

CUTTING-EDGE TECHNOLOGIES IN HIGHER
EDUCATION VOLUME 6C

**INCREASING STUDENT ENGAGEMENT
AND RETENTION USING IMMERSIVE
INTERFACES: VIRTUAL WORLDS,
GAMING, AND SIMULATION**

EDITED BY

CHARLES WANKEL

St. John's University, New York, USA

PATRICK BLESSINGER

St. John's University, New York, USA

IN COLLABORATION WITH

JURATE STANAITYTE

NEIL WASHINGTON

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