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Using 3D CVEs in everyday classroom activities:

examples and experiences

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Graphical CVEs

- A set of 2D or 3D virtual places where people can meet and interact with others or graphical virtual objects

- Users are represented by avatars and communicate via chat, gestures, object manipulation and audio

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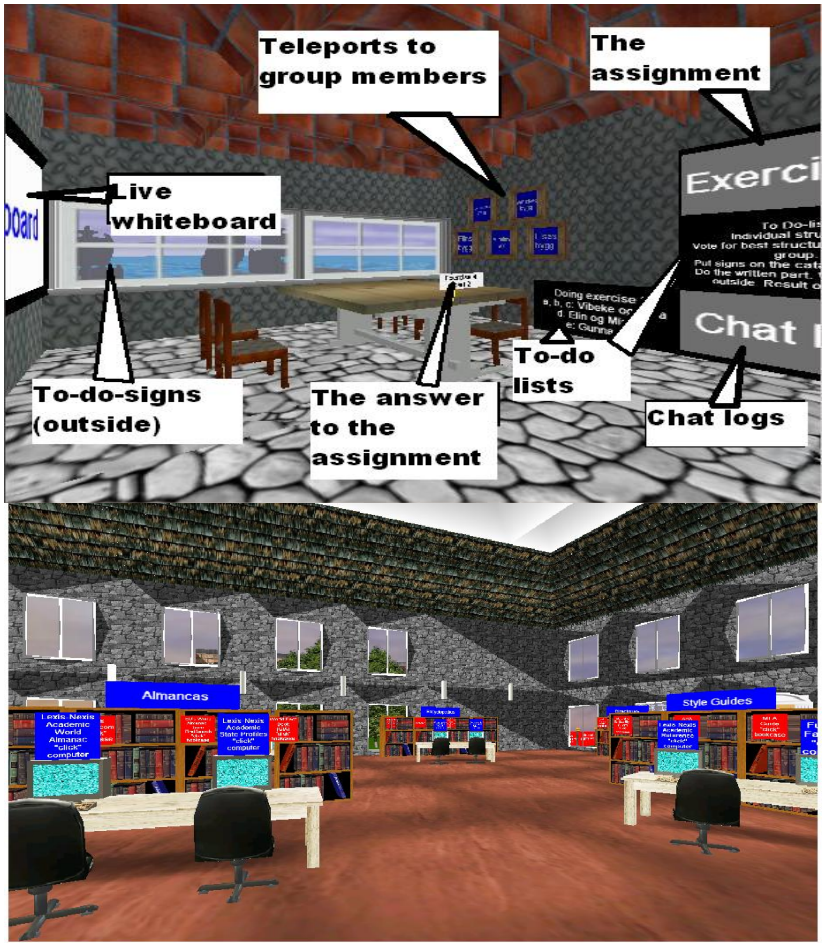
Introduction: 3D CVEs in education

- Supporting communication
- Community building
- Information sharing
- 3D visualization
- Flexible structuring of learning environment
- Support for constructivist environment



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Social awareness

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Construction of common information space: webforum and CVE

General questions about CSCW

Posted at Sep 27/2004 6:05 PM by Gruppe 11:
What is CSCW ? What are the main affordances of CSCW ?

CSCW means Computer Supportive Cooperative Work. CSCW enables the members of a distributed group to work togehter. It deals with technologies providing access to shared files; e-mail systems; providing group members with communication facilities... Most commonly CSCW involves linking together two or more people over a computer network such as internet, extranet or ethernet.

Posted at Oct 16/2004 04:33 PM by Gruppe 8:
What is Groupware?

Groupware is technology designed to facilitate the work of groups. This technology may be used to communicate, cooperate, coordinate, solve problems, compete, or negotiate. Groupware refers to a specific class of technologies relying on modern computer networks, such as email, newsgroups, videophones, or chat.

Groupware technologies are typically categorized along two primary dimensions:

- whether users of the groupware are working together at the same time or different times
- whether users are working together in the same place or in different places

Posted at Oct 18/2004 10:44 AM by Gruppe 8:
Groupware is defined by Ellis as: "Computer-based systems that support groups of people engaged in a common task (or goal) and that provide an interface to a shared environment."

Posted at Oct 25/2004 03:27 PM by Gruppe 14:
What is the best way to evaluate a groupware? Do a competitive groupware have necessarily to reproduce a kind of face to face environment? Are there any features that a good groupwa provide that a face to face meeting can not?

