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Students' attitudes towards educational virtual environments.

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This case study reports on an investigation of the attitude of education students towards virtual reality (VR) as a tool in the educational process, and towards virtual learning environments on specific disciplines. Our results indicate a favourable attitude towards VR in the educational process. Although immersion was not supported in this study, half of the students declared immersion experiences. Students consider the mouse the most effective input device for navigation in virtual environments, with a joystick the second one. Because the sampling population is small, the qualitative results must be regarded as tentative. There is, however, a need for further investigation, which is currently being undertaken by our group. (Abstract)

Classification: U55

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