

# 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



Outdoor Spaces



Playful Breaks



Shared Video



Permanence



Auditoriums



Sound Attenuation



Video Conferencing



# 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