



Handbook of Research on 3-D Virtual Environments and Hypermedia for Ubiquitous Learning (Advances in Game-Based Learning)

Francisco Milton Mendes Neto

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As society continues to experience increases in technological innovations, various industries must rapidly adapt and learn to incorporate these advances. When utilized effectively, the use of computer systems in educational settings creates a richer learning environment for students.

The **Handbook of Research on 3-D Virtual Environments and Hypermedia for Ubiquitous Learning** is a critical reference source for the latest research on the application of virtual reality in educational environments and how the immersion into three-dimensional settings enhances student motivation and interaction. Exploring innovative techniques and emerging trends in virtual learning and hypermedia, this book is ideally designed for researchers, developers, upper-level students, and educators interested in the incorporation of immersive technologies in the learning process.

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