

# SUBJECT INDEX

- Alice, 305–317  
Avatars, 216, 220, 224, 229, 233
- Bloom's Revised Taxonomy,  
163–179
- Case study, 243, 246, 247  
Cloud computing, 218, 237  
Collaborative learning, 89, 92  
Community colleges, 96, 99, 105  
Community of inquiry, 163–179  
Community of practice, 90, 105  
Composition, 306, 308  
Computer programming, 305–317  
Constructivism, 102, 192  
Cultural differences, 271, 272, 273, 274,  
275, 282, 283, 290, 291  
Culture-aware design, 266, 287–291  
Cybergogy, 4, 6, 7, 8, 11–12, 16, 18, 21
- E-safety, 30, 34, 37, 38, 39, 40, 41  
Emotional engagement, 31, 32  
Engagement, 337, 343, 345
- Faculty development, 47–59
- Global virtual teams, 266, 293
- Higher education, 114
- Innovative teaching, 218  
Instructional design, 96, 115, 118, 120,  
121, 127, 132, 140, 147  
Instructional technology, 95
- Intercultural literacy, 266–269, 270, 275,  
276, 279
- Learning, 242–257  
Learning archetypes, 7–10  
Learning domains, 7–10, 12, 13, 16,  
18, 21
- Multiuser virtual environments,  
115–116, 129, 139, 164–169, 173,  
174–177, 178
- Narratives, 305–317  
Networks, 207
- Pedagogy, 209, 242, 256  
Pre-service teacher education,  
67–81  
Pre-service teachers, 29  
Problem-based learning, 241–257
- Role-play, 334, 335, 337, 338, 340,  
342–343, 344, 348
- Second Life, 49, 52, 67–81, 96, 116, 144,  
166, 194, 197, 203, 204, 205, 206, 207,  
208, 216, 218–219, 226, 231, 232, 233,  
234, 243, 246, 249–251, 253–255, 256,  
330–332, 333, 336, 340, 344, 345, 346  
*See also* Virtual worlds
- Teacher training, 29–42  
Teaching practice, 67–81  
21st century teaching and learning,  
163–179

- Virtual lectures, 329, 342
- Virtual tours, 216, 217, 231, 233,  
234, 346
- Virtual worlds, 4–5, 11, 22–23, 30–39,  
48–59, 88–94, 96, 101–105, 114, 115,  
119, 142, 145, 146–147, 192, 193, 216,  
219, 232, 242, 243, 245–246, 249–250,  
254–256, 269–275, 282–283, 287–293,  
303, 328–331, 334–339, 342–348  
*See also* Second Life
- Virtuality, 209
- Web 2.0, 218, 237
- Web 3.0, 218