Individualized Learning and Engagement within Cyberlearning Systems

How individual students learn and engage within a cyberlearning system (i.e., OWLS) to complete an OWLS-based environmental monitoring task?

Virtual Realities for Engineering Education

- Increase accessibility to engineering environments that are otherwise dangerous, dirty, or otherwise difficult to access
- How can we make engineering principles more relatable?
  - VR can present the unfamiliar in a familiar way & vice versa.
- How might VR affect student motivation and engagement?
  - Interactivity and immersion revolutionize the classroom

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