BIBLIOGRAPHY OF VIRTUAL REALITY

1. Andersen, E., & Haines, R. (2018). Virtual Reality Experiences for Science Communication. American Geophysical Union, Fall Meeting 2018, abstract #ED41B-0898.

2. Bailenson, J. N. (2018). Experience on Demand: What Virtual Reality Is, How It Works, and What It Can Do. WW Norton & Company.

3. Bailenson, J. N., & Blascovich, J. (2011). Infinite reality: Avatars, eternal life, new worlds, and the dawn of the virtual revolution. Harper Collins.

4. Bivens-Tatum, W. (2019). Virtual reality and augmented reality: What librarians need to know. American Library Association.

5. Bowman, D. A., & McMahan, R. P. (2007). Virtual reality: How much immersion is enough? Computer, 40(7), 36-43.

6. Brooks, F. P. (1999). What's real about virtual reality? IEEE Computer Graphics and Applications, 19(6), 16-27.

7. Chittaro, L., & Ranon, R. (2009). Web3D technologies for interactive science education on the Web: A survey. Computers & Education, 53(2), 335-349.

8. Cipresso, P., Giglioli, I. A., Raya, M. A., & Riva, G. (2018). The past, present, and future of virtual and augmented reality research: A network and cluster analysis of the literature. Frontiers in Psychology, 9, 2086.

9. Clark, R. C., & Mayer, R. E. (2016). e-Learning and the science of instruction: Proven guidelines for consumers and designers of multimedia learning. John Wiley & Sons.

10. Cobb, S., M. (1994). Virtual Reality Learning Environments: Potentials and Challenges. Computer Graphics, 28(3), 29-32.

11. Cruz-Neira, C., Sandin, D. J., & DeFanti, T. A. (1993). Surround-screen projection-based virtual reality: The design and implementation of the CAVE. ACM SIGGRAPH Computer Graphics, 27(2), 135-142.

12. Dede, C. (2009). Immersive interfaces for engagement and learning. Science, 323(5910), 66-69.

13. Dede, C., Salzman, M. C., Loftin, R. B., & Ash, K. D. (1996). Using virtual reality technology to convey abstract scientific concepts. IEEE Computer Graphics and Applications, 16(6), 90-95.

14. Detmer, A. (2020). Virtual reality science communication: A review of research. Eludamos. Journal for Computer Game Culture, 14(1), 1-24.

15. Dourish, P., & Bell, G. (2011). Divining a digital future: Mess and mythology in ubiquitous computing. MIT Press.

16. Duncan, I., Miller, A., & Jiang, S. (2012). A taxonomy of virtual worlds usage in education. British Journal of Educational Technology, 43(6), 949-964.

17. Ellis, M. A., & Farrow, M. R. (2017). The effects of virtual reality-based interventions on science learning: A meta-analysis. Educational Technology Research and Development, 65(4), 885-898.

18. Ericsson, K. A., Krampe, R. T., & Tesch-Römer, C. (1993). The role of deliberate practice in the acquisition of expert performance. Psychological Review, 100(3), 363-406.

19. Finkelstein, N., Adams, W. K., Keller, C. J., Kohl, P. B., Perkins, K. K., Podolefsky, N. S., ... & LeMaster, R. (2005). When learning about the real world is better done virtually: A study of substituting computer simulations for laboratory equipment. Physical Review Special Topics-Physics Education Research, 1(1), 010103.

20. Foucault Welles, B. (2015). Research ethics and the critical internet researcher. In D. M. Berry (Ed.), Research methods for digital work in the fields of the Internet and technology (pp. 229–249). Emerald Group Publishing.

21. Gabbard, J. L., Hix, D., & Swan, J. E. (1999). User-centered design and evaluation of virtual environments. IEEE Computer Graphics and Applications, 19(6), 51-59.

22. Gaggioli, A., Riva, G., Peters, D., & Calvo, R. A. (Eds.). (2019). Handbook of research on clinical applications of immersive virtual reality and augmented reality. IGI Global.

23. García-García, I., Fernández-Aguilar, L., Aparicio, A. F., & Jara, C. A. (2019). Towards an immersive virtual reality application for science communication. In Proceedings of the IEEE International Conference on Industrial Engineering and Engineering Management (IEEM) (pp. 235-239).

24. Gredler, M. E. (1996). Educational games and simulations: A technology in search of a (research) paradigm. Handbook of research for educational communications and technology, 2, 521-539.

25. Greitemeyer, T., & Mügge, D. O. (2014). Video games do affect social outcomes: A meta-analytic review of the effects of violent and prosocial video game play. Personality and Social Psychology Bulletin, 40(5), 578-589.

