographics) and reviewer for local and European conferences and journals (Spanish Conference on Computer Graphics, Ibero-American Symposium on Computer Graphics, Computers & Graphics Journal).
Inma Núñez Redó received her Degree in Chemistry at the Universitat Jaume I in Castellón. In 2003 she was awarded “Premio Joven Investigador Electrocerámica 2003”. While studying her PhD in Molecular Chemistry and Materials at the Universitat Jaume I, she was granted an Erasmus scholarship to study at the Università degli Studi di Genova and the Consiglio Nazionale delle Ricerche, Istituto per l’Energetica e le Interfasi (CNR-IENI) di Genova, Italy. She teaches Inorganic Chemistry at different levels at the Universitat Jaume I. She is member of the Group of Solid State Chemistry at the Universitat Jaume I and her research areas of interest are Ceramic Materials, focused on Electroceramics, the correlation between structure and properties in materials, and the searching for new properties in Ceramics.

Manuela Núñez Redó received her MSc in Computer Science from the Universitat Jaume I of Castellón in 2006. She has also obtained a Master’s Degree in Intelligent Systems from the University Jaume I in 2008. In December 2001, she started working at the European Council for Nuclear Research (CERN) in Geneva, Switzerland, where she worked for two years in the IT Department. In 2005, she was granted an Erasmus scholarship to study at ENSSAT (École Nationale Supérieure des Sciences Appliquées et de Technologie) in Lannion, France. Currently, she teaches Science courses using Augmented Reality. She is a researcher at the Interactive Visualization Group at the Universitat Jaume I and her research areas of interest are Augmented Reality, Computer Vision focusing on Pattern Recognition, Computer Assisted Simulation and Real-Time Rendering.


Alcínia Zita Sampaio is an assistant professor at the Technical University of Lisbon, in the Department of Civil Engineering, PhD in Civil Engineering by Technical University of Lisbon, since 1999. She teaches Technical Drawing since 1984 and Computer Added Drawing since 2003 for Civil Engineering students. The main research fields are geometric modelling and virtual reality applied to construction. In this field she was involved in projects concerning virtual reality in optimisation of construction project planning (2001-2004) and in automation of the generation of bridges models (2001-2004). Also has developed didactic models to support engineering education. Currently she is the principal researcher of a project concerning virtual reality applied to building management (2009-2011).

Antonio Santos is an Associate professor in Educational Technology at the Universidad de las Americas at the city of Puebla, Mexico. His professional life has been committed to the promotion of the use of technology in educational organizations. He has been a researcher and consultant in the field of instructional design, distance education and the use of technology for social development. Mr. Santos has been engaged in several grants to investigate the use of technology in different Mexican educational organizations. He has published several articles in the areas of constructivist learning environments and the use of technology in developing countries and co-authored a book on community telecenters. He
received a Fulbright Scholarship to do his graduate studies and received a doctorate in education from Indiana University. He has been a member of AECT (Association for Educational Communications and Technology) since 1987.

**Stephen A. Schrum** is an Assistant Professor of Theatre Arts at the University of Pittsburgh at Greensburg. With a PhD. in Dramatic Art from the University of California, Berkeley, Schrum begun teaching with technology in 1993, and since then has been writing and presenting on technology, including editing the book, *Theatre in Cyberspace: Issues of Teaching, Acting and Directing* (2000). His chapter entitled, “Theatre in Second Life® Holds the VR Mirror Up To Nature,” can be found in *Handbook of Research on Computational Arts and Creative Informatics* (2009). His other interests include digital filmmaking, virtual performance, and playwrighting, and—as Phorkyad Acropolis in Second Life—performed his full-length monologue, *Immaculate Misconceptions*, and directed Euripides’ *The Bacchae* in Second Life in the summer of 2008. He is also the co-owner of the performance venue Muse of Fire. More information can be found on his website, MUSOFYR (“muse of fire”) at www.musofyr.com.

**Liyan Song**, PhD, is an assistant professor in the Department of Educational Technology & Literacy at Towson University. Her research interests include technology integration in education, pre-service teachers’ conceptual change learning experiences, and distance education.

