

# **2017 IEEE Virtual Reality Workshop on K-12 Embodied Learning through Virtual & Augmented Reality (KELVAR 2017)**

**Los Angeles, California, USA  
19 March 2017**



**IEEE Catalog Number: CFP17G22-POD  
ISBN: 978-1-5386-1893-6**

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IEEE Catalog Number:	CFP17G22-POD
ISBN (Print-On-Demand):	978-1-5386-1893-6
ISBN (Online):	978-1-5386-1892-9

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