

References

- Auld, L.W.S. & Pantelidis, V.S. (1994). Exploring virtual reality for classroom use: The Virtual Reality Education Lab at East Carolina University. *Tech Trends* 39(2); 29-31.
- Bailey, C. (1996). Virtual skin: Articulating race in cyberspace. In M. A. Moser with D. MacLeod (Eds.), *Immersed in technology: Art and virtual environments*. Cambridge MS: The MIT Press.
- Balsamo, A. (1994). Feminism for the incurable informed. In M. Dery (Eds.), *Flame wars: Discourse of cyberculture*. Duke: Duke University Press.
- Branwyn, G. (1994). Compu-sex: Erotica for cybernauts. In M. Dery (Eds.) *Flame wars: Discourse of cyberculture*. Duke: Duke University Press.
- Bricken, M. (1990). Learning in virtual reality. HITL document. Seattle, WA: Human Interface Technology Laboratory.
- Bricken, M. (1991). Virtual reality learning environments: potentials and challenges. Human Interface Technology Laboratory Publication N0. HITL-P-91-5. Seattle, WA: Human Interface Technology Laboratory.
- Bricken, M. & Byrnes, C.M. (1993). Summer students in virtual reality: a pilot study on educational applications of virtual reality technology. In A. Wexelblat (Eds.) *Virtual reality: Applications and explorations*, 199-218. Boston, MA: Academic.
- Britvich, R. (personal communication: awcommunity newsgroup, August 12, 1998).
- Brown, J. S., Collins, A. & Duguid, P. (1996). Situated cognition and culture of learning. In H. McLellan (Eds.) *Situated learning perspectives*. Educational Technology Publications: New Jersey.

- Bruckman, A. (1994). Programming for fun: MUDs as a context for collaborative learning. International Society for Technology in Education. Boston, MA.
- Bruckman, A. & Resnick, M. (1995). The MediaMOO Project: Constructivism and professional community convergence, 1:1, Spring.
- Bruckman, A. (1997). *MOOSE Crossing: Construction, Community, and Learning in A Networked Virtual World for Kids*. Doctoral dissertation, MIT.
- Bruckman, A. (1998). Community Support for Constructionist Learning. *Computer Supported Cooperative Work* 7:47-86.
- Byrne, C. (1996). Water On Tap: The Use Of Virtual Reality As An Educational Tool. Doctoral Dissertation, University of Washington, Human Interface Technology Lab. [Online] Available: <http://www.hitl.washington.edu/cgi-bin/db.cgi>
- Cherny, L. (1995). "Objectifying" the body in the discourse of an object-oriented MUD. In C. Stivale (Eds.), *Cyberspaces: Pedagogy and performance on the electronic frontier*.
- Curtis, P. (1992). Mudding: Social phenomena in text-based virtual realities. Berkeley, CA. [On-line reference] Available: <ftp://parcftp.xerox.com/pub/MOO/papers/DIAC92>.
- Curtis, P. (1995). Not just a game: How LambdaMOO came to exist and what it did to get back at me. Berkeley, CA. [On-line reference] Available: <ftp://parcftp.xerox.com/pub/MOO/papers/HighWired.txt>.
- Curtis, P. & Nichols, D. (1993). MUDs grow up: social virtual reality in the real world. Austin, TX. [On-line reference] Available: <ftp://parcftp.xerox.com/pub/MOO/papers/MUDsGrowUp>.
- Damer, B. (1998a). *Avatars!: Exploring and building virtual worlds on the internet*. Peachpit Press: Berkeley CA.
- Damer, B. (1998b). An email to Mark Pesce on his recent column regarding the current (scary) state of VRML. [On-line reference] Available: <http://www.digitalspace.com/papers/vrmlpesce.html>.
- Damer, B. (personal communication, May, 1998).

