Design of learning spaces in 3D virtual environments

Conference or Workshop Item

How to cite:

For guidance on citations see FAQs.

© 2008 The Authors

Version: Version of Record

Link(s) to article on publisher’s website:
http://www.open.ac.uk/relive08/documents/ReLIVE08_conference_proceedings_Lo.pdf

Copyright and Moral Rights for the articles on this site are retained by the individual authors and/or other copyright owners. For more information on Open Research Online's data policy on reuse of materials please consult the policies page.
Design of learning spaces in 3-D Virtual Environments
JISC-funded project
Open University, UK in Collaboration with Nottingham University, UK

Shailey Minocha, Karen Kear, Liz Thackray, Ahmad John Reeves and Dave Roberts

In this project called DELVE (DEsign of Learning spaces in Virtual Environments) and in the Open University strand of the project, we are:

• investigating existing models of learning spaces in a 3D virtual world (Second Life) and the rationale for their designs; and
• comparing students’ and educators’ experiences and perceptions of the design of 3D learning spaces for three distinct models of learning spaces in Second Life with varying degrees of realism (from real-life-like spaces or their replicas, to spaces with features of fantasy).

We aim to propose a suite of models for the design of learning spaces in 3-D virtual worlds for different degrees of realism and for a variety of pedagogical requirements (e.g. for different disciplines or types of activities) and contexts (e.g. online learning versus face-to-face education). The learning spaces in the pictures included below are from Second Life. The learning spaces have contrasting degrees of realism (Marlboro Education Centre and Dante’s Inferno).