Danielle is a user experience researcher with a background in visualization and developing virtual environments. Her research focuses on understanding the role of immersion in comprehending virtual space.

She has experience in developing learning environments, including the iSocial project, on different gaming platforms and works with different virtual and augmented reality technology.

She currently works in researching the value of creating and using virtual field trips as a means to supplement both the traditional and the online classroom through situated exploratory learning.