

Open Research Online

The Open University's repository of research publications and other research outputs

Role of three-dimensional virtual environments in the globalisation of science education

Conference or Workshop Item

How to cite:

Minocha, Shailey (2012). Role of three-dimensional virtual environments in the globalisation of science education. In: Going Global 2012, Internationalising Higher Education, British Council, 13-15 Mar 2012, London, UK.

For guidance on citations see FAQs.

© 2012 The Open University

Version: Accepted Manuscript

Link(s) to article on publisher's website:

http://ihe.britishcouncil.org/going-global/contents/posters/role-of-three-dimensional-virtual-environments

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.

oro.open.ac.uk

Role of three-dimensional virtual environments in the globalisation of Science education



Dr. Shailey Minocha, The Open University, UK. s.minocha@open.ac.uk

in http://uk.linkedin.com/in/shaileyminocha

3D virtual environments



- sense of shared space
- sense of presence
- formal and informal learning

3D simulations



- interactive simulations (e.g. animal cell, brain, etc.)
- a sense of immersion

Learn by interacting with



- 3D exhibits of real-life scenarios
- multimedia resources (e.g. websites, videos)
- learning activities designed around individual goals

Virtual experiments



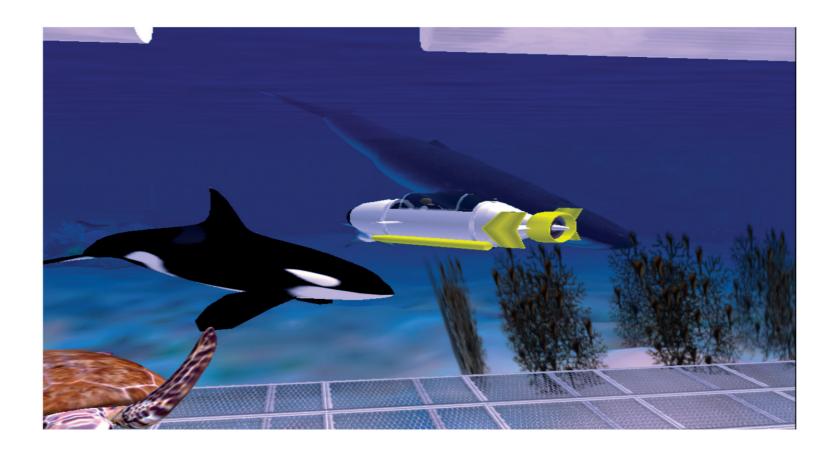
- experiments performed individually or in teams
- collect and analyse data
- networking with international experts

Learn through



- practising real-life scenarios before carrying them out
- by getting acquainted with the environment and the equipment

Explore situations



 by experiencing them in a virtual environment which may not be feasible in real life (e.g. underwater marine life; the solar system; an eclipse)

