



# Immersive Environments, Augmented Realities, and Virtual Worlds: Assessing Future Trends in Education

*Steven DAgustino*

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**Immersive Environments, Augmented Realities and Virtual Worlds: Assessing Future Trends in Education** brings together current research and performance in trends in education. While examining cyber behavior and the use of virtual worlds, immersive technologies and augmented realities aim to improve teaching and enhancing learning.

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