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Abstract: Virtual Learning Environments (VLEs) allow students and teachers to have multiple levels of engagement in educational, mental and social spaces. It is supported that the socially alive presence of individuals and the educational effectiveness that is being expected of the overall experience is being affected by a) the virtual identity concept, b) a minimum set of functional requirements related to Human-Computer Interaction and c) the critical mass of the virtual community. The forthcoming generation of VLEs combines cloud services with massive user contributions to offer virtual academic experiences in a holistic way.

Keywords: Virtual Identity, Social Networks, Virtual Learning Environments, Human-Computer Interaction