

REFERENCES

- Abram, S. (2006). Some tricks to build information fluency-part 2. *MultiMedia & Internet@Schools*, 13(6), 26-28. Retrieved January 12, 2007, from ProQuest database.
- Achterman, D. (2006). Beyond Wikipedia: Using wikis to connect students and teachers to the research process and to one another. *Teacher Librarian* 34(2), 19-22.
- Anderson, T., & Sturm, B. (2007). Cyberbullying: From playground to computer. *Young Adult Library Services*, 5(2), 24-27.
- Barab, S., Thomas, M., Dodge, T., Carteaux, R., & Tuzun, H. (2005). Making learning fun: Quest Atlantis, a game without guns. *Educational Technology Research and Development*, 53(1), 86-107.
- Bartle, R. (2004). *Pitfalls of virtual property*. The Themis Group white paper. Retrieved January 12, 2008, from <http://mud.co.uk/richard/povp.pdf>
- Bartle, R. (2006). *Designing virtual worlds*, Indianapolis, IN: New Riders Publishing.
- Bishop, G. D., & Doiron, G. (2004). Using online forums as a replacement for face-to-face discussion groups. *CDTL Brief*, 7(4). Retrieved May 12, 2006, from <http://www.cdtl.nus.edu.sg/brief/V7n4/default.htm>
- Bitmanagement Software GmbH. (2003). BS Contact VRML 6.1 [Computer Software]. Retrieved May 13, 2007, from http://www.bitmanagement.com/download/playerdownload.en.html#BS_Contract_VRML/X3D
- Book, B. (2004). *Moving beyond the game: Social virtual worlds*. Unpublished manuscript. Retrieved February 23, 2007, from http://www.virtualworldsreview.com/papers/BBook_SoP2.pdf

- Book, B. (2006). *Virtual worlds review*. Retrieved January 11, 2007, from <http://www.virtualworldsreview.com/index.shtml>
- Borja, R. (2005). 'Blogs' catching on as tool for instruction. *Education Week*, 25(15), 1-2. Retrieved February 6, 2007, from ProQuest database.
- Borja, R. (2006). Educators experiment with student-written 'wikis'. *Education Week*, 25(30), 10. Retrieved April 12, 2007, the Academic Search Premier database.
- Brown, A. L. (1992). Design experiments: Theoretical and methodological challenges in creating complex interventions in classroom settings. *The Journal of the Learning Sciences*, 2(2), 141-178.
- Bruno, A. (2006). Year of the Avatar. *Billboard*, 118(49), 20. Retrieved April 12, 2007, from the Academic Search Premier database.
- Canal Numedia (2000). Avatar Studio 2.0 [Computer Software]. Retrieved May 13, 2007, from <http://www.web3d-fr.com/Avatars/AvatarStudio/Download.php>
- Carter, D. (2005). Living in virtual communities: An ethnography of human relationships in cyberspace. *Information, Communication & Society*, 8(2), 148-167.
- Carter, R. B. (2007). *In the virtual world of Second Life, teens tackle real children's issues*. Retrieved April 20, 2007, from http://www.unicef.org/adolescence/index_38145.html
- Casanueva, J., & Blake, E. (2000). *Presence and co-presence in collaborative virtual environments*. Technical Report CS00-06-00, Department of Computer Science, University of Cape Town. Retrieved April 12, 2007, from <http://pubs.cs.uct.ac.za/archive/00000271/01/CS00-06-00.pdf>
- Castronova, E. (2003). *Theory of the avatar*. CESifo Working Paper Series No. 863. Retrieved February 2, 2008, from <http://ssrn.com/abstract=385103>