26. Gutierrez, A., Vexo, F., & Thalmann, D. (2008). Stepping into virtual reality. Springer Science & Business Media.

27. Hoffman, H. G., Chambers, G. T., Meyer III, W. J., Arceneaux, L. L., Russell, W. J., Seibel, E. J., & Richards, T. L. (2011). Virtual reality as an adjunctive non-pharmacologic analgesic for acute burn pain during medical procedures. Annals of Behavioral Medicine, 41(2), 183-191.

28. Johnson, D. W., & Johnson, R. T. (1989). Cooperation and competition: Theory and research. Interaction book company.

29. Kim, Y., & Baylor, A. L. (2016). A social-cognitive framework for pedagogical agents as learning companions. Educational Technology Research and Development, 64(2), 219-244.

30. Kirner, C., & Simões, R. (2015). Learning computational thinking through the integration of virtual learning environments and programming languages. Computers & Education, 82, 509-527.

31. Klopfer, E., & Sheldon, J. (2010). Augmented learning: Research and design of mobile educational games. MIT Press.

32. Kruse, J., & Stalder, D. R. (2000). Virtual reality and education: Trends and directions. International Journal of Educational Telecommunications, 6(4), 393-407.

33. Lave, J., & Wenger, E. (1991). Situated learning: Legitimate peripheral participation. Cambridge University Press.

34. Lee, K. M. (2004). Presence, explicated. Communication Theory, 14(1), 27-50.

35. Lee, M. J., & Hammer, J. (2011). Gamification in education: What, how, why bother? Academic Exchange Quarterly, 15(2), 1-5.

36. Lin, L., Biggers, M., & Shute, V. (2015). Using virtual reality technology for laboratory experiments in educational psychology: A mixed methods examination. International Journal of Gaming and Computer-Mediated Simulations (IJGCMS), 7(4), 1-24.

37. Livingston, M. (2016). Learning to navigate the virtual landscape: What urban planning students can gain from a virtual reality educational experience. Journal of Planning Education and Research, 36(2), 221-231.

38. Lombard, M., & Ditton, T. (1997). At the heart of it all: The concept of presence. Journal of Computer-Mediated Communication, 3(2), JCMC321.

39. Machado, L., & Reis, J. (2015). Immersive virtual reality in the museum context: The value of simulations and edutainment experiences for cultural heritage communication. In ICOM 23rd General Conference Proceedings (pp. 1-11).

40. Mayer, R. E. (2014). Cognitive theory of multimedia learning. The Cambridge Handbook of Multimedia Learning, 2nd Edn., 43-71.

41. Mayer, R. E., & Moreno, R. (2003). Nine ways to reduce cognitive load in multimedia learning. Educational Psychologist, 38(1), 43-52.

42. McArthur, V., & Barwick, D. (2020). Virtual reality and its impact on learning science. In S. Wu (Ed.), Virtual reality and the enhancement of science education (pp. 59-71). IGI Global.

43. McMahan, R. P., Bowman, D. A., Zielinski, D. J., Brady, R. B., & Betge-Brezetz, S. (2012). Evaluating display fidelity and interaction fidelity in a virtual reality game. IEEE Transactions on Visualization and Computer Graphics, 19(4), 626-633.

44. Merrill, M. D. (2002). First principles of instruction. Educational Technology Research and Development, 50(3), 43-59.

45. Miller, D. R., & Hobbs, R. (2010). The importance of screening digital tools for ethical implications: The case of teachers and social networking sites. Journal of Educational Computing Research, 42(1), 21-39.

46. Milgram, P., Takemura, H., Utsumi, A., & Kishino, F. (1995). Augmented reality: A class of displays on the reality-virtuality continuum. In Proceedings of Telemanipulator and Telepresence Technologies (Vol. 2351, pp. 282-293).

47. Mourkoussis, N., Antona, M., & Stephanidis, C. (2018). Virtual reality and gamification in education: A brief overview. In Proceedings of the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct (pp. 361-368).

48. Naber, J., Köller, A. C., & Urban, B. (2017). Enhancing science education with virtual reality: Benefits and challenges from student's and teacher's perspectives. New Perspectives in Science Education Conference Proceedings, 6th Edition, 185-189.

49. Nguyen, A., Gardner, D., Fan, S., & Davis, R. (2020). Virtual reality for science communication: Learning outcomes and preferences. In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (pp. 1-8).

50. Nielsen, J. (1993). Usability engineering. Academic Press.

51. Oh, S. Y., & Bailenson, J. (2019). Why we use and misinterpret virtual reality: Interview study. JMIR Serious Games, 7(1), e10928.

