

## **BOOKS OF VIRTUAL REALITY**

*Edutainment Technologies. Educational Games and Virtual Reality/Augmented Reality Applications: 6th International Conference on E-learning and Games, Edutainment 2011, Taipei, Taiwan, September 2011. Proceedings*  
582 Pages · 2011 · English  
by Jonghee Park & Woontack Woo (auth.) & Maiga Chang & Wolfgang Müller (eds.)  
Springer

*Virtual & Augmented Reality for Dummies*  
347 Pages · 2018 · English  
by Paul Mealy  
Wiley

*Virtual, Augmented, and Mixed Realities in Education*  
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by Dejian Liu & Chris Dede & Ronghuai Huang & John Richards (eds.)  
Springer

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by Robert J. Seidel & Paul R. Chatelier (auth.) & Paul R. Chatelier (eds.)  
Defence Research Series

*Educational Uses of Virtual Reality Technology*  
131 Pages · 1998 · English  
Christine Youngblut  
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