LET’S CHALLENGE THE DESIGN OF EDUCATIONAL 360-VR

New Media & Digital Learning Lab
Jeanine Reutemann & Monique Snijder
WARNING
Select the right tool:
Media
Design
(+Research)
#affordances of the medium
Global Memory (DRAM) Bandwidth

- Ideal
- Reality
We're making online learning personal, playful, and painless.

Want to bring the magic of the physical classroom online? We're looking for 1,000 Pioneers.

A World Where Your Class Can
Stories to tell
Stories to tell – Storytelling
No more Talking Heads and PP-slides. Our protagonist is a tree!
Remote Sensing
Remote Sensing
Learning Experience Design
What is the goal?

Who is the learner?

How to get there?
The Dementia Case

Who is the learner?

What is the goal?

How to get there?
Dementia
Learning Experience Design
Learning Experience Design

Integrated Interaction

Explicit Learning Tasks

Implicit Learning Tasks

Non-Integrated Interaction
CO-DESIGN
Iterative design process

Knowing your area of expertise

Collective responsibility

Respect & trust
Presentation on: audiovisualresearch.org

Monique Snijder
Twitter @moniquesnijder; @C4innovation
Linkedin: moniquesnijder

Jeanine Reutemann
Twitter @jreutemann; @C4innovation
Co-Design with the MOOC Team and the Venice Time Machine Project; EPFL Lausanne 2016.

Innovendum Project with the Chair for Ecosystem Management, ETH Zurich 2017.