





















**References**

- Dede, C. (2009). Immersive interfaces for engagement and learning. *Science* 323(5910), pp. 66-69.
- Dow, S., Mehta, M., Harmon, E., MacIntyre, B., & Mateas, M. (2007). Presence and engagement in an interactive drama. Proceedings of the SIGCHI Conference on Human Factors in Computing Systems. San Jose, California, pp 1475-1484.
- Dunleavy, M., Dede, C., & Mitchel, R. (2009). Affordances and Limitations of Immersive Participatory Augmented Reality Simulations for Teaching and Learning. *Journal of Science Education and Technology*. 18(1), pp 7–22.
- Meah, A. (2018). 35 Inspirational Quotes On Listening. *Awaken the Greatness Within*. Retrieved February 27<sup>th</sup>, 2019 from <https://awakenthegreatness-within.com/35-inspirational-quotes-on-listening/>
- Squire, K. & Klopfer, E. (2007). Augmented Reality Simulations on Handheld Computers. *Journal of the Learning Sciences*. 16(3), pp. 371-413.