52. Parsons, T. D., Gaggioli, A., & Riva, G. (2017). Virtual reality for research in social neuroscience. Brain Sciences, 7(6), 42.

53. Pedersen, C., & Sokoler, T. (2016). An educational VR case: Science education in 3D. In Proceedings of the European Conference on Games Based Learning (pp. 564-572).

54. Plancher, G., Tirard, A., Gyselinck, V., & Nicolas, S. (2012). The effect of navigation speed in a virtual environment training application for route learning. Computers & Education, 58(1), 338-345.

55. Price, T. W., & Webb, M. E. (2018). Using virtual reality in science education. In B. Schwarz, T. Dreyfus, & R. A. Hershkowitz (Eds.), Transformation of knowledge through classroom interaction (pp. 309-324). Routledge.

56. Pujol, L. M., & Mahlberg, T. (2019). How and when do individuals use VR glasses? Investigating the determinants of intention to use VR glasses and use behavior. Computers in Human Behavior, 93, 81-93.

57. Ragan, E. D., Bowman, D. A., & Kopper, R. (2014). Motion sickness and latency effects on user performance with head-mounted displays. In Proceedings of the 2014 IEEE Virtual Reality (VR) (pp. 15-20).

58. Ragan, E. D., Sowndararajan, A., Kopper, R., & Bowman, D. A. (2015). The effects of higher levels of immersion on procedure memorization performance and implications for educational virtual environments. IEEE Transactions on Visualization and Computer Graphics, 21(6), 727-734.

59. Ranon, R., & Chittaro, L. (2001). Virtual science museums: How do users search and explore? In Proceedings of the International Conference on Virtual Systems and Multimedia (pp. 158-167).

60. Rebenitsch, L., & Owen, C. (2016). Review on cybersickness in applications and visual displays. Virtual Reality, 20(2), 101-125.

61. Resnick, M., Maloney, J., Monroy-Hernández, A., Rusk, N., Eastmond, E., Brennan, K., ... & Kafai, Y. (2009). Scratch: Programming for all. Communications of the ACM, 52(11), 60-67.

62. Riva, G., & Mantovani, F. (2012). Neuroscience of virtual reality: From virtual exposure to embodied medicine. Cyberpsychology, Behavior, and Social Networking, 15(2), 67-72.

63. Riva, G., Waterworth, J. A., & Waterworth, E. L. (2014). The layers of presence: A bio-cultural approach to understanding presence in natural and mediated environments. Cyberpsychology, Behavior, and Social Networking, 17(7), 405-412.

64. Robert, T. (2019). Virtual reality in chemistry education: Is it realistic? Chemical Education Research and Practice, 20(2), 447-458.

65. Rolfe, B. (2001). Fostering complex thinking in the classroom: A comparison of problem-based learning and concept mapping pedagogies. In J. Andriessen, M. Baker, & D. Suthers (Eds.), Arguing to learn: Confronting cognitions in computer-supported collaborative learning environments (pp. 163-194). Kluwer Academic Publishers.

66. Rose, F. D., Brooks, B. M., & Rizzo, A. A. (2005). Virtual reality in brain damage rehabilitation: Review. Cyberpsychology & Behavior, 8(3), 241-262.

67. Rosenthal, R. (1979). The file drawer problem and tolerance for null results. Psychological Bulletin, 86(3), 638-641.

68. Roth, W. M., & Roychoudhury, A. (1993). The development of science process skills in authentic contexts. Journal of Research in Science Teaching, 30(2), 127-152.

69. Santhosh, K., & Suja, V. (2020). Virtual reality for science communication and education: A study. International Journal of Engineering Research & Technology, 9(2), 133-136.

70. Scalice, D., & Schacht, S. (2016). Virtual reality in science education. In Proceedings of the 3rd Annual International Conference on Virtual and Augmented Reality in Education (pp. 3-9).

71. Schaller, D. T., & Allison-Bunnell, S. (2009). Evaluating virtual reality for conceptual transfer in chemistry. Journal of Chemical Education, 86(5), 652-655.

72. Schuemie, M. J., van der Straaten, P., Krijn, M., & van der Mast, C. A. (2001). Research on presence in virtual reality: A survey. Cyberpsychology & Behavior, 4(2), 183-201.

73. Selmanovic, E., & Riecke, B. E. (2017). Virtual reality science communication: A study on the impact of different VR systems on users' sense of presence, comprehension, and memory. In Proceedings of the ACM SIGGRAPH Symposium on Applied Perception (pp. 1-8).

74. Shute, V. J., & Sun, C. (2012). What is assessment for learning? In Assessment and learning (pp. 3-12). Springer, Dordrecht.

