

- [8] Kirikaya, E. B., Iseri, S., and Vukrayra, G. (2010). A Board Game about Space and Solar System for Primary School Students, *Turkish Online Journal of Educational Technology*, **9**, 2, 1-14.
- [9] Roussos, M., Johnston, A., Moher, T., Leigh, J., Vasilakis, C., and Barnes, C. (1999). Learning and Building Together in an Immersive Virtual World. *PRESENCE*, **8**, 3, 247-263, MIT Press.
- [10] Winn, W. (1993). A Conceptual Basis for Educational Applications of Virtual Reality, Technical Report TR 93-9, <http://www.hitl.washington.edu/publications/r-93-9/>.
- [11] Winn, W. (1997). The Impact of Three-Dimensional Immersive Virtual Environments on Modern Pedagogy. HITL Technical Report R-97-15. Discussion paper for NSF Workshop. Human Interface Technology Laboratory, University of Washington.
- [12] Yingprayoon, J. (2015). Teaching Mathematics Using Augmented Reality. Submitted in the Proceedings of the 20th Asian Technology Conference in Mathematics, Leshan, China, 384-391.
- [13] <https://minds-in-bloom.com/quiver-classroom-augmented-reality-app/>
- [14] <https://quivervision.com>