- Collins, M. A., & Amabile, T. M. (1999). Motivation and creativity. In R. Sternberg (Ed.), *Handbook of creativity* (pp. 297-312). Cambridge, MA: Cambridge University Press.
- Cheng, H., & Dornyei, Z. (2007). The use of motivational strategies in language instruction: The case of EFL teaching in Taiwan. *Innovation in Language Learning and Teaching, 1*(1), 153-174.
- Creswell, J. W. (1994). *Research design: qualitative & quantitative approaches*. Thousand Oaks, CA: Sage.
- Creswell, J. W. (1998). *Qualitative inquiry and research design: Choosing among five designs*. Thousand Oaks, CA: Sage.
- Creswell, J., & Plano Clark, V. (2007). *Designing and conducting mixed methods research*. Thousand Oaks, CA: Sage.
- Cromby, J., Standen, P., & Brown, D. (1995). Using virtual environments in special education. *VR in the Schools, 1*(3), 1-4.
- Csikszentmihalyi, M. (1996). *Creativity: Flow and the psychology of discovery and invention*. New York: HarperCollins.
- Czarnecki, K., & Gullett, M. (2007). Meet the new you. *School Library Journal, 53*(1), 36-39.
Retrieved January 31, 2007 from the MAS Ultra-School Edition database.
- DaCruz, A. (2007). PhotoFiltre 6.2.7 [Computer Software]. Retrieved July 21, 2007, from <http://photofiltre.free.fr/>
- Dalgarno, B., & Harper, B. (2004). User control and task authenticity for spatial learning in 3D environments. *Australasian Journal of Educational Technology, 20*(1), 1-17. Retrieved January 31, 2007 from <http://www.ascilite.org.au/ajet/ajet20/ajet20.html>

- Dara-Abrams, B. (2005). Reaching adult learners through the entry point framework and problem-based learning in a croquet-based virtual environment. *Proceedings of the Third International Conference on Creating, Connecting and Collaborating through Computing*, 119-126. Retrieved April 20, 2007, from IEEE Computer Society Digital Library database.
- Deci, E., & Ryan, R. (1985). *Intrinsic motivation and self-determination in human behavior*. New York: Plenum Press.
- Deci, E., Vallerand, R., Pelletier, L., & Ryan, R. (1991). Motivation and education: The self-determination perspective. *Educational Psychologist*, 26(3 & 4), 325-346.
- Dede, C. (1995). *The evolution of learning devices: Smart objects, information infrastructures, and shared synthetic environments*. Retrieved April 19, 2007, from <http://www.ed.gov/Technology/Futures/dede.html>
- Dede, C., Clarke, J., Ketelhut, D., Nelson, B., & Bowman, C. (2005). *Fostering motivation, learning, and transfer in multi-user virtual environments*. Paper presented at the American Educational Research Association Conference, Montreal. Retrieved April 20, 2007, from http://muve.gse.harvard.edu/rivercityproject/documents/Dede_Games_Symposium_AERA_2005.pdf
- Delwiche, A. (2006). Massively multiplayer online games (MMOs) in the new media classroom. *Educational Technology & Society*, 9(3), 160-172.
- Denzin, N., & Lincoln, Y. (1998). *The Landscape of qualitative research: Theories and issues*. Thousand Oaks, CA: Sage Publications.
- Denzin, N., & Lincoln, Y. (2003). *The Landscape of qualitative research: Theories and issues* (2nd ed.). Thousand Oaks, CA: Sage Publications.

- Dickey, M. (2003). Teaching in 3D: Pedagogical affordances and constraints of 3D virtual worlds for synchronous distance learning. *Distance Education*, 24(1), 105-121.
- Dickey, M. (2005). Three-dimensional virtual worlds and distance learning: two case studies of Active Worlds as a medium for distance education. *British Journal of Educational Technology*, 36(3), 439-451.
- Dickey, M. (2006). Game design and learning: a conjectural analysis of how massively multiple online role-playing games (MMORPGs) foster intrinsic motivation. *Educational Technology Research and Development*. Retrieved April 4, 2007, from the SpringerLINK database.
- Digital branding: Virtual becomes reality. (2007). *New Media Age*, S.12. Retrieved April 12, 2007, from ProQuest database.
- Doolittle, P. (1999). *Constructivism and online education*. Paper presented at the 1999 online conference in teaching online in higher education. Retrieved April 10, 2007, from <http://edpsychserver.ed.vt.edu/workshops/tohe1999/text/doo2.pdf>
- Dornyei, Z. (1990). Conceptualizing motivation in foreign-language learning. *Language Learning* 40, 45-78.
- Dornyei, Z. (2003). Attitudes, orientations, and motivations in language learning: advances in theory, research, and applications. *Language Learning*, 53, 3-32.
- Driscoll, M. P. (2002). *How people learn (and what technology might have to do with it)*. Retrieved April 20, 2007, from <http://www.ericdigests.org/2003-3/learn.htm>
- Eggen, P. D., & Kauchak, D. P. (1996). *Strategies for teachers: Teaching content and thinking skills*. MA: Allyn & Bacon.
- Engstrom, M., & Jewett, D. (2005). Collaborative learning the wiki way. *TechTrends*, 49(6), 12-15, 68.