75. Slater, M., & Wilbur, S. (1997). A framework for immersive virtual environments (FIVE): Speculations on the role of presence in virtual environments. Presence: Teleoperators and Virtual Environments, 6(6), 603-616.

76. Slater, M., & Wilbur, S. (1997). A framework for immersive virtual environments (FIVE): Speculations on the role of presence in virtual environments. Presence: Teleoperators and Virtual Environments, 6(6), 603-616.

77. Smale, B. J. A., & MacGregor, J. N. (2018). Augmented reality for teaching chemistry: Understanding solvent effects on SN1 reactions using the p ARticle editor. Journal of Chemical Education, 95(12), 2311-2316.

78. Smale, B. J. A., & MacGregor, J. N. (2020). Virtual reality for teaching chemistry: Virtual realignment of crystal structures. Journal of Chemical Education, 97(2), 358-364.

79. Solomon, D. J. (2002). Writing for science. Heinemann.

80. Squire, K. D. (2006). From content to context: Videogames as designed experience. Educational Researcher, 35(8), 19-29.

81. Steuer, J. (1992). Defining virtual reality: Dimensions determining telepresence. Journal of Communication, 42(4), 73-93.

82. Straus, S. E., Richardson, W. S., Glasziou, P., & Haynes, R. B. (2011). Evidence-based medicine: How to practice and teach EBM. Elsevier Health Sciences.

83. Subrahmanian, S., & Weinstock, J. (2005). Interactive, exploratory, virtual science museums: Concept and some exemplars. Journal of Digital Information, 6(2), 1-26.

84. Szczur, M. R., & Ziemba, P. (2018). Virtual reality applications in popular science communication. In Proceedings of the 2018 Federated Conference on Computer Science and Information Systems (pp. 245-248).

85. Talarico, J., Jorgensen, J., Olsen, D., & Wengreen, H. (2017). Virtual reality in education: A tool for teaching and learning. In Proceedings of the Society for Information Technology & Teacher Education International Conference (pp. 1417-1421).

86. Tarng, W., Huang, Y., & Shyu, T. (2008). Exploring the acceptance of virtual reality in education: A preliminary study. In Proceedings of the 2008 3rd International Conference on Digital Interactive Media in Entertainment and Arts (pp. 7-14).

87. Terry, D. M., & Vélez, J. (2018). Immersive virtual reality science learning: A longitudinal study in secondary education. British Journal of Educational Technology, 49(3), 355-370.

88. Thill, K. P., Otte, M., & Sander, P. (2020). The potential of virtual reality for nature conservation communication: A systematic review. Environmental Communication, 1-18.

89. Tressler, C. (2019). Virtual reality for science communication and informal learning. Science Communication, 41(1), 121-136.

90. Truszkowski, W. F., Rash, J. L., Rouff, C. A., Hinchey, M. G., & Rash, J. (1997). System safety: A virtual reality approach. ACM Computing Surveys (CSUR), 29(4), 352-357.

91. Tuomi, I. (2002). Networks of innovation: Change and meaning in the age of the Internet. Oxford University Press.

92. Van Vugt, H. C. (2002). Immersive virtual reality as a research tool for social psychologists. PsychNology Journal, 2(3), 222-253.

93. Vorderer, P., Klimmt, C., & Ritterfeld, U. (2004). Enjoyment: At the heart of media entertainment. Communication Theory, 14(4), 388-408.

94. Wang, X., Xu, B., Liu, B., He, M., Wang, X., Liu, Y., & Sun, Y. (2020). Virtual reality (VR) technology for geological education and science communication: A review. Journal of Computers in Education, 7(4), 563-582.

95. Wilson, K. A., Bedwell, W. L., Lazzara, E. H., Salas, E., Burke, C. S., Estock, J. L., ... & Conkey, C. (2009). Relationships between game attributes and learning outcomes: Review and research proposals. Simulation & Gaming, 40(2), 217-266.

96. Wu, H. K., Lee, S. W. Y., Chang, H. Y., & Liang, J. C. (2013). Current status, opportunities and challenges of augmented reality in education. Computers & Education, 62, 41-49.

97. Youngblut, C., & Kent, S. (2004). Challenges for using instructional technology. Educational Media International, 41(3), 211-223.

98. Yun, H., & Kapralos, B. (2019). Virtual reality for scientific data visualization: A review. Journal of Visual Languages & Computing, 52, 78-93.

99. Zhang, X., Yun, H., Qian, L., & Wang, G. (2019). Virtual reality for science communication: A study on the influence of multiple roles on knowledge memory. Journal of Visual Languages & Computing, 53, 100874.