**Chris Speck** has been teaching English/EFL or ESOL since 1996 in a wide variety of countries from Papua New Guinea to the UK. He runs his own website englishlanguagespacestation.com with materials for English teachers and students and has been teaching and writing for the virtual world of Second Life at LanguageLab for the past year and a half. He also writes the ESOL section of Macmillan Publisher’s leading site for English teachers, One Stop English (onestopenglish.com)

**Paul Sweeney** is an independent consultant in e-Learning, e-English, mobile and virtual learning. He has a strong background in educational technology, language teaching and virtual worlds. He was e-learning Manager of the British Council for 5 years, where he was responsible for assessing the e-learning needs of 300,000 English learners worldwide. He designed and project-managed global projects in courseware development and learning management system deployment. He has also built worldwide learner communities and led market research projects into technological support for language learning. He acted as a consultant and assessor on a wide variety of e-learning and training partnership projects in Africa, Asia and Latin America. In his previous role as Director of Education for Languagelab.com, he oversaw teacher training, content creation for formal and informal learning programes and all course delivery across English and Spanish programes. He blogs at http://eduworlds.org.In his previous role as Director of Education for Languagelab.com, he oversaw teacher training, content creation for formal and informal learning programes and all course delivery across English and Spanish programes. He is an influential and sought after speaker at international conferences.

**Julie Sykes** is Assistant Professor of Hispanic Linguistics at the University of New Mexico. Her research examines second language acquisition with a special focus on L2 pragmatic development and innovative technologies for language learning. Sykes’ current projects include the development and research of synthetic immersive environments and mobile games for language learning.
Theodouli Terzidou obtained her master’s degree from the Department of Informatics of Aristotle University of Thessaloniki (Greece). Her research interests include networked virtual environments, collaborative learning and intelligent agents.

Arturo Quintana Torres is a scholar at the Universitat Jaume I and researcher at the Centre for Interactive Visualization. His educational background is in the Development of Mathematical Models, Information Systems and User Interfaces. He received his degree (2005) in Computer Science at the Universidad de Oriente of Santiago de Cuba, Cuba. His research is in the areas of Information Systems, Virtual Reality and Augmented Reality. He has co-authored several articles, especially related to Augmented Reality. From 2005 to 2007, he worked as professor in the Department of Computer Science at the Universidad de Oriente, where he has taught graduate courses in Mathematical Analysis I, II and III. Currently he is conducting his research in the area of Light Field Rendering combined with Augmented Reality.

Chrysanthi Tseloudi is undergraduate student in Department of Informatics of Aristotle University of Thessaloniki (Greece). Her research interests include networked virtual environments and social networks.

Thrasyvoulos Tsiatsos obtained his master’s degree and his PhD from the computer engineering and informatics department of Patras University (Greece). He is currently a lecturer in the Department of Informatics of Aristotle University of Thessaloniki as well as research member at Research Unit 6 of Research Academic Computer Technology Institute. His research interests include computer networks, telematics, networked virtual environments, multimedia and hypermedia.

Frank Van Reeth is a full-time professor of Computer Science at Hasselt University (UHasselt) in Belgium. His research interests include computer graphics, computer animation, virtual environments, multimedia technology and telematics. At Hasselt University, he is Deputy Managing Director of the Expertise Centre for Digital Media (EDM) and leads the Computer Graphics subgroup of the EDM, which specializes in computer graphics, computer animation and visual computing. He is also co-founder of several spin-off companies.

Luis M. Villar is a Professor in the School of Education at the Universidad de Sevilla (Spain). His specializations are teacher education and University faculty development.

Denise Wood is a Senior Lecturer in Media Arts, and Teaching and Learning Portfolio Leader in the School of Communication, International Studies and Languages at the University of South Australia. She has extensive experience in the multimedia industry as both a producer and training provider. Denise is the project leader of two nationally funded research grants as well as several university funded projects focusing on the use of innovative technologies in teaching and learning, inclusive design, and enhancing the teaching and research nexus in the undergraduate curriculum. She is currently heading a research team on a project funded by the Australian Teaching and Learning Council, which involves the design and development on an open source, accessible 3D virtual learning platform. The findings from her research have been widely published in book chapters, peer reviewed journal papers and confer-
About the Contributors

ence presentations, many of which focus on the use of Web 2.0 and 3D virtual worlds to promote social inclusivity, enhance employment opportunities and to engage young learners in virtual experiential learning that has an impact on ‘real lives’. Denise is Associate Editor of the Higher Education and Research Development Journal (an A* ranked journal) and she is a reviewer of several books, peer reviewed journal publications and conferences. She is a member of the Australian Communications Consumer Action Network, Standing Advisory Committee on Disability Issues as well as various industry and State Government advisory committees, and working groups focusing on the use of Web 2.0 and virtual worlds in education, business and to enhance social inclusion.