- Fawkes, P. (2006). *Will we see a dumbed down virtual world beat second life?* Retrieved January 17, 2007, from http://sense.psfc.com/2006/10/will_we_see_a_d.html
- Foreman, J., Gee, J., Herz, J. C., Hinrichs, R., Prensky, M., & Sawyer, B. (2004). Game-based learning: How to delight and instruct in the 21st century. *EDUCAUSE Review*, 39(5), 50-66.
- Frauenheim, E. (2006). IBM learning programs get a 'second life'. *Workforce Management*, 85(23), 6. Retrieved April 20, 2007, from the Academic Search Premier database.
- Fulton, G. C. (2006). Virtual communication- viral protection: Preparing for a global pandemic. *Jinwen University Journal of Foreign Languages*, 7, 129-146.
- Gall, M., Borg, W., & Gall, J. (1996). *Educational research: An introduction*. White Plains, NY: Longman.
- Gardner, H. (1995). Reflections on multiple intelligences: Myths and messages. *Phi Delta Kappan*, 77(3), 200-209. Retrieved June 12, 2006, from ProQuest database.
- Gardner, H. (2000). *The three faces of intelligence*. Retrieved May 20, 2006, from [http://www.howardgardner.com/Papers/documents/Three Faces of Intelligence.pdf](http://www.howardgardner.com/Papers/documents/Three_Faces_of_Intelligence.pdf)
- Gardner, R. C. (1985). *Social psychology and second-language learning: The role of attitudes and motivation*. London, England: Edward Arnold.
- Gardner, R. C. (2001). *Integrative motivation: Past, present and future*. Temple University Japan, Distinguished Lecturer Series. Retrieved May 13, 2007, from <http://publish.uwo.ca/~gardner/GardnerPublicLecture1.pdf>
- Gardner, R. C., & Lambert, W. (1972). *Attitudes and motivation in second-language learning*. Rowley, MA: Newbury House Publishers.
- Gardner, R., Masgoret, A., Tennant, J., & Mihic L. (2004). Integrative motivation: Changes during a year-long intermediate-level language course. *Language Learning*, 54(1), 1-34.

- Gardner, R. C., Smythe, P. C., & Brunet, G. R. (1977). Intensive second language study: Effects on attitudes, motivation and French achievement. *Language Learning*, 27(2), 243-261.
- Gardner, R., Tremblay, P., & Masoret, A. (1997). Towards a full model of second language learning: An empirical investigation. *The Modern Language Journal*, 81, 344-362.
- Gee, J. (2003). *What video games have to teach us about learning and literacy*. New York: Palgrave MacMillan.
- Geirland, J. (1996). Go with the flow. *Wired*, 4(9), 160.
- Gibson, W. (1984). *Neuromancer*. New York: Ace Books.
- Google Inc. (2006). Google SketchUp 6 [Computer Software]. Retrieved May 13, 2007, from <http://sketchup.google.com/download.html>
- Graetz, K. (2006). The psychology of learning environments. *EDUCAUSE Review*, 41(6), 60-75.
- Grant, L. (2006). *Using wikis in schools: a case study*. Retrieved January 31, 2007, from <http://www.futurelab.org.uk>
- Greenberg, A. (2004). *Navigating the sea of research on videoconferencing-based distance education*. Retrieved January 25, 2007 from <http://www.wainhouse.com/files/papers/wr-navseadistedu.pdf>
- Guynup, S. L. (2003). *From GUI to gallery: A study of online virtual environments*. Retrieved January 31, 2007, from <http://www.archimuse.com/mw2003/papers/guynup/guynup.html>
- Guynup, S., & Demmers, J. (2005). Fake fun: transforming the challenges of learning to play. *Proceedings of the ACM SIGGRAPH 2005 Educators Program*. Retrieved April 12, 2007, from ACM Digital Library database.
- Hansson, T. (2005). English as a second language on a virtual platform - Tradition and innovation in a new medium. *Computer Assisted Language Learning*, 18(1&2), 63-79.