- Dede, C., Loftin, R.B. & Saltzman, M. (1992). The future of multimedia: Bridging to virtual worlds. *Educational Technology* 32(5), 54-60.
- Dede, C., Salzman, M., & Loftin, R. B. (1996). The development of a virtual world for learning newtonian mechnics. In P. Brusilovsky, P. Kommers, & N. Streitz, (Eds.). *Multimedia, Hypermedia, and Virtual Reality*, (pp. 87-106). Berlin: Springer/Verlag.
- Dede, C. (1995). The evolution of constructivist learning environments: Immersion in distributed virtual worlds. *Educational Technology*, 35(5), 46-52.
- DeVaney, A. (1993). Reading educational computer programs. In R. Muffoletto & N. N. Knupfer (Eds.) *Computers in Education: Social, Political & Historical Perspectives*. Hampton Press, Inc.: New Jersey.
- Dibbell, J. (1994). A rape of cyberspace; or how an evil clown, a Haitian trickster spirit, two wizards, and a cast of dozens turned a database into a society. In M. Dery (Eds.), *Flame wars: Discourse of cyberculture*. Duke: Duke University Press.
- Duffy, T. M., & Cunningham, D. J. (1996). Constructivism: Implications for the design and delivery of instruction. In D. Jonassen (Ed.) *Handbook of research for educational communications and technology*. Macmillan: New York.
- Fanderclai, T. L. (1995). MUDs in Education: New environments, new pedagogies. *Computer-Mediated Communication Magazine* 2(1). 8.
- Frye, B. & Frager, A.M. (1996). Civilization, colonization, SimCity: simulations for the social studies classroom. *Learning and Leading With Technology*. 24(2). 21-23, 32.
- Gigliotti, C. (1993). *Aesthetics of a virtual world: Ethical issues in interactive technology design* (Doctoral dissertation, The Ohio State University).
- Gigliotti, C. (1995). Aesthetics of virtual a virtual world: How the aesthetics of virtual worlds impact ethics. *Leonardo* 28(4). 289-95.
- Guba, E. G. & Lincoln, Y. S. (1994). Competing paradigms in qualitative research. In N. K. Denzin & Y. S. Lincoln (Eds.), *Handbook of qualitative research*. (pp. 105-117). Sage Publications: Thousand Oaks.
- Heim, M. (1998). *Virtual Realism*. Oxford University Press: New York.

- Huberman, A. M. & Miles, M. B. (1994). Data management and analysis methods. In N. K. Denzin & Y. S. Lincoln (Eds.), *Handbook of qualitative research*. (pp. 428-444). Sage Publications: Thousand Oaks.
- Hughes, C. E. & Moshell, J. M. (1997). Shared Virtual Worlds for Education: The ExploreNet Experiment. *ACM Multimedia*.
- Jeffrey, P. & Mark, G. (1998). Constructing social spaces in virtual environments: A study of navigation and interaction. In Hook, K., Munro, A., Benyon, D. (Eds.), *Workshop on Personalized and Social Navigation in Information Space*. Stockholm: Swedish Institute of Computer Science (SICS), 24-38.
- Johnson, D. W. & Johnson, R. T. (1996). Cooperation and the use of Technology. In D. Jonassen (Ed.) *Handbook of research for educational communications and technology*. Macmillan: New York.
- Kearsley, G. & Shneiderman, B. (1998) Engagement theory: A framework for technology-based teaching and learning, *Educational Technology* 38(5), 20-23.
- Kelly, R. (1993). VR and the educational frontier. Virtual Reality Special Report. Fall.
- Laurel, B. (1993). *Computers as theatre*. New York: Addison-Wesley Publishing Co.
- Lave, J. & Wenger, E. (1991). Situated learning: legitimate peripheral participation. Cambridge, MA: Cambridge University Press.
- Magine (personal communication, October, 1998).
- McLellan, H. (1996). Virtual realities. In D. H. Jonassen (Eds.), *The Handbook of Research for Educational Communications and Technologies*, Macmillan: New York.
- McLellan, H. (1996). Situated learning: Multiple perspectives. In H. McLellan (Eds.) *Situated Learning Perspectives*. Educational Technology Publications: New Jersey.
- Miller, L., Dhaika, M., & Groppe, L. (1996). Girls preferences in software design: Insights from a focus group. *Technology: and Electronic Journal the 21st Century*, 4(2). [On-line]. Available: MILLER IPCTV4N2 on LISTSERV@LISTSERV.GEORGETOWN.EDU.

