Virtual Worlds to support City Life and Local Communities - Further Readings and Relevant Literature

Johanna Pirker

Graz University of Technology Institute for Information Systems and Computer Media Inffeldgasse 16c 8010 Graz, Austria jpirker@iicm.edu

Christian Gütl

Graz University of Technology Institute for Information Systems and Computer Media Inffeldgasse 16c 8010 Graz, Austria ipirker@iicm.edu

Paste the appropriate copyright statement here. ACM now supports three different copyright statements:

- \bullet License: The author(s) retain copyright, but ACM receives an exclusive publication license.
- \bullet Open Access: The author(s) wish to pay for the work to be open access. The additional fee must be paid to ACM.

Virtual Worlds

[2, 3, 4, 5, 6, 9, 10, 11]

Simulations and Visualisations in Virtual Worlds [1, 11, 12, 13]

Science Fiction Prototyping [7, 8, 14, 15]

References

- Andrews, K., Pirker, J., and Sabol, V. Future directions for visualisation. In *Envisioning Visualisation Without Desktop Computing Workshop* (Nov 2014).
- [2] Bartle, R. A. *Designing virtual worlds*. New Riders, 2004.
- [3] Bouras, C., and Tsiatsos, T. Educational virtual environments: design rationale and architecture. *Multimedia Tools and Applications 29*, 2 (2006), 153–173.
- [4] Erickson, T., Shami, N. S., Kellogg, W. A., and Levine, D. W. Synchronous interaction among hundreds: An evaluation of a conference in an avatar-based virtual environment. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, CHI '11, ACM (New York, NY, USA, 2011), 503–512.

 $[\]bullet$ ACM copyright: ACM holds the copyright on the work. This is the historical approach.

This text field is large enough to hold the appropriate release statement assuming it is single spaced.

Every submission will be assigned their own unique DOI string to be included here.

- [5] Gütl, C. The support of virtual 3d worlds for enhancing collaboration in learning settings. In *Techniques for Fostering Collaboration in Online Learning Communities: Theoretical and Practical Perspectives*, F. Pozzi and D. Persico, Eds. IGI Global, 2011, 278 –299.
- [6] Hinrichs, R., and Wankel, C. Engaging the Avatar: New Frontiers in Immersive Education. Research in management education and development. Information Age Pub., 2012.
- [7] Johnson, B. Science Fiction Prototyping: Designing the Future with Science Fiction. Synthesis Lectures on Computer Science. Morgan & Claypool Publishers, 2011.
- [8] Johnson, B. D. Science fiction for scientists!! an introduction to sf prototypes and brain machines. (2010).
- [9] Kaplan, J., and Yankelovich, N. Open wonderland: An extensible virtual world architecture. *IEEE Internet Computing* 15, 5, 38–45.
- [10] Lucia, A. D., Francese, R., Passero, I., and Tortora,
 G. Development and evaluation of a virtual campus on second life: The case of seconddmi. *Computers & Education 52*, 1 (2009), 220 – 233.
- [11] Pirker, J. The virtual teal world an interactive and

collaborative virtual world environment for physics education. Master's thesis, Graz University of Technology, 2013.

- [12] Pirker, J., Berger, S., Gütl, C., Belcher, J. W., and Bailey, P. H. Understanding physical concepts using an immersive virtual learning environment. In *Proceedings of the 2nd European Immersive Education Summit*, M. Gardner, F. Garnier, and C. D. Kloos, Eds. (November 2012), 183 – 191.
- [13] Pirker, J., Gütl, C., Belcher, J., and Bailey, P. Design and evaluation of a learner-centric immersive virtual learning environment for physics education. In *Human Factors in Computing and Informatics*, vol. 7946 of *Lecture Notes in Computer Science*. Springer Berlin Heidelberg, 2013, 551–561.
- [14] Pirker, J., Gütl, C., and Weghofer, P. Application scenarios of interactive science fiction prototyping in virtual worlds for education. *EAI Endorsed Transactions on Future Intelligent Educational Environments 14*, 1 (9 2014).
- [15] Pirker, J., Gütl, C., Weghofer, P., and Feichtner, V. Interactive science fiction prototyping in virtual worlds: Fundamentals and applications. *iJES 2*, 3 (2014), 46–52.