- Hinton, P. R. (1996). *Statistics explained* (2nd ed.). London and New York: Routledge.
- Ho, M. C. (1998). Culture studies and motivation in foreign and second language learning in taiwan. *Language, Culture and Curriculum*, 11(2), 165-182.
- Holahan, C. (2006). The dark side of Second Life. *BusinessWeek online*. Retrieved January 31, 2007, from http://www.businessweek.com/technology/content/nov2006/tc20061121_727243.htm
- Hopkins, K.D., Kopkins, B.R., & Glass G.V. (1996). *Basic statistics for behavioural sciences* (3rd ed.). Boston: Allyn & Bacon.
- Howe, K. (2003). *Closing methodological divides: Toward democratic educational research*. Dordrecht, the Netherlands: Kluwer.
- Jakes, D. (2006). Wild about wikis: Tools for taking student and teacher collaboration to the next level. *Technology and Learning*, 27(1), 6.
- Jakobsson, M. (2006). *Virtual worlds & social interaction design*. Unpublished doctoral dissertation. Umeå University, Sweden. Retrieved January 27, 2007, from Umeå: Faculty of Social Sciences, Informatics Web site: <http://urn.kb.se/resolve?urn=urn:nbn:se:umu:diva-750>
- Jensen, E. (1998). *Teaching with the brain in mind*. Alexandria, VA: Association for Supervision and Curriculum Development.
- Jonassen, D.H., Carr, C., & Yueh, H.P. (1998). Computers as Mindtools for engaging learners in critical thinking. *TechTrends*, 43(2), 24-32.
- Jonassen, D.H. (1999). *Designing constructivist learning environments on the Web: Engaging students in meaningful learning*. EdTech99: Educational Technology Conference and Exhibition, Singapore Exhibition Centre, Sponsored by the Ministry of Education,

- Singapore: Retrieved April 25, 2007, from
<http://www.moe.gov.sg/edumall/mpite/edtech/papers/d1.pdf>
- Jonassen, D.H. (n.d.). *Welcome to the design of constructivist learning environments (CLEs)*. Retrieved January 31, 2007, from <http://www.coe.missouri.edu/~jonassen/courses/CLE/>
- Jones, S. (2003). *Let the games begin: Gaming technology and entertainment among college students*. Pew Internet & American Life Project. Retrieved February 14, 2007, from
http://www.pewinternet.org/pdfs/PIP_College_Gaming_Reporta.pdf
- Jung, H. (2002). Virtual reality modeling. *Teaching English with Technology*, 2(5) Retrieved January 11, 2007, from http://www.iatefl.org.pl/call/j_soft11.htm
- Kimball, R. (2007). ABNet2 (Version 2.05) [Computer Software]. Retrieved May 13, 2007, from
http://kimballsoftware.com/abnet/abnetclient2_05.exe
- Kushner, D. (2004, April). My avatar, my self. *Technology Review*, 107(3), 50-54.
- Lacina, J. (2005). Promoting language acquisitions: Technology and English language learners. *Childhood Education*, 81(2), 113-115.
- Lagorio, C. (2007, January 7). Pepperdine in a treehouse. *New York Times*. Retrieved March 12, 2007, from ProQuest database.
- Lamb, B. (2004). Wide open spaces: Wikis, ready or not. *EDUCAUSE Review*, 39(5) 36–48.
- Lamb, G. M. (2006, October 5). Real learning in a virtual world. *The Christian Science Monitor*. Retrieved April 12, 2007, from ProQuest database.
- Layton, J. (2007). *Can I make my living in Second Life?* Retrieved April 2, 2007, from
<http://entertainment.howstuffworks.com/second-life-job.htm>
- Leung, W. H., Goudeaux, K., Panichpapiboon, S., Wang, S. B., & Chen T. (2000). Networked intelligent collaborative environment (NetICE). *Proceedings of the International Conference*

