

Literatur

- Bailenson, J. N.; Beams, B.; Brown, J.; DeVeaux, C.; Han, E.; Queiroz, A. C. M.; Ratan, R.; Santoso, M.; Srirangarajan, T.; Tao, Y. & Wang, P. (2024). Seeing the World Through Digital Prisms: Psychological Implications of Passthrough Video Usage in Mixed Reality. *Technology, Mind, and Behavior*. URL: <https://doi.org/10.1037/tmb0000129> [2025-04-06]
- Bouras, C.; Triantafillou, V. & Tsiatsos, T. (2001). Aspects of a collaborative learning environment using distributed virtual environments. Paper presented at ED-MEDIA 2001 Conference, Tampere, Finland. URL: <https://www.learntechlib.org/primary/p/8362/> [2025-04-06]
- Bredl, K. & Groß, A. (2012). Gestaltung und Bewertung von Lernszenarien in immersiven virtuellen Welten. *Zeitschrift für E-Learning*, vol. 7, issue 1/2012, Innsbruck: Studienverlag, 36-46.
- Bredl, K. & Herz, D. (2010). Immersion in virtuellen Wissenswelten. In: T. Hug & R. Maier (Hrsg.), *Medien - Wissen - Bildung: Explorationen visualisierter und kollaborativer Wissensräume*, Innsbruck: Innsbruck University Press, 212-224.
- Bredl, K., Bräutigam, B., & Herz, D. (2012). Avatarbasierte Beratung Und Coaching In 3D. In: H. Geißler & M. Metz (Hrsg.) *E?Coaching und Online-Beratung*, Wiesbaden: Springer VS, 121-136.
- Burdea, G. C. & Coiffet, P. (2003). *Virtual Reality Technology*. Hoboken (NJ): Wiley.
- Chandrasekera, T.; Yoon, S. (2018). Augmented Reality, Virtual Reality and their effect on learning style in the creative design process. ERIC. URL: <https://eric.ed.gov/?id=EJ1171588> [2025-04-05]
- Csikszentmihalyi, M. (2010). *Das Flow-Erlebnis*. Stuttgart: Klett-Cotta.
- Davis, A.; Murphy, J.; Dawn, O.; Deepak, K. & Zigungs, I. (2009). Avatars, People, and Virtual Worlds: Foundations for Research in Metaverses. In: *Journal of the Association for Information Systems*, 10 (2), Artikel 2, 90-119; URL: <http://aisel.aisnet.org/jais/vol10/iss2/1> [2013-06-23]
- De Jong, T. & van Joolingen, W. R. (1998). Scientific discovery learning with computer simulations of conceptual domains. In: *Review of Educational Research*, 68 (2), 179-201.
- Gee, J. (2003). *What Video Games Have To Teach Us About Learning And Literacy*. New York: Palgrave Macmillan.
- Grunewald, M. (2009). Ausflüge in virtuelle Welten - eine Darstellung der Internet-Spielwelten von Second Life, World of Warcraft und Counter-Strike. In: J. Hardt; U. Cramer-Düchner & M. Ochs (Hrsg.), *Verloren in virtuellen Welten. Computerspielsucht im Spannungsfeld von Psychotherapie und Pädagogik*, Göttingen: Vandenhoeck & Ruprecht, 44-67.
- Guadagno, R.E.; Blascovich, J.; Bailenson, J.N. & McCall, C. (2007). Virtual humans and persuasion: The effects of agency and behavioral realism. In: *Media Psychology*, 10 (1), 1-22.

- Heeter, C. (1992). Being There: The Subjective Experience of Presence. URL: <http://commtechlab.msu.edu/randd/research/beingthere.html> [2013-06-23]
- Hofmann, J. (2002). Raumwahrnehmung in virtuellen Umgebungen: Der Einfluss des Präsenzempfindens in Virtual Reality-Anwendungen für den industriellen Einsatz. Wiesbaden: Deutscher Universitäts-Verlag.
- Kariuki D. (2021). Educator compares virtual worlds for education, prefers OpenSim. Hypergrid Business. URL: <https://www.hypergridbusiness.com/2021/11/educator-compares-virtual-worlds-for-education-prefers-opensim/> [2025-04-06]
- Kato, P. M.; Cole, S. W.; Bradlin, A. S. & Pollock, B. (2008). A video games improve behavioral outcomes in adolescents and young adults with cancer: A randomized trial. In: Pediatrics, 122(2), e305-e317. URL: <http://pamkato.com/recent-publications/> (2013-08-21)
- KZero (2024). Metaverse monthly active user forecast. SlideShare. URL: <https://de.slideshare.net/slideshow/kzero-metaverse-monthly-active-user-forecast/273072267> [2025-04-03]
- Mandl, H.; Gruber, H. & Renkl, M. (2002). Situiertes Lernen in multimedialen Lernumgebungen, In: P. Klimsa (Hrsg.), Information und Lernen mit Multimedia und Internet: Lehrbuch für Studium und Praxis, 3. Aufl., Weinheim: Beltz, 139-148.
- Rakkolainen, I.; Farooq, A.; Kangas, J.; Hakulinen, J.; Rantala, J.; Turunen, M. & Raisamo, R. (2021). Technologies for Multimodal Interaction in Extended Reality—A Scoping Review. Multimodal Technologies and Interaction. URL: <https://doi.org/10.3390/mti5120081> [2025-04-06]
- Ritterfeld, U.; Cody, M. & Vorderer, P. (2009). Serious Games: Explication of an Oxymoron. Introduction. In: U. Ritterfeld; M. Cody & P. Vorderer (Hrsg.), Serious Games. Mechanism and Effects, New York: Routledge, Taylor and Francis, 3-10.
- Sommer, S. (2012). Spielen für die Karriere. In: Manager-Magazin Online. URL: <http://www.manager-magazin.de/unternehmen/karriere/0,2828,844534,00.html> [2013-07-01]
- Theuermann, C. (2024). Qualifying flight simulators – how to ensure quality training. Axis. URL: <https://www.axis-simulation.com/2024/08/02/qualifying-flight-simulators/> [2025-04-08]
- Varjo (2025). TRU Simulation Delivers the Next Evolution in Flight Training with Varjo. Varjo. URL: <https://varjo.com/case-studies/tru-simulation-delivers-the-next-evolution-in-flight-training-with-varjo> [2025-04-08]
- Zhang, J.; Li, G.; Huang, Q.; Feng, Q. & Luo, H. (2022). Augmented Reality in K-12 Education: A Systematic Review and Meta-Analysis of the Literature from 2000 to 2020. MDPI. URL: <https://doi.org/10.3390/su14159725> [2025-04-05]
- Zhao, G.; Fan, M.; Yuan, Y.; Zhao, F. & Huang H. (2021). The comparison of teaching efficiency between virtual reality and traditional education in medical education: a systematic review and meta-analysis. PubMed Central. URL: <https://pmc.ncbi.nlm.nih.gov/articles/PMC7940910/> [2025-04-05]

Updated 14 February 2026 08:48:08 by Github Admin