3-D VIRTUAL CLASSROOM TECHNOLOGY

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Abstract: Travel to another country? Perform experiments without expense? All of this is now possible for the average student who has access to a computer in a virtual classroom. The implications for virtual 3-D technology in an online or traditional classroom are practically limitless. Online instructors consistently struggle with the task of creating a sense of community among students who often feel isolated or removed due to the lack of face-to-face interaction. Traditional classroom instructors often struggle with the task of creating real-life learning situations due to financial or distance barriers. Activeworlds is a software company that has developed 3-D technology that makes it possible for educators to create the virtual classroom that they desire. This presentation will be an overview of the 3-D virtual classroom as an emerging component of online and computer-assisted learning. Both an online class lesson and a real classroom activity using virtual 3-D technology will be demonstrated.

REFERENCES:

www.activeworlds.com

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