- on *Multimedia and Expo (ICME) 2000*. (pp.1645–1648.) IEEE Signal Processing Society Press, New York.
- Leung, W. H., & Chen, T. (2001). Creating a multiuser-3d environment. *Signal Processing Magazine*, 18(3), 9-16.
- Living a second life - Virtual online worlds. (2006, September 30). *The Economist*, 380(8497) 98. Retrieved April 12, 2007, from ProQuest database.
- Lincoln, Y., & Guba, E. (1985). *Naturalistic inquiry*. Newbury Park, CA : Sage.
- Linden, R. (2006). *Urgent security announcement*. Retrieved February 16, 2007, from <http://blog.secondlife.com/2006/09/08/urgent-security-announcement/>
- Lombardi, J., & McCahill, M. (2004). Enabling social dimensions of learning through a persistent, unified, massively multi-user, and self-organizing virtual environment. *Proceedings of the Second International Conference on Creating, Connecting and Collaborating through Computing*, 166-172. Retrieved April 20, 2007, from IEEE Computer Society Digital Library database.
- Lombardi, J., & McCahill, M. (2005). User interfaces for self and others in Croquet learning spaces. *Proceedings of the Third International Conference on Creating, Connecting and Collaborating through Computing*, 3- 10. Retrieved April 20, 2007, from IEEE Computer Society Digital Library database.
- Masgoret, A., & Gardner, R. (2003). Attitudes, motivation, and second language learning: A meta-analysis of studies conducted by Gardner and associates. *Language Learning*, 53(1), 167–210.

- Maor, D., & Fraser, B. (2005). An online questionnaire for evaluating students' and teachers' perceptions of constructivist multimedia learning environments. *Research in Science Education, 35*(4), 221-244.
- McCahill, M., & Lombardi, J. (2004). Design for an extensible Croquet-based framework to deliver a persistent, unified, massively multi-user, and self-organizing virtual environment. *Proceedings of the Second International Conference on Creating, Connecting and Collaborating through Computing, 71- 77*. Retrieved April 20, 2007, from IEEE Computer Society Digital Library database.
- McGraw, D. (2004). Expanding the mind. *ASEE Prism, 13*(9), 30-37.
- McPherson, K. (2006). Wikis and student writing. *Teacher Librarian, 34*(2), 70-73. Retrieved March 3, 2007, from ProQuest database.
- Media Machines (2007). Flux Studio 2.1 [Computer Software]. Retrieved May 13, 2007, from <http://www.mediamachines.com/downloadplayerty.php>
- Merriam, S. B. (1998). *Qualitative research and case study applications in education*. San Francisco: Jossey-Bass Publishers.
- Mynard, J. (2002). *Using Internet chat rooms with language learners*. Retrieved April 12, 2007, from <http://jomynard.tripod.com/chat2002.htm>
- My virtual life. (2006, May 1). *Business Week, (3982)*, 72. Retrieved April 2, 2007, from ProQuest database.
- Neiburger, E., & Gullett, M. (2007). Out of the basement: The social side of gaming, *Young Adult Library Services, 5*(2), 34-6, 38.

- Nayman, I. (1999). Lessons from a videoconferenced course. *CAUSE/EFFECT journal*, 22(3). Retrieved March 2, 2007, from <http://www.educause.edu/ir/library/html/cem/cem99/cem9930.html>
- Noguchi, Y. (2005, November 22). Self 2.0: Internet users put a best face forward. *Washington Post*, p. A01. Retrieved January 12, 2007, from ProQuest database.
- Nomnian, S. (2002). Constructivism: Theory and its application to language teaching. *Studies in Languages and Language Teaching Journal*, 11, 62-71. Retrieved May 15, 2005, from http://www.sc.mahidol.ac.th/sclg/SLLT/html/issue_61.html
- Norris-Holt, J. (2001). Motivation as a contributing factor in second language acquisition. *The Internet TESL Journal*, 7(6). Retrieved January 17, 2008, from <http://iteslj.org/Articles/Norris-Motivation.html>
- O' Dowd, R. (n.d.). *Videoconferencing in foreign language learning*. Retrieved March 21, 2007, from <http://www3.unileon.es/personal/wwdfmrod/vctext.html>
- O'Dowd, R., & Ritter, M. (2006). Understanding and working with 'Failed Communication' in telecollaborative exchanges. *CALICO Journal*, 23(3), 623–642.
- Onwuegbuzie, A., & Leech, N. (2004). Enhancing the interpretation of significant findings: The role of mixed methods research. *The Qualitative Report* 9(4), 770-792. Retrieved February 15, 2008, from <http://www.nova.edu/ssss/QR/QR9-4/onwuegbuzie.pdf>
- Osberg, K. M. (1997). *Constructivism in practice: The case for meaning-making in the virtual world*. Retrieved May 15, 2005, from <http://www.hitl.washington.edu/publications/r-97-47/index.html>
- Oxford, R., & Shearin, J. (1994). Language learning motivation: Expanding the theoretical framework. *The Modern Language Journal*, 78, 12-28.

