3D Education World: Learning, Motivation, Communication

Dorokhin, Victor

It is a big problem today that children do not want to study. They want to play and communicate. I offer a distributed application with a 3D education world environment that provides learning, motivation and communication capabilities. Software is developed using Unity 3D IDE with scripting languages C# and JavaScript. People that are “living in the world” can attend school, library, cinema and shops. In a virtual school they can take classes, listen and watch lectures, go to the board, discuss with teachers and classmates using voice or text chat, perform experiments in a virtual 3D lab, solve tasks, pass tests, and surf the Internet. For successful completion of learning task a student gets a credit. Credit can be used to open new game levels, mini-games, additional opportunities. In such a way students are motivated to get new knowledge. The main difference from Cyber Schools is that students do not just learn, but also live and play in the three-dimensional world. And unlike Second Life they do not just spend their time on a virtual imitation of life — they gain knowledge in a real learning process. My world allows children in remote areas and disabled students to study in equal conditions with everyone else. A cross-platform compiler allows porting the program to the Intel Educational Tablets in the future. My education world can be integrated with Intel educational programs like Education Galaxy, Tools for Student-Centered Learning, etc. The developed program is a global system in which people from all over the world can communicate, share knowledge, relax and just have a good time.

Awards Won: