Learning Through Three Dimensional Simulations 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
• **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.
Immersive Learning and some Best Practices

- "Emotional Bandwidth"
- Building new tools to increase it.
- Learning how to use existing tools better.
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.
FEATURES THAT APPEAR UNTRUSTWORTHY:
- Low inner eyebrows
- Deep indentation
- Shallow cheekbones
- Thin chin

FEATURES THAT APPEAR TRUSTWORTHY:
- High inner eyebrows
- Shallow indentation
- Pronounced cheekbones
- Wide chin
Common Pitfalls

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

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