Posted at Oct 29/2004 12:59 PM by Gruppe 10:
Common motivations for using groupware:

- facilitate communication: make it faster, clearer, more persuasive
- enable telecommuting
- bring together multiple perspectives and expertise
- form groups where number of people makes face-to-face communication impossible
- save time and cost in coordinating group work
- facilitate group problem-solving

Posted at Nov 01/2004 04:36 PM by Gruppe 4:
Why are default settings an important issue in Groupware Calendar Systems?

PROJECTS |
Recent Cha
Gruppe 9
Home
Questions
Questions about
Gruppe 16
FTP
CourseForumPo
More Change
Find Pag
Start New
Name

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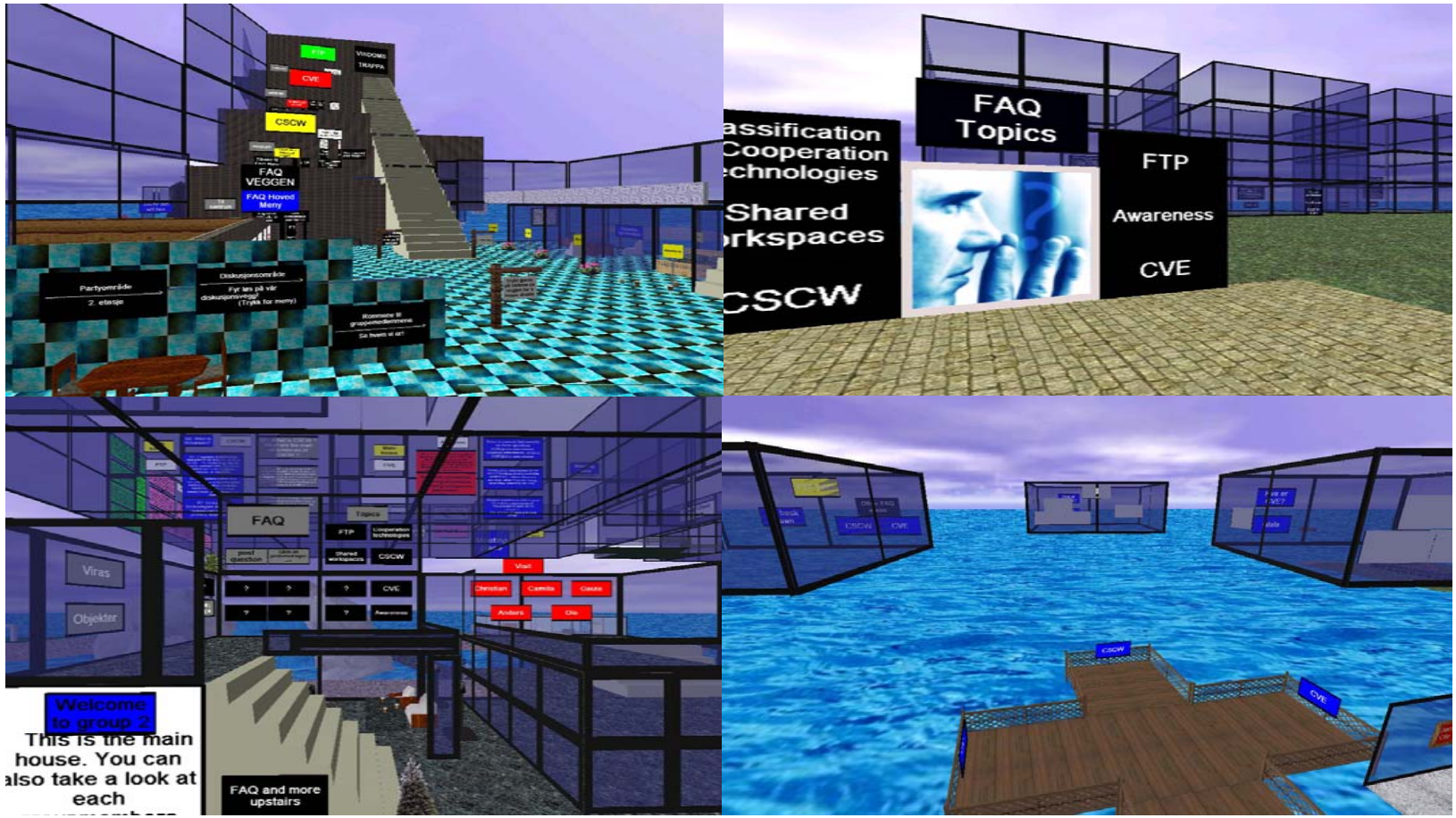
Visualization: FAQ in 3D CVE



