Virtual Technologies: Concepts, Methodologies, Tools, and Applications

Jerzy Kisielnicki *Warsaw University, Poland*



INFORMATION SCIENCE REFERENCE

Hershey • New York

Acquisitions Editor:Kristin KlingerDevelopment Editor:Kristin RothSenior Managing Editor:Jennifer NeidigManaging Editor:Jamie SnavelyTypesetter:Michael Brehm, Jeff Ash, Carole Coulson, Elizabeth Duke, Sara Reed, Sean WoznickiCover Design:Lisa TosheffPrinted 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: 717-533-88661 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 incompassing 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.

8 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/quality-knowledge-virtual-entities/30989

Related Content

GLARE: An Open Source Augmented Reality Platform for Location-Based Content Delivery

Enrico Gandolfi, Richard E. Ferdig, David Carlyn, Annette Kratcoski, Jason Dunfee, David Hassler, James Blank, Chris Lenartand Robert Clements (2021). *International Journal of Virtual and Augmented Reality (pp. 1-19).*

www.irma-international.org/article/glare/290043

The Role of Mechanics in Gamification: An Interdisciplinary Perspective

Miralem Helmefalk, Siw Lundqvistand Leif Marcusson (2019). International Journal of Virtual and Augmented Reality (pp. 18-41).

www.irma-international.org/article/the-role-of-mechanics-in-gamification/228944

Social Presence in Online Dissertation Classes

Libi Shenand Irene Linlin Chen (2014). Educational, Psychological, and Behavioral Considerations in Niche Online Communities (pp. 175-191).

www.irma-international.org/chapter/social-presence-in-online-dissertation-classes/99301

Individual E-Portfolios: Can a Classic Tool for Teachers and Students be Merged with Web 2.0 Tools for Reflective Learning?

Sunhong Hwangand Brian Plankis (2012). *Handbook of Research on Practices and Outcomes in Virtual Worlds and Environments (pp. 706-721).* www.irma-international.org/chapter/individual-portfolios-can-classic-tool/55931

Visual Culture Versus Virtual Culture: When the Visual Culture is All Made by Virtual World Users

Hsiao-Cheng (Sandrine) Han (2017). *International Journal of Virtual and Augmented Reality (pp. 60-71)*. www.irma-international.org/article/visual-culture-versus-virtual-culture/169935