Design, Implementation, and Evaluation of Virtual Learning Environments

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Virtual learning environments offer a novel environment through which teachers can engage students in active learning. Whether through virtual worlds such as Second Life or a custom-designed personal learning environment, together students and teachers can explore new boundaries in education.

Design, Implementation, and Evaluation of Virtual Learning Environments highlights invaluable research covering the design, development, and evaluation of online learning environments. An essential resource for academics, professionals, corporate trainers and policy makers, this book examines the role of technology enhanced learning in this emerging area.

Topics Covered:

• Virtual Worlds
• High Performance and Cloud Computing
• Distance Learning
• Second Life
• Games-Based Learning
• Interactive Virtual 3-D Models
• Personal Learning Environments
• Virtual Learning Environments
• Collaborative Learning Activities
• Blended Learning

Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal for classroom use.