# Table of Contents

Acknowledgements ........................................ 7

**Chapter 1**  General Introduction  11

**Chapter 2**  Study 1: VU @ Second Life: a report on experiences with the development of a (virtual) community of learners  29

**Chapter 3**  Study 2: Modeling the Metaverse: A Theoretical Model of Effective Team Collaboration  45

**Chapter 4**  Study 3: Lost in Space? Cognitive Fit and Cognitive Load in 3D Virtual Environments  61

**Chapter 5**  Study 4: Does Avatar Appearance Matter? How Avatar Representations Impact on Virtual Team Performance  87

**Chapter 6**  General Discussion  113

References ........................................ 135

Nederlandse Samenvatting ................................ 147

About the Author ......................................... 157