



# Learning Through Three Dimensional Simuations and Virtual Worlds

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# ReactionGrid Inc. Clients

- **Government:** NASA, NOAA, DOE, GovGrid, Veterans Administration
- **Enterprise:** IBM, Microsoft, Xerox, Siemens, Raytheon, Novonics, Emdeon, American Cancer Society, Aspyr Gaming Studios
- **Universities:** Boston College, Cedar Crest Academy, Chanchung American International School, Colorado Mountain College, George Mason University, Georgia Tech, Hong Kong Polytechnic, Future University Japan, Perdue, Rutgers



# ReactionGrid Inc. Services

- **Creating** 3D Simulation and Virtual World platforms for general purpose use.
- **Developing** desktop and mobile applications.
- **Helping** clients with **best practices** for developing **successful immersive learning projects**.



## How to Navigate in Jibe

- Press WASD or arrow keys to walk.
- Hold a key to start running.
- Press space while moving to jump.
- Click-drag on screen to move camera.
- Click on chairs to sit.
- To stand up, walk forward or backward.

### ReactionGrid on Twitter

**buffyb RT @Pathfinder:** IN 1 HOUR: My ISTE SIGVE Presentation @8pm Eastern - "Jibe and Virtual Worlds on the Web" - <http://bit.ly/iRr0BY> #ReactionGrid  
about 1 minute ago · reply · retweet · favorite

more than 1 new tweet

**Pathfinder IN 1 HOUR:** My ISTE SIGVE Presentation @8pm Eastern - "Jibe and Virtual Worlds on the Web" - <http://bit.ly/iRr0BY> #ReactionGrid  
34 minutes ago · reply · retweet · favorite

**ReactionGrid RT @Tinsel\_Silvera:** Due to schedule conflicts there will be no #ReactionGrid Help Island Office Hour this week. My apologies!  
about 1 hour ago · reply · retweet · favorite

**Tinsel\_Silvera** Due to schedule conflicts there will be no #ReactionGrid Help Island Office Hour this week. My apologies. See you next week!  
about 1 hour ago · reply · retweet · favorite

**MariaKorolov RT @Pathfinder:** NOW: Visit this URL between now and 4pm Eastern to chat and watch me work in Unity3d and Jibe. <http://bit.ly/IE0BSZ>

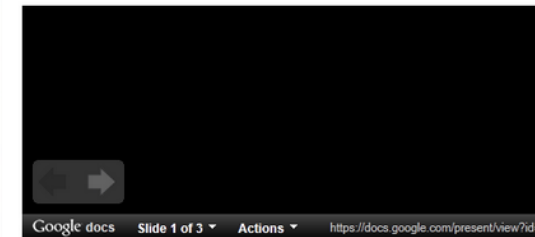


## Virtual Worlds in your Browser



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[@Pathfinder](http://becunningandfulloftricks.com)