- Palmer, D. (2005). A motivational view of constructivist-informed teaching. *International Journal of Science Education*, 27(15), 1853-1881.
- Peterson, M. (2005). Learner interaction in an avatar-based virtual environment: A Preliminary Study. *PacCALL Journal*, 1(1) 29-40.
- Peterson, M. (2006). Learner interaction management in an avatar and chat-based virtual world. *Computer Assisted Language Learning*, 19(1), 79-103.
- Pew internet & american life project. (2001). *The internet and education*. Retrieved May 15, 2007, from http://www.pewinternet.org/pdfs/PIP_Schools_Report.pdf
- Phillipson, R. (1992). *Linguistic imperialism*. Oxford: Oxford University Press.
- Preece, J., & Maloney-Krichmar, D. (2005). Online communities: Design, theory, and practice. *Journal of Computer-Mediated Communication*, 10(4). Retrieved April 5, 2007, from <http://jcmc.indiana.edu/vol10/issue4/preece.html>
- Rajagopalan, S., Doiron, J. A., & Song, M. (2004). Helping students relate classroom theory to practice in industry: Design considerations for web-based simulations. *CDTL Brief*, 7(5). Retrieved November 12, 2004, from <http://www.cdtl.nus.edu.sg/brief/V7n5/default.htm>
- Reiss, S. (2005, December). Virtual economics. *Technology Review*, 108(11), 34.
- Reuters, A. (2007). *Congressional democrats' agenda gets SL stage*. Retrieved March 15, 2007, from <http://secondlife.reuters.com/stories/2007/01/02/congressional-democrats-agenda-gets-sl-stage/>
- Riner, R. (n.d.). *Cultural simulation: Virtual wedding*. Retrieved January 6, 2007, from <http://www.eng.umu.se/vw/AssessmentRR.pdf>
- Riner, R. (1996). Virtual ethics--Virtual reality. *Futures Research Quarterly*, 12(1), 57-70.

- Robinson, M. (2006). Wikis in education: social construction as learning. *The Community College Enterprise*, 12(2), 107-109. Retrieved April 12, 2007, from ProQuest database.
- Roussos, M., Johnson, A., Moher, T., Leigh, J., Vasilakis, C., & Barnes, C. (1999). Learning and building together in an immersive virtual world. *Presence*, 8(3), 247-263.
- Rummel, N., & Spada, H. (2005). Learning to collaborate: An instructional approach to promoting collaborative problem-solving in computer-mediated settings. *Journal of the Learning Sciences*, 14(2), 201-241.
- Scardamalia, M. (2002). Collective cognitive responsibility for the advancement of knowledge. In B. Smith (Ed.), *Liberal education in a knowledge society* (pp. 67-98). Chicago: Open Court.
- Schiefele, U. 2001. The role of interest in motivation and learning. In J. M. Collis & S. Messick (Eds.), *Intelligence and personality: Bridging the gap in theory and measurement* (pp. 163-194). Mahwah, NJ: Erlbaum.
- Seidman, I. (1998). *Interviewing as qualitative research*. New York: Teachers College Press.
- Skiljan, I. (2007). IrfanView 4.10 [Computer Software]. Retrieved July 21, 2007, from <http://www.irfanview.com/>
- Sourin, A., Sourina, O., & Prasolova-Førland, E. (2006). Cyber-learning in cyberworlds. *Journal of Cases on Information Technology*, 8(4), 55-70.
- Soukup, C. (2004). Multimedia performance in a computer-mediated community: Communication as a virtual drama. *Journal of Computer-Mediated Communication*, 9(4).
- Stake, R. (2005). *Qualitative case studies*. In N. K. Denzin & Y. S. Lincoln (Eds.), *The Sage handbook of qualitative research* (3rd ed., pp. 433-466). Thousand Oaks, CA: Sage.
- Stephenson, N. (1992). *Snow crash*. New York: Bantam Books.