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Creative elaboration of educational content

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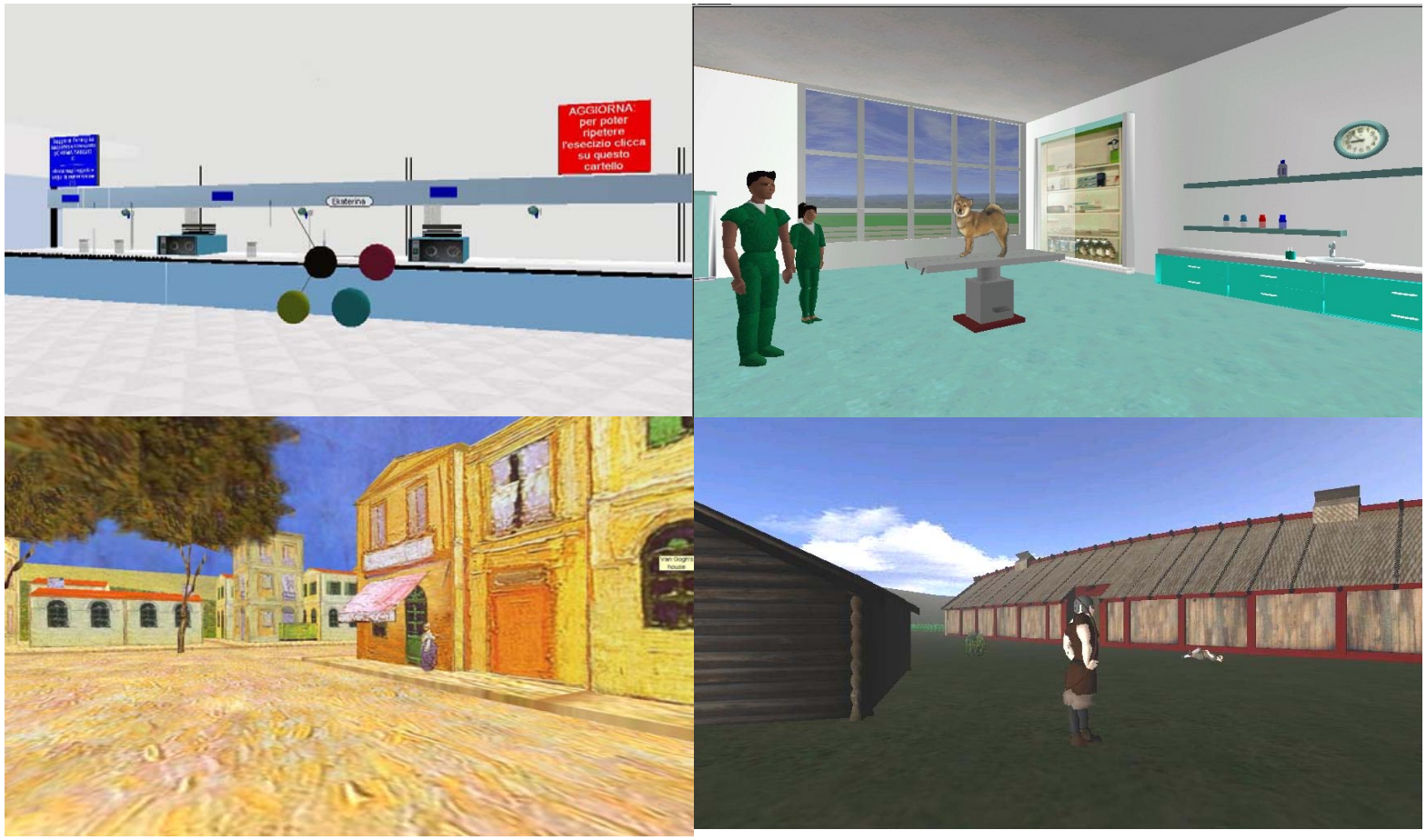
Demonstrations and simulations



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Virtual Campus: NTU, Singapore

