

Contents

Editors' Introduction	5
<i>Klaus Kreulich</i>	
Immersive Collaboration: Facilitating Good Teamwork	11
<i>Christian Strobel</i>	
Psychological Aspects of Virtual Collaboration: A brief overview	25
<i>Marion Rauscher</i>	
Let's Collaborate, Avatar: Competence Acquisition in Multi-User Virtual Reality Environments	33
<i>Audrey Stolze</i>	
Virtual Collaboration as a "Future Skill" – Analysis of an Innovative Learning Scenario for a HEI of the Future	61
<i>Sierk Horn, Miyuki Takino</i>	
Digital Negotiations across Cultures	75
<i>Andrés Rueda, Bettina Maisch</i>	
From Second Life to Second Job: Creativity and Entrepreneurship Education in the Metaverse	99
<i>Markus Stäuble</i>	
Gamification for team motivation	111
<i>Christina Schindler</i>	
Virtual Collaboration in a technical laboratory – an example from semiconductor technology	121
<i>Christian Hanshans</i>	
(Virtual) Collaboration in Medicine and Biomedical Engineering	127
Glossary	149
The book website	155