Terf: A 3D Immersive Online Classroom Environment

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Online Seminar Approach

Theory/Practice Objectives:
1. To enhance graduate student understanding of virtual forms of human collaboration
2. To develop student abilities to work jointly with others via digital tools

Multidisciplinary Perspective and Mixed Learning Methods

Topics Covered:
1. Cultivating Collaboration
2. Leveraging Cultural Composition
3. Mastering Tool Use
4. Managing Team Architectures
5. Navigating Distance
Welcome & Intro's

Physical Polling

Other Polling

Infinity Wall Displays

Space Customization

Auditoriums

Outdoor Spaces

Sound Attenuation

Playful Breaks

Video Conferencing

Shared Video

Permanence

3DI Environment:
Space & Tool Ecosystem

[Images of 3DI environment]
Why Use Terf?

- To replicate and enhance *inperson* education or project designs for globally distributed groups
- To generate fuller engagement than 2D collaboration
- To provide virtual bricks and mortar or “persistent” work environments and products for online classes
- To lower travel and productivity costs for full-time working and mobile professional students by creating an agile, “green” and “sustainable” physical environment alternative

**Terf Affords:** User platform agnosticism, a drag and drop interactive suite of Office tools, Python whiteboards, layered infinity walls, co-web browsing tools, video conferencing, simultaneous video viewing, one button video recording, and socio-technical support and…

**VW's Require:** formal prep work, an experimental mindset, design practice, grit, resilience