# Research Articles

## What Kind of Employee Wants to Use Corporate E-Learning: An Empirical Case Study in the Financial Industry

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## Implementing Advanced Characteristics of X3D Collaborative Virtual Environments for Supporting e-Learning: The Case of EVE Platform

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## Analysing the Suitability of Virtual Worlds for Direct Instruction and Individual Learning Activities

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## Effects of Implementing STEM-I Project-Based Learning Activities for Female High School Students

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## Differences between Visual Style and Verbal Style Learners in Learning English

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Table of Contents

January-March 2014, Vol. 12, No. 1

International Journal of Distance Education Technologies