Existing research has examined how young children shift meanings across sign systems long before they have mastered formal writing skills, yet virtual reality environments offer new affordances for users to translate semiotic material within and across virtual and material spaces that have not been researched. This presentation extends knowledge of transmediation first coined by Suhor, and extended by Semali, Siegel and others. It extends theories of transmediation that have predominantly explored speech, drawing and writing, to advance new understandings about children’s engagement in transmediation in the context of virtual reality gaming.

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