- Miller-Lachmann, L., Jones, M. V., Stone-Farina, J. A., DeLoach, K. & Klotten, G. (1995). Exploring America in computer simulation games. *Multicultural Review*. 4(3). 44-46, 48-52.
- Milthorp, R. (1996). Fascination, masculinity, and cyberspace. In M. A. Moser with D. MacLeod (Eds.), *Immersed in technology: Art and virtual environments*. Cambridge MS: The MIT Press.
- Morningstar, C. & Farmer, F. R. (1994). The lessons of Lucasfilm's Habitat. In M. Benedikt (Eds.), *Cyberspace: First steps*. Cambridge: The MIT Press.
- Moshell, J.M. & Hughes, C.E. (1995). The Virtual communities experiments at Hungerford Elementary School. VC Document 95.15.
- Nagler, A. (personal email, 1999).
- Pahl, R. H. (1991). Finally a good way to teach city government!- A review of the computer simulation game "SimCity". *The Social Studies*. 82(4). 165-66.
- Pesce, M. (1998). A brief history of cyberspace. [On-line] Available: <http://www3.zdnet.com/products/vrmluser/perspectives/mp.history.html>
- Pryor, S. & Scott, J. (1993). Virtual reality: Beyond Cartesian space. In P. Hayward and T. Wollen (Eds.), *Future visions: New technologies of the screen*, London: BFI Publishing.
- Reid, E. (1991). Electropolis: communication and community on Internet Relay Chat. [On-line] Available: <ftp://parcftp.xerox.com>.
- Reid, E. (1994) *Cultural Formations in Text-Based Virtual Realities*: M.A. thesis.
- Rheingold, H. (1993). *The virtual community: homesteading on the electronic frontier*. Addison-Wesley Publishing Company: Reading MA.
- Riner, R. D. (1996). Virtual ethics← Virtual reality. *Futures Research Quarterly*, 12(1). 57-70.
- Riner, R. D. & Clodius, J. A. (1995). Simulating future histories: The NAU Solar System Simulation & Mars Settlement. *Anthropology & Education Quarterly*, 21(2):121-127.
- Rockwell, R. (1995). Getting together in cyberspace. Position paper for VRML95.[On-line reference]

- Roland. (1998, November). Active Worlds technology: A brief history, an assessment of where we currently stand, and a peek at plans for the future. Avatars98, AV98: Active Worlds.
- Stephenson, N. (1992). *Snow Crash*. Bantam: New York.
- Stone, L. (1997). Virtually yours: The internet as a social medium. *Microsoft Internet Magazine*. April.
- Stone, A. R. (1995). *The war of desire and technology at the close of the mechanical age*. Cambridge: The MIT Press.
- Stone, A. R. (1994). Will the real body please stand up?: Boundary stories about virtual culture. In M. Benedikt (Eds.), *Cyberspace: First Steps*. Cambridge: The MIT Press.
- Strauss, A. & Corbin, J. (1994). Grounded theory methodology: An overview. In N.K. Denzin & Y. S. Lincoln (Eds.) *Handbook of qualitative research*. Sage Publications: Thousand Oaks.
- Streibel, M. (1986). A critical analysis of the use of computers in the classroom. *Educational Communications & Technology*. 34(3) 137-161.
- Tatum, M. (personal communication, September 22, 1998)
- Teague, M. & Teague, G. (1995). Planning with computers: A social studies simulation. *Learning and Leading With Technology*. 23(1). 20-22.
- Todd, L. (1996). Aboriginal narratives in cyberspace. In M. A. Moser with D. MacLeod (Eds.), *Immersed in technology: Art and virtual environments*. Cambridge MS: The MIT Press.
- Traub, D. C. (1991). Simulated world as classroom: The potential for designed learning within virtual environments. *Virtual Reality: Theory, Practice and Promise*, Mecklerm.
- Tufte, E. R. (1990). *Envisioning information*. Graphics Press: Cheshire, Connecticut.
- Turkle, S. (1995). *Life on the screen: Identity in the age of the internet*. New York: Simon & Schuster.

- Turkle, S. (1997). Seeing through computers: Education in a culture of simulation. *The American Prospect* 31. 76-82 [On-line] Available: <http://epn.org/prospect/31/31turkfs.html>.
- University of Colorado at Boulder Catalogue 1998-99 (1998). Course Descriptions. [On-line] Available: <http://www.Colorado.EDU/sacs/catalog98-99/courses/multidesc.cgi!3861+3869>.
- Vygotsky, L.S. (1978). Mind in society: The development of higher psychological processes. Harvard University Press: Massachusetts.
- Winn, W. D. (1993). A conceptual basis for educational applications of virtual reality (HITL Report No. R-93-9): Seattle, WA: University of Washington, Human Interface Technology Laboratory.
- Winn, W. (1997). The impact of three-dimensional immersive virtual environments on modern pedagogy (HITL Technical Report R-97-15): Seattle, WA: University of Washington, Human Interface Technology Laboratory.
- Winn, W. and Jackson, R. (1999). Fourteen propositions about educational uses of virtual reality. *Educational Technology*. 39(4), 5-14.