



## Researching Learning in Virtual Worlds (Human-Computer Interaction Series)

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Most of the chapters in this book are extended papers from Research Learning in Virtual Environments (reLIVE08), an international conference held by the UK Open University in Milton Keynes in November 2008. Authors of the best papers and presentations from the conferences were invited to contribute to Research Learning in Virtual Worlds, the first book to specifically address research methods and related issues for education in virtual worlds.

The book covers a range of research undertaken in virtual worlds. It opens with an accessible introduction both to the book and to the subject area, making it an ideal springboard for those who are new to research in this area. The subsequent ten chapters present work covering a range of research methodologies across a broad discipline base, providing essential reading for advanced undergraduate or postgraduate researchers working in education in virtual worlds, and engaging background material for researchers in similar and related disciplines.

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