

Virtual Technologies: Concepts, Methodologies, Tools, and Applications

Jerzy Kisielnicki
Warsaw University, Poland



INFORMATION SCIENCE REFERENCE

Hershey • New York

Acquisitions Editor: Kristin Klinger
Development Editor: Kristin Roth
Senior Managing Editor: Jennifer Neidig
Managing Editor: Jamie Snavelly
Typesetter: Michael Brehm, Jeff Ash, Carole Coulson, Elizabeth Duke, Sara Reed, Sean Woznicki
Cover Design: Lisa Tosheff
Printed at: Yurchak Printing Inc.

Published in the United States of America by
Information Science Reference (an imprint of IGI Global)
701 E. Chocolate Avenue, Suite 200
Hershey PA 17033
Tel: 717-533-8845
Fax: 717-533-8661
E-mail: cust@igi-global.com
Web site: <http://www.igi-global.com/reference>

and in the United Kingdom by
Information Science Reference (an imprint of IGI Global)
3 Henrietta Street
Covent Garden
London WC2E 8LU
Tel: 44 20 7240 0856
Fax: 44 20 7379 0609
Web site: <http://www.eurospanbookstore.com>

Copyright © 2008 by IGI Global. All rights reserved. No part of this publication may be reproduced, stored or distributed in any form or by any means, electronic or mechanical, including photocopying, without written permission from the publisher.

Product or company names used in this set are for identification purposes only. Inclusion of the names of the products or companies does not indicate a claim of ownership by IGI Global of the trademark or registered trademark.

Library of Congress Cataloging-in-Publication Data

Virtual technologies : concepts, methodologies, tools and applications / Jerzy Kisielnicki, editor.
p. cm.

Summary: "This publication presents encompassing research of the concepts and realities involved in the field of virtual communities and technologies"--Provided by publisher.

Includes bibliographical references and index.

ISBN 978-1-59904-955-7 (hardcover) -- ISBN 978-1-59904-956-4 (ebook)

1. Information technology--Social aspects. 2. Information technology--Technological innovations. 3. Technology--Social aspects. 4. Virtual computer systems. I. Kisielnicki, Jerzy.

HM851.V583 2008

302.23'101--dc22

2008007839

British Cataloguing in Publication Data

A Cataloguing in Publication record for this book is available from the British Library.

If a library purchased a print copy of this publication, please go to <http://www.igi-global.com/agreement> for information on activating the library's complimentary electronic access to this publication.

20 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage: www.igi-global.com/chapter/online-classroom-simulation/30966

Related Content

Metaverse Platforms and Entrepreneurs' Emotional Intelligence and Co-Creation Towards Quality Delivery in the Service Industry: New Normal

Marirajan Muruganand M. N. Prabadevi (2024). *Creator's Economy in Metaverse Platforms: Empowering Stakeholders Through Omnichannel Approach* (pp. 172-201).

www.irma-international.org/chapter/metaverse-platforms-and-entrepreneurs-emotional-intelligence-and-co-creation-towards-quality-delivery-in-the-service-industry/340318

The City of Abadyl

Michael Johansson (2011). *Metaplasticity in Virtual Worlds: Aesthetics and Semantic Concepts* (pp. 251-265).

www.irma-international.org/chapter/city-abadyl/50390

Usability and Affordances for Teaching and Learning in Second Life

Trevor Barker (2012). *Handbook of Research on Practices and Outcomes in Virtual Worlds and Environments* (pp. 462-478).

www.irma-international.org/chapter/usability-affordances-teaching-learning-second/55917

Teaching and Learning Abstract Concepts by Means of Social Virtual Worlds

David Grioland Zoraida Callejas (2017). *International Journal of Virtual and Augmented Reality* (pp. 29-42).

www.irma-international.org/article/teaching-and-learning-abstract-concepts-by-means-of-social-virtual-worlds/169933

Understanding Virtual Communities in Online Games

Kyonghwan Parkand Josh Lepawsky (2006). *Encyclopedia of Virtual Communities and Technologies* (pp. 462-467).

www.irma-international.org/chapter/understanding-virtual-communities-online-games/18124