

INTERACT123 Research Round-Up: Augmented Reality and Virtual Reality in Higher Education

September 2023

Welcome to the INTERACT123 [Research Round-Up](#). Each month, we will provide you with recommendations for leading resources on a specific topic to support teaching, learning, and student success!

Books

Zeynep Tacgin, PhD. (2020)

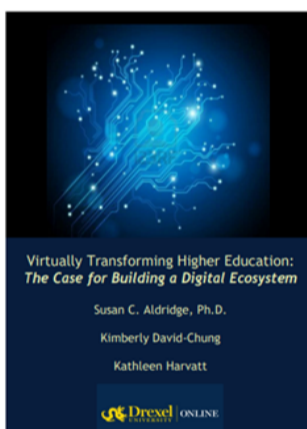
[*Virtual and Augmented Reality: An Educational Handbook*](#)



“Mixed Reality has been part of our lives ever since we first started to dream of creative ways to comprehend information and concepts through actual and imaginative experiences. This book explores the latest research informing education design in virtual and augmented reality. By utilising numerous studies and examples, it describes the differences between perceived knowledge, usage area, technologies, and tools. It will help the reader gain a better understanding of the nature of virtual or augmented realities and their applications in theory and practice.” -book review

Drexel University Online (n.d.), Susan C. Aldridge, Ph.D.
Kimberly David-Chung Kathleen Harvatt

[*Virtually Transforming Higher Education: The Case for Building a Digital Ecosystem*](#)



"Drexel University Online (DUO) is a division of Drexel University, responsible for student recruitment and retention, in more than 150 high-quality online graduate and undergraduate degree and certificate programs. As such, DUO provides the university and its colleges with expert market research and online student recruitment, strategic communications, instructional design, channel partnership development, and program support, clearly focused on creating an exceptional virtual learning experience for over 7,000 fully online Drexel students, from all 50 states and more than 20 countries" -*about Drexel Online*

Reports & Webinars

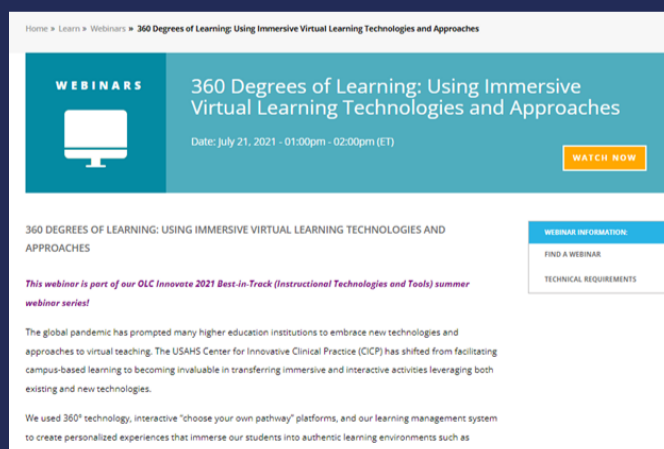
Digital Learning Innovation Trends

February 2020



WCET (the WICHE Cooperative for Educational Technologies)

[*Digital Learning Innovation Trends \(2020\)*](#)



OLC Innovate 2021

[*Webinar: 360 Degrees of Learning: Using Immersive Virtual Learning Technologies and Approaches*](#)

Videos

[Development of AR and VR Tools for Student Engagement in Higher Education | Ulan Dakeev](#) TEDx Talks

"How are colleges and universities using Virtual Reality (VR) and Augmented Reality (AR) technologies to enhance student learning? In this talk, Dr. Ulan Dakeev shares research on the effectiveness of AR and VR in higher education to motivate and engage students."

[How Immersive Technologies \(AR/VR\) Will Shape our Future | Dinesh Punni](#) TEDx Talks

"Immersive (AR/VR) technologies are past the hype now. They are already being used across multiple industries outside of what many think is just gaming and entertainment. And now, they are slowly entering the consumer market – so what does this mean for us and our society?"

[Diving into the Future: Unveiling the Magic of VR #VR](#) Documentary Lab

"In this captivating video, we're taking you on an extraordinary journey that transcends the boundaries of reality. Get ready to dive headfirst into the future as we unveil the mesmerizing magic of Virtual Reality (VR). Unleash your imagination: Discover how VR empowers you to break free from the constraints of the physical world."

Podcasts

["VR in Education" Podcast Series](#) PodBean

"VR in Education will provide tips and explore topics related to using immersive Virtual Reality in the classroom."

[Everything VR & AR](#) The VRAR Association

"Everything VR & AR is a weekly podcast covering technologists, enthusiasts, and companies with real world deployments of virtual reality and augmented reality experiences. Learn from interviews with the leaders in gaming, entertainment, productivity, enterprise, social, education, medicine, software, hardware, psychology and more. This podcast covers everything that is VR and AR including the hottest topics and news in virtual reality and augmented reality. Nathan Pettyjohn, Founder of the VR/AR Association is your host."

Articles

[An Examination of the Effects of Virtual Reality Training on Spatial Visualization and Transfer of Learning](#) (Betts et al., 2023)

[Top 72 Educational VR Games](#) (FutuClass, 2023)

[Augmented Reality in Education: Improve Engagement & Perception](#) (Fingent, 2023)

[College in the Metaverse Is Here. Is Higher Ed Ready?](#) (D'Agostino, 2023)

[Ensuring Equitable Access to AR/VR in Higher Education](#) (Lee et al., 2022)

[Augmented Reality and Virtual Reality in Education: Public Perspectives, Sentiments, Attitudes, and Discourses](#) (Evangelidis et al., 2022)

[A Review on Augmented Reality Authoring Toolkits for Education](#) (Dengel et al., 2022)

[Virtual Reality Revisited: Why We Need it Now More Than Ever Before](#) (Savvides, 2021)

[Augmented Reality in Education. A Scientific Mapping in Web of Science](#) (Belmonte et al., 2020)

[Augmented Reality Adventures in Teaching Horticulture](#) (WCET, 2019)



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Research Round-Up

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