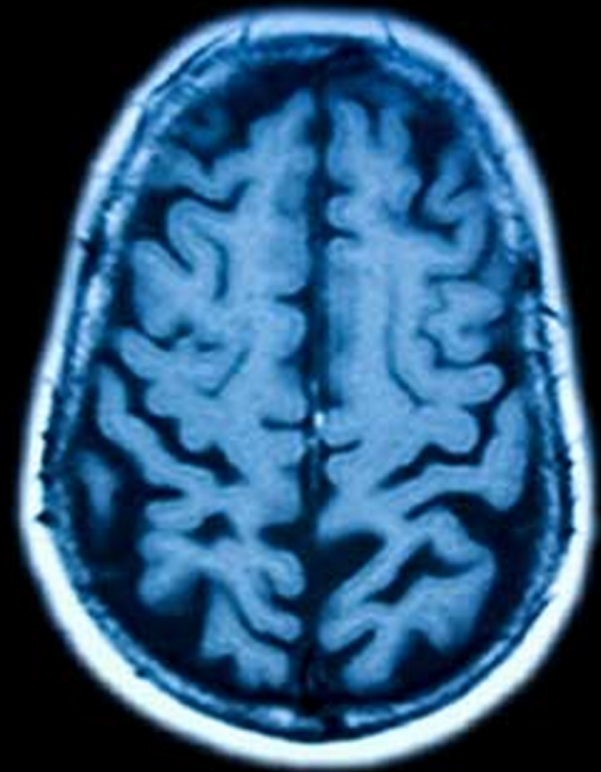


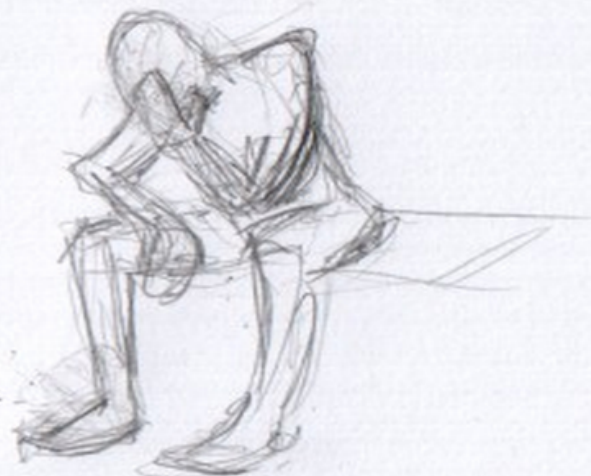
# Immersive Learning and some Best Practices

- "Emotional Bandwidth"
- Building new tools to increase it.
- Learning how to use *existing* tools **better**.

# Bound by our Biology

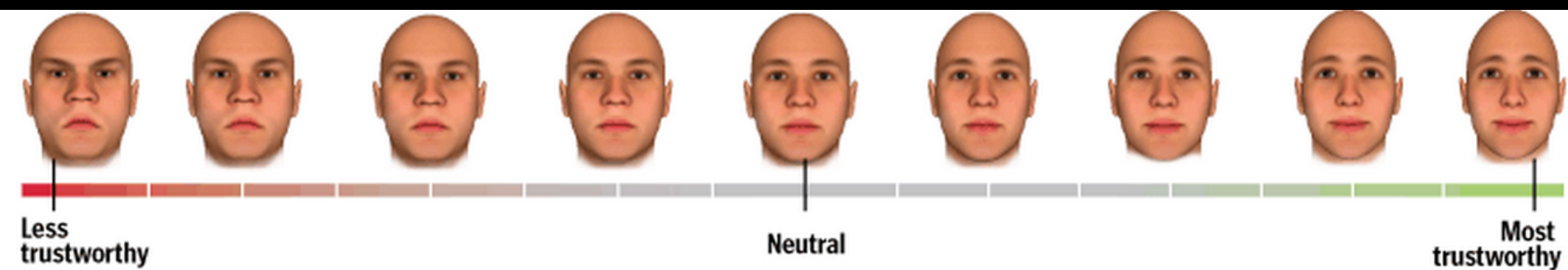
- *Our brain is designed to thrive in a 3d environment full of embodied people and places.*
- *We forget the importance of social cues that build empathy and trust.*
- *What we experience in a virtual environment feels real because **our brain fills in the gaps.***



