Glasgow Clyde College

AVATAR Project

Outcomes

- Students should learn the fundamental skills needed in a virtual world.
- Students should learn new skills through learning pods
- Students should be comfortable in communicating with peers and tutors
- Students should be able to create their own curriculum space in second life

Overview of Subject Matters

- Web Development
- Networking Topologies
- HTML
- PHP
- Javascript

School Group

- The school group were an excellent grounding group for the project.
- They were delighted to try things, test audio and video and lots of interactive features of the project
- Without doubt, they were the group who engaged most with the software
- They had more experience of virtual worlds and online communication through Minecraft, Online gaming etc
- The school group went beyond our expectations

HNC Interactive Media

- Age Demographic : 18-42
- Worked well with the pods that were given to them
- Successes: Enjoyed the process. Particularly visiting their future University Campus
- Weaknesses: The older students were wary of the gimmicks and security issues surrounding a virtual world. Many of them had negative preconceptions of the medium.

HND Networking

- Age Demographic: 20-45
- Found playing with the scripting very difficult but attempted it well.
- Used 3D objects to represent Servers and Client Machines
- Used the Interactive/Social side of the software to good effect

Project Negatives

- Terrible Technical Problems
- The Island Scripting was switched off for a couple of weeks, rendering student work useless
- Some students felt the technology was dated
- Older students didn’t grasp the concepts as quickly as the youngsters

Project Positives

- Some of the more reserved students contributed more than normal
- Students collaborated frequently outside of the normal classroom environment
- The students who participated enjoyed the process and the change of environment

Glasgow Clyde College Video

- https://youtu.be/uEr5PS-DDj0