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Design of learning spaces in 3-D Virtual Environments

JISC-funded project

Open University, UK in Collaboration with Nottingham University, UK

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In this project called **DELVE (DE**sign of **L**earning spaces in **V**irtual **E**nvironments) 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).