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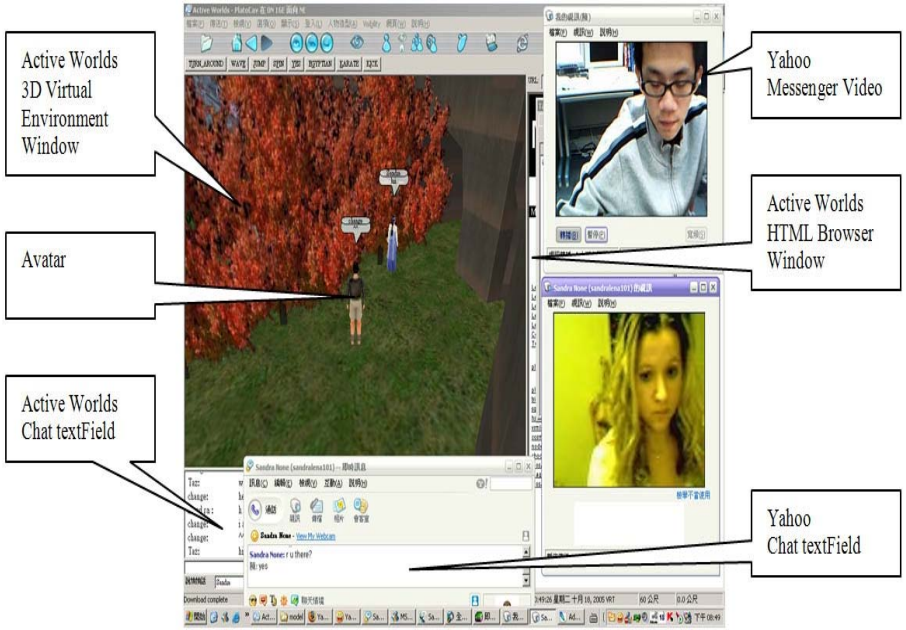
Virtual theatre: Plato’s Cave Allegory



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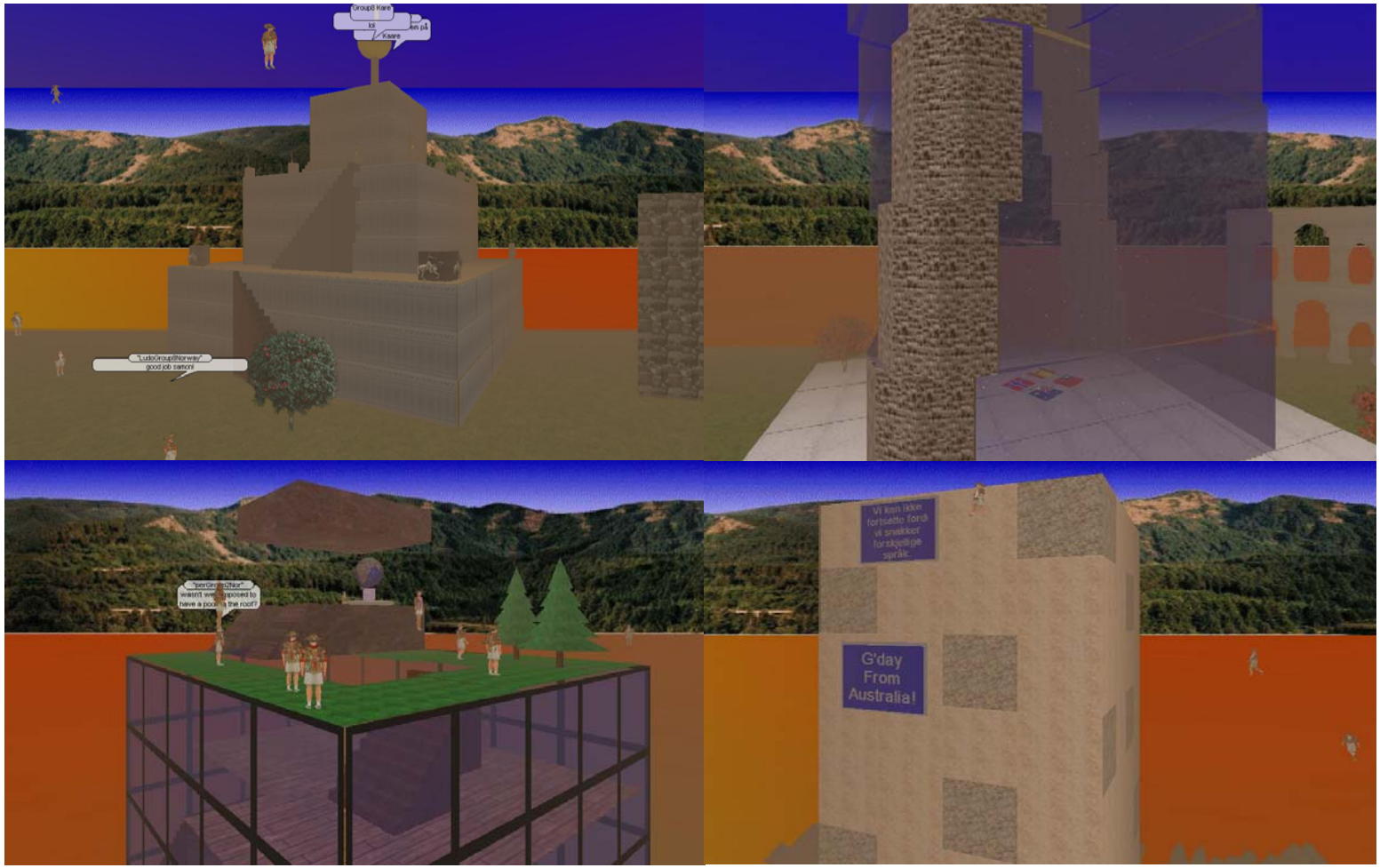
Cross-cultural collaboration: Babel



