



Immersive Virtual Learning Environments: From Theory to Practice

Midnight to Noon Conference for Second Life
Educators and Researchers



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Right now... We're **inside** a **computer program**?
[...] This... This **isn't real**?



What **is** real? How do **you** define real?

Immersion

Immersion is the state of consciousness where an **immersant's awareness** of physical self is **diminished** or **lost** by surrounded in an engrossing total environment; often **artificial**.

This mental state is frequently accompanied with spatial excess, **intense focus**, a distorted sense of time, and **effortless action**.

The term is widely used for describing immersive **virtual reality**, installation art and video games.



What creates
immersion?

Captivating stories,
narratives and surroundings

Ease of use, usability design,
transparency of user interface

Design and aesthetics

Rich media environment

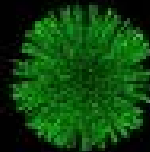
Design, design and
some more **design**



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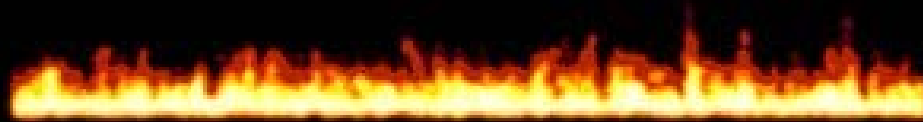


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