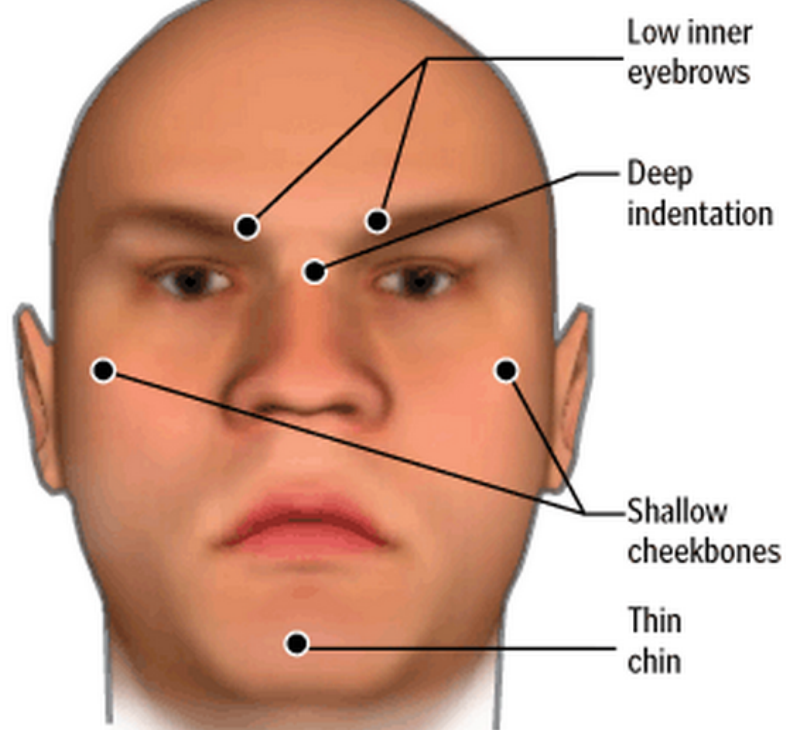


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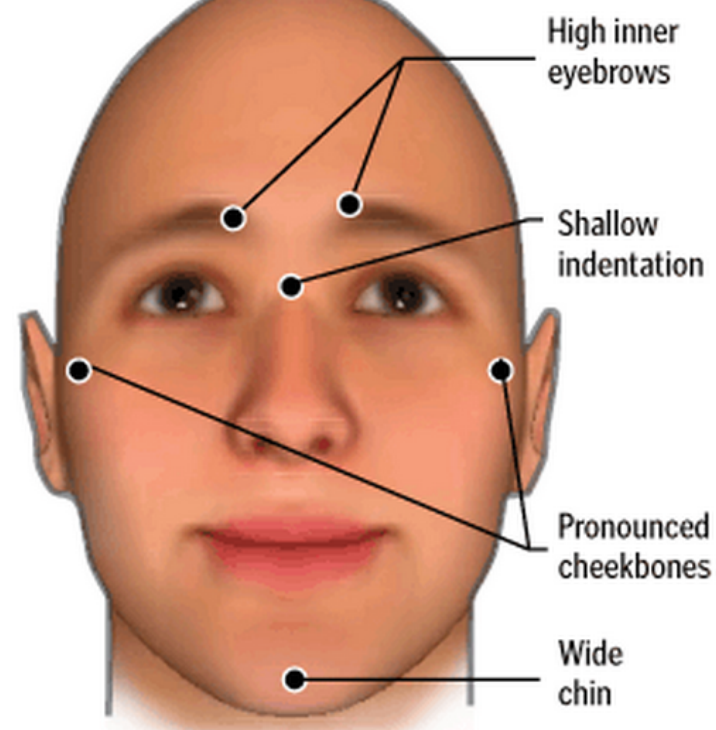