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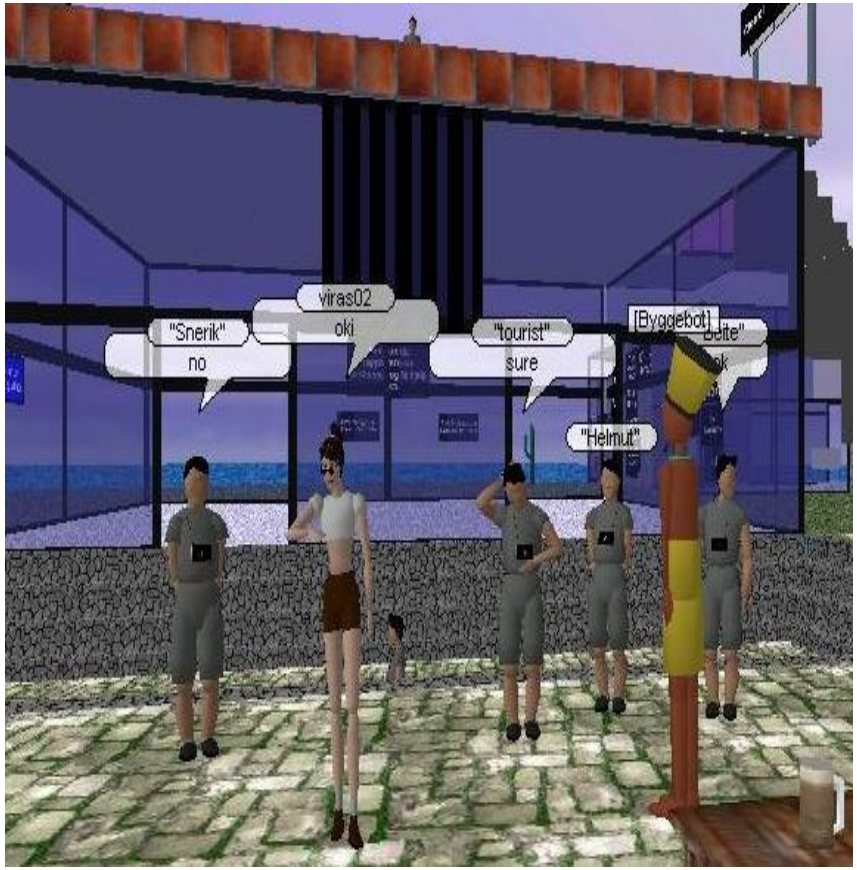
3D CVE and mobility: VirasMobile



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Discussion: using 3D CVE in education

- Combining different types of tools
  - 3D CVE, mobile devices, IM, email, document sharing, web
  - Tools already used by students
  - Adapting to different educational situations
  - Integration with the existing social and educational context
- Critically choosing the content to be used with 3D CVE
  - Abstract vs concrete
  - Effort vs gain
  - Technological limitations
- Future potentials

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THANK YOU FOR YOUR ATTENTION!
Den russiske kulturforening i Trondheim "Skazka"
Min hjemmeside (ingenting avansert, men bedre enn ingenting)