The Challenge

Wannabes
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Classroom

- Students and teachers interact with one another
- Usually around 1024 sq. feet, amount varies with schools (Tanner 1)
- Most activities require close interactions
- Necessary features: Whiteboards, computer, desks, lights
- Presentation and discussion based learning
“It’s hard to collaborate with other students when you have assignments to complete but no easy way to interact with others”

Sam, student

“Without the direct teacher-student interaction, my learning ability and productivity has decreased in ways I never thought possible.”

Eddie, student
Virtual Reality

Visor
Non-innovative

(Ianzito, 1)
Simulation is concerned with modeling of real-world problems (Sevgi, 3)
Projector/ Whiteboard

When a slide show is up, this becomes a clickable link that the student can access.

Teacher’s Desk (Where teacher spawns when they log in)

Students’ Desks (where students spawn once they log in)
Solutions

Log in screen
Solutions

What the student’s will see and view once they are in the classroom
“Students can gain theoretical knowledge in the classroom but it is only possible to grasp necessary practical knowledge and experiences in the laboratory.” (B. balamuralithara, 1)
<table>
<thead>
<tr>
<th>Feature</th>
<th>Virtual Classroom</th>
<th>Zoom</th>
<th>Physical Classroom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guaranteed safety with at-home social distancing</td>
<td>✅</td>
<td>✅</td>
<td>✗</td>
</tr>
<tr>
<td>Ability to interact together to collaborate on ideas and assignments</td>
<td>✅</td>
<td>✅</td>
<td>✅</td>
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<tr>
<td>Education with models and tools that can enhance learning</td>
<td>✅</td>
<td>✗</td>
<td>✅</td>
</tr>
</tbody>
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(Jefferson, 3)
1. Prototype creation
2. Investors
3. Refinement of program
4. Teach teachers how to use/ control the program
The main purpose is to gather people from universities, industry and governments and enable them work cooperatively [with] efficient and cost-competitive designs… (Sevgi, 3)
Innovation

- Education
- Interactive
- Attention-grabbing
- Virtual/Clickable interactions
Barriers
Students and teachers can interact while still being safe and can the program can be used long-term.

Ethics: the positives and the negatives

Allows for full interaction and can even make education more entertaining for students.

How will virtual spaces affect the educational classroom setting?
Successes

Learning

Failures
Thank You
Source Citations