### FEATURES THAT APPEAR UNTRUSTWORTHY



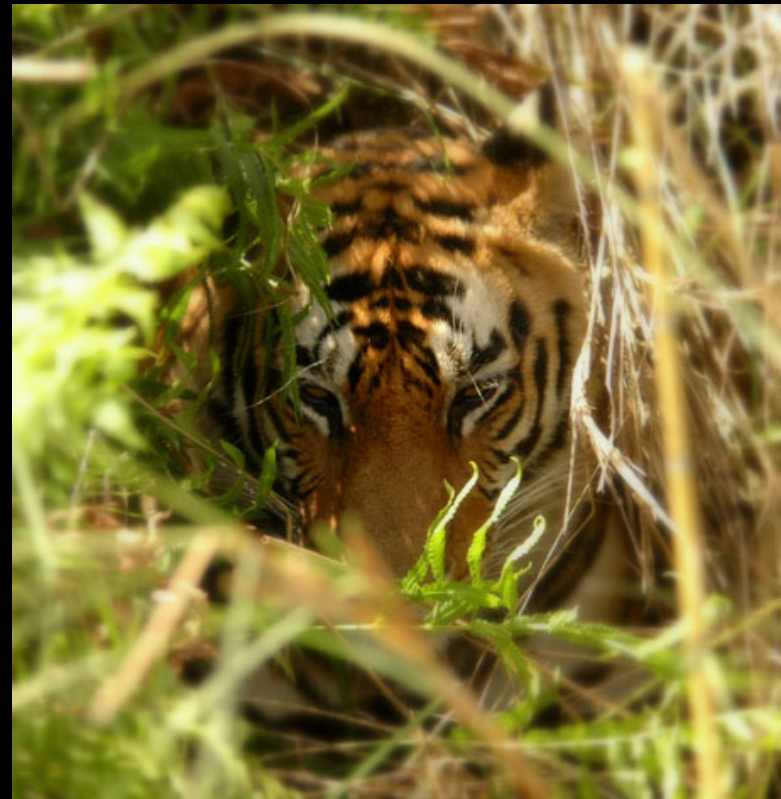
### FEATURES THAT APPEAR TRUSTWORTHY





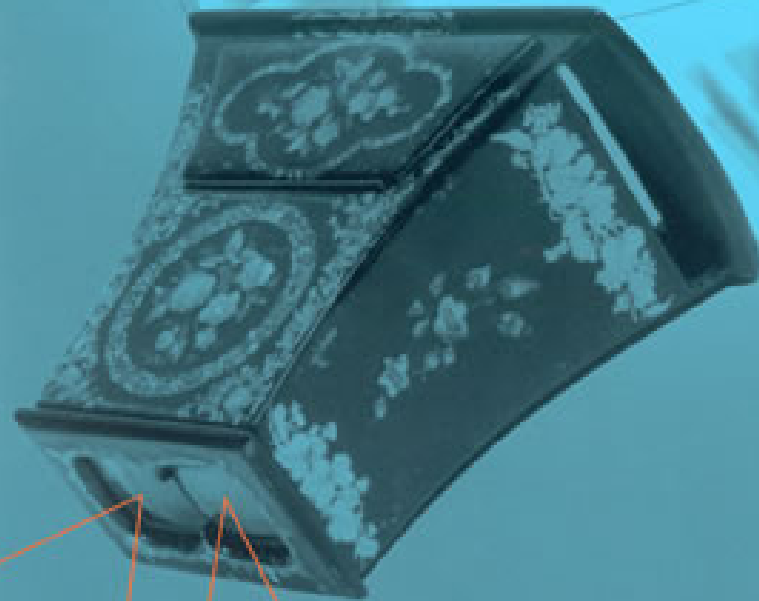
# Common Pitfalls

- Pattern Matching
- The Tiger in the Grass
- Lost Opportunities caused by using a new tool like an old tool.



# New Media

1740-1915



edited by Lisa Gitelman and Geoffrey B. Pingree









# Creating Engagement

- We tend to recreate the familiar.
- We do this because the familiar feels *safe*.
- The deepest learning happens not when we feel safe, but when we are **fascinated with and challenged by our environment.**















TeleportPoint1

BRONSTEDT GROUP

Juliana

JonB

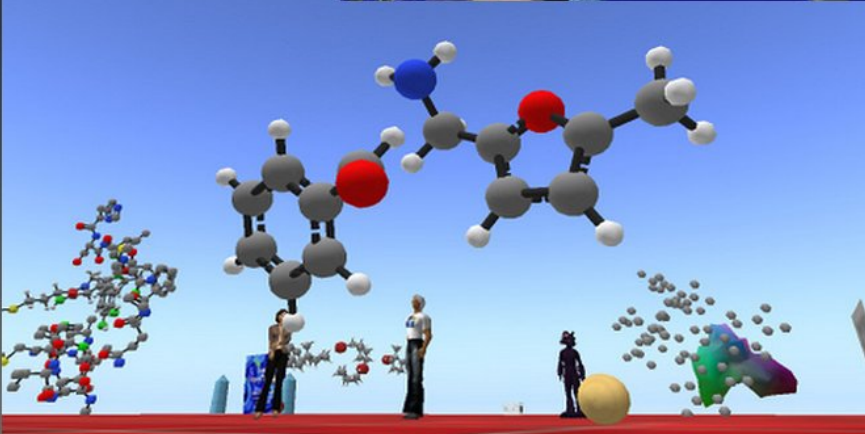
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perspective -1

Virtual worlds learning:  
• Immersive  
• 3-D  
• Social  
• Memorable and fun

Chat













# A Few More Best Practices

- Engage people **wherever** they are.
- Cultivate a sense of **place**.
- Encourage **exploration** by **rewarding it**.



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# Thank you



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