- Sternberg, R. J. (2003). *Wisdom, intelligence, and creativity synthesized*. Cambridge, UK: Cambridge Press.
- Taylor, T. L. (1999). Life in virtual worlds: Plural existence, multimodalities, and other online research challenges. *The American Behavioral Scientist*, 43(3), 436-450.
- Terdiman, D. (2006). *Virtual magnate shares secrets of success*. Retrieved April 8, 2007, from http://news.zdnet.com/2008-9588_22-6144967.html
- Tiala, S. (2007). Integrating virtual reality into technology education labs. *Technology Teacher*, 66(4), 9-13. Retrieved January 31, 2007, from the Academic Search Premier database.
- Urbaniak, G.C., & Plous, S. (2007). Research Randomizer 3.0 [Computer software]. Retrieved October 11, 2007, from <http://www.randomizer.org/>
- Vogel, J., Greenwood-Ericksen, A., Cannon-Bowers, J., & Bowers, C. (2006). Using virtual reality with and without gaming attributes for academic achievement. *Journal of Research on Technology in Education*, 39(1)105-119.
- Vygotsky, L.S. (1976). Play and its role in the mental development of the child. In Bruner, J.S., Jolly, A., and Sylva, K. (Eds.), *Play – Its role in development and evolution*. New York: Basic Books.
- Vygotsky, L.S. (1978). *Mind in society*. Cambridge, MA: Harvard University Press.
- Warschauer, M. (1996). Motivational aspects of using computers for writing and communication. In M. Warshauer (Ed.). *Telecollaboration in foreign language learning: Proceedings of the Hawai'i symposium*. (pp. 29-46). Honolulu, Hawai'i: University of Hawai'i, Second Language Teaching and Curriculum Center.

- Williams O., Pickett, S., & Murphy, T. (2001). *The future of virtual reality on the Web?*
Retrieved February 18, 2007, from Napier University Web Site:
http://www.dcs.napier.ac.uk/~mm/socbytes/jun2001/Jun2001_7.htm
- Winn, W. (1997). The effect of student construction of virtual environments on the performance of high- and low-ability students. *Proceedings of the 1997 AERA Conference*. Retrieved April 12, 2007, from <http://www.hitl.washington.edu/pubs/hitlpub.php>
- Winn, W., Hoffman, H., Hollander, A., Osberg, K., Rose, H., & Char, P. (1999). Student-built virtual environments. *Presence: Teleoperators and Virtual Environments*, 8(3), 283-292.
- Wise, B., Cole, R., van Vuuren, S., Schwartz, S., Snyder, L., Ngampatipatpong, N., et al. (2005). Learning to read with a virtual tutor: Foundations to literacy, In Kinzer, C. & Verhoeven, L. (Eds) *Interactive literacy education: Facilitating literacy learning environments through technology*. Retrieved March 15, 2006, from
<http://cslr.colorado.edu/beginweb/reading/reading.html>
- Yang, S. H., & Alty, J. L. (2002). Development of a distributed simulator for control experiments through the Internet. *Future Generation Computer Systems*, 18 (5), 595–611.
- Yashima, T. (2002). Willingness to communicate in a second language: The Japanese EFL context. *The Modern Language Journal*, 86, 54-66.
- Zhao, C. (2000). *Evaluation of vrml for modeling virtual worlds*. Unpublished master's dissertation. Miami University, Ohio. Retrieved January 31, 2007, from OhioLINK Web site: http://www.ohiolink.edu/etd/view.cgi?acc_num=miami975621886