Domain and Problem Space

Domain:
Technology and its use in education

Problem Space:
The use of technology in classroom is a hurdle for teachers to deliver scientific concepts

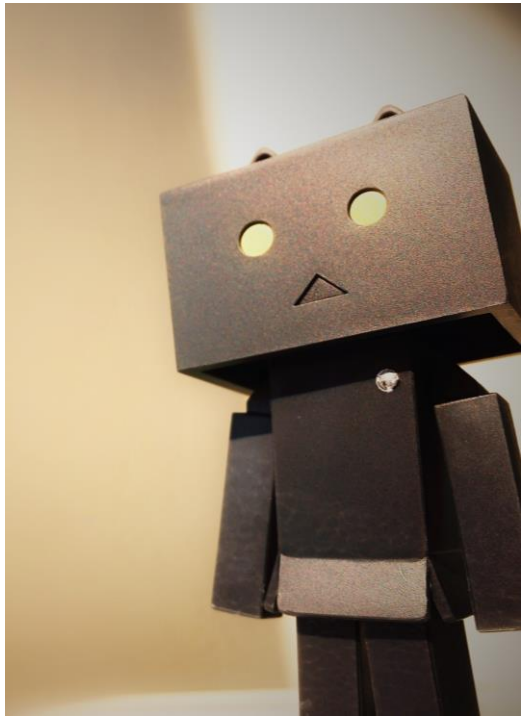
Authentic learning is an approach to learning that allows people to take a concept and apply it to a real-world problem learning by doing.

Team
Robin

- Mikaela Rae Somerville
- Salman Mushtaque
- Sing Jiang Lee
- Jiacheng Peng

Team Robin

The Application of Authentic Education Through VR for Learning Natural Sciences



"… a good e-learning module of training setup can be a useful thing for teachers who are not much inclined to use technology in classroom due to the lack of experience …"

Dr. Marie Boden

Authentic Education

- An approach not a method

Researchers show that teachers cannot perform some experiments because they are costly and hazardous to be performed in classroom (Lombardi). The solution for that is use if technology. This phenomenon directs us to the problems space

Solution Part – I
E-Learning

- A paradigm of education that integrates the education with technology tools

Using the e-learning tools to implement the Authentic Principles of education, these tools might include computer applications, mobiles and tablets and immersive technology instruments.

Solution Part – II
Immersive Technologies

The project is based on the premises that integration of scientific concepts with immersive technology such as VR can help in application of authentic learning.

Project Aims and Audience

Our target audience is teachers. Allowing teachers to test our project will allow us to gauge how comfortable teacher are with the technology. As defined by Parasveka, Bouta, and Papagianni(2008), the use of technology in the classroom is dependent on how comfortable the teachers are with using the technology.

The aim of the project is to gain an understanding of how immersive technology, such as virtual reality, can be used effectively for the use of educating people. We hope, through testing our project, we will successfully be able to take common two-dimensional physics textbook questions and place them in an authentic immiscible learning environment, that requires no additional training to use for teachers