Learning in 3D: Adding a New Dimension to Enterprise Learning and Collaboration

By Karl M. Kapp, Tony O'Driscoll

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Praise for Learning in 3D

"Learning is the key to our future and powerful learning will result from immersive, interactive, and creative 3D designs. Tony O'Driscoll and Karl Kapp have written a disruptive book about a disruptive technology that we all need to explore. This is a must read!" —Elliott Masie, chair, The LearningCONSORTIUM

"Karl Kapp and Tony O'Driscoll are, amazingly, both the best theorists and practitioners in using virtual worlds in every type of educational venue. Many will love their vision, but I am more hooked on their practicality and hand-holding."—Clark Aldrich, author, Learning Online with Games, Simulations, and Virtual Worlds: Strategies for Online Instruction

"Kapp and O'Driscoll nailed it. The right balance of case studies, theories and practical advice for any organization pursing the use of virtual worlds for learning. If you are interested in virtual worlds for learning and collaboration, this book is for you." —David A. Manning, managing partner, Performance Development Group

"The big contribution of Learning in 3D is that it provides research informed guidance and practical tips and techniques for using 3D virtual environments to achieve real business results...the case studies are outstanding." —Lisa Clune, president, Kaplan EduNeering

"As the world makes its way through a period of significant change, Learning in 3D couldn't come at a better time. Today, organizations and individuals are being challenged to make the most of learning collaboratively. This book stimulates our thinking on how to maximize the impact of technology, while providing a practical blueprint—with 'revolutionary' examples—of how to bring a new dimension to learning." —John Malitoris, regional managing director, Duke Corporate Education

"Tony O'Driscoll and Karl Kapp remind us that learning is the fourth dimension—and the one that really counts in collaboration. A must-read for the future of learning in environments virtual and otherwise." —Cathy Davidson, Ruth F. DeVarney Professor of English at Duke University and co-director HASTAC/MacArthur Foundation Digital Media and Learning Competition.

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Editorial Review

From the Inside Flap

Understanding the impact that 3D environments, virtual worlds, and immersive learning spaces will have on society, business, and learning is a challenge. Corporations, academic institutions, and government agencies must develop a clear understanding of how virtual immersive environments will impact global interactions, knowledge transfer, work transactions, and existing learning paradigms.

Learning in 3D empowers forward-thinking executives, managers, faculty members, and training professionals to design, develop, and collaborate in the rapidly emerging field of 3D immersive environments.

The authors, through case studies, conceptual models, and input from dozens of industry experts, provide practical, research-based recommendations and techniques for integrating existing training, business, and computer systems into productive 3D virtual work environments. This thoughtful book contains insights into innovative methods already being used in a variety of settings by early adopters and provides a road map for creating your own successful virtual immersive environment to promote learning and collaboration.

With this indispensable resource, leaders will have the information needed to position themselves and their organizations for the up and coming technological innovation of virtual immersive environments.

From the Back Cover

Praise for Learning in 3D

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About the Author

Karl M. Kapp, Ed.D., is a professor of instructional technology in Bloomsburg University's Instructional Technology Department and is the assistant director of the Institute for Interactive Technologies. He is a frequent speaker, consultant, scholar, and expert on the convergence of learning, technology, and business operations. He has published hundreds of articles, whitepapers, and industry reports on the topics of organizational learning, instructional technologies, and virtual worlds. He has written several books, including Winning e-Learning Proposals and Gadgets, Games, and Gizmos for Learning and is regularly interviewed by magazine, television, and radio outlets.

Tony O'Driscoll, Ed.D.,is a professor of the practice at Duke University's Fuqua School of Business where he also serves as executive director of Fuqua's Center for IT and Media; a research center dedicated to understanding the strategic, structural, and business model issues emerging from these vibrant and volatile industry sectors. His research has been published in leading academic journals such as Management Information Sciences Quarterly, the Journal of Management Information Systems, and the Journal of Product Innovation Management. He has also written for respected professional journals such as Harvard Business Review, Strategy and Business, Supply Chain Management Review and Chief Learning Officer magazine.

Users Review

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Elizabeth Frizzell:

Do you one of people who can't read gratifying if the sentence chained inside the straightway, hold on guys this kind of aren't like that. This Learning in 3D: Adding a New Dimension to Enterprise Learning and Collaboration book is readable by you who hate the straight word style. You will find the info here are arrange for enjoyable looking at experience without leaving also decrease the knowledge that want to supply to you. The writer regarding Learning in 3D: Adding a New Dimension to Enterprise Learning and Collaboration content conveys prospect easily to understand by many people. The printed and e-book are not different in the content but it just different such as it. So , do you nonetheless thinking Learning in 3D: Adding a New Dimension to Enterprise Learning and Collaboration is not loveable to be your top collection reading book?

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Tiffaney Serna:

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