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*Steven DAgustino*

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## **Immersive Environments, Augmented Realities, and Virtual Worlds: Assessing Future Trends in Education** Steven DAgustino

Technology has had direct impact on education in increasing the way that society continues to learn. Applications of immersive environments, virtual worlds, and augmented reality have significant implications for how teaching and learning are achieved in contemporary education.

**Immersive Environments, Augmented Realities and Virtual Worlds: Assessing Future Trends in Education** brings together current research and performance in trends in education. While examining cyber behavior and the use of virtual worlds, immersive technologies and augmented realities aim to improve teaching and enhancing learning.

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