

Crash on Bopak3 project 2014

Foundation Degree Yr1

Taking the form of a virtual field trip for a wider project, the student task was to explore an alien world created using Open Simulator. On the planet, Bopak3, a star ship had crash landed randomly scattering Dilithium crystal essential to its propulsion system across the virtual landscape. As crystals were of different types they had to be classified by group and identified using both colour and location. The students were encouraged to plan and collaborate for the task in order to optimize the limited time they would be allowed to spend in such a potentially hostile environment.

In order to add to the immersive realism each avatar came ready installed with spacesuit, boots, gloves, helmet and backpack life support.

On the following pages I have included the results of a Moodle questionnaire completed by the students.

The questions I used here represent a subset of those contained in an original student survey produced by Tanya Joosten, Learning Technology Centre, Department of Communication, University of Wisconsin-Milwaukee.



Virtual World Project Survey 2014 FD1

1.

Using the virtual world was fun and exciting

Response	Average	Total
disagree completely	 12%	1
neither agree or disagree	 12%	1
agree partially	 38%	3
agree completely	 38%	3
Total	 100%	8/8

2.

Using the virtual world was a waste of time

Response	Average	Total
disagree completely	 25%	2
disagree partially	 25%	2
neither agree or disagree	 25%	2
agree partially	 12%	1
agree completely	 12%	1
Total	 100%	8/8

3. I would avoid classes using a virtual world in the future

Response	Average	Total
disagree completely	 62%	5
disagree partially	 12%	1
agree partially	 12%	1
agree completely	 12%	1
Total	 100%	8/8

4.

I found that working in a virtual world was an absorbing experience

Response	Average	Total
disagree completely	12%	1
disagree partially	12%	1
neither agree or disagree	25%	2
agree partially	50%	4
Total	100%	8/8

5. Working in a virtual world is an enriching experience

Response	Average	Total
disagree completely	25%	2
neither agree or disagree	12%	1
agree partially	62%	5
Total	100%	8/8

6. Working in a virtual world held my attention

Response	Average	Total
disagree partially	12%	1
neither agree or disagree	25%	2
agree partially	50%	4
agree completely	12%	1
Total	100%	8/8

7. Using a virtual world opened my imagination

Response	Average	Total
disagree completely	 12%	1
disagree partially	 12%	1
neither agree or disagree	 38%	3
agree partially	 12%	1
agree completely	 25%	2
Total	 100%	8/8

8. I would not recommend using a virtual world to a friend

Response	Average	Total
disagree completely	 50%	4
disagree partially	 12%	1
neither agree or disagree	 25%	2
agree completely	 12%	1
Total	 100%	8/8

9. The virtual world was boring

Response	Average	Total
disagree completely	 50%	4
agree partially	 50%	4
Total	 100%	8/8

10. I would take another course that made use of virtual worlds

Response	Average	Total
disagree completely	 12%	1
disagree partially	 25%	2
agree partially	 38%	3
agree completely	 25%	2
Total	 100%	8/8

11. Using a virtual world helped me to think more deeply about the course material

Response	Average	Total
disagree completely	 25%	2
disagree partially	 25%	2
neither agree or disagree	 12%	1
agree partially	 25%	2
agree completely	 12%	1
Total	 100%	8/8

12. The virtual world helped me to better understand concepts

Response	Average	Total
disagree partially	 38%	3
neither agree or disagree	 50%	4
agree partially	 12%	1
Total	 100%	8/8

13. I was engaged in the the virtual world learning experience

Response	Average	Total
disagree partially	 12%	1
neither agree or disagree	 38%	3
agree partially	 50%	4
Total	 100%	8/8

14. Virtual world activities were not challenging

Response	Average	Total
disagree partially	 25%	2
neither agree or disagree	 38%	3
agree partially	 38%	3
Total	 100%	8/8

15. I understood all components the virtual world activities

Response	Average	Total
agree partially	 50%	4
agree completely	 50%	4
Total	 100%	8/8

16. The objectives for my virtual world exercise were clearly defined

Response	Average	Total
neither agree or disagree	 12%	1
agree partially	 12%	1
agree completely	 75%	6
Total	 100%	8/8

17. The virtual world was beneficial to my learning

Response	Average	Total
disagree completely	 12%	1
disagree partially	 38%	3
neither agree or disagree	 25%	2
agree partially	 25%	2
Total	 100%	8/8

18. I liked using the virtual world as part of my course

Response	Average	Total
disagree completely	 12%	1
disagree partially	 12%	1
neither agree or disagree	 25%	2
agree partially	 25%	2
agree completely	 25%	2
Total	 100%	8/8

19. I received support prior to starting my virtual world activitiy

Response	Average	Total
neither agree or disagree	 38%	3
agree partially	 50%	4
agree completely	 12%	1
Total	 100%	8/8

20. I had adequate support in completing my virtual world activity

Response	Average	Total
disagree partially	 12%	1
neither agree or disagree	 12%	1
agree partially	 38%	3
agree completely	 38%	3
Total	 100%	8/8

21. I was willing to put in the effort needed to complete the virtual world learning activities

Response	Average	Total
neither agree or disagree	 12%	1
agree partially	 12%	1
agree completely	 75%	6
Total	 100%	8/8

22.

Using the virtual world did not help me to understand the course material

Response	Average	Total
disagree completely	 12%	1
disagree partially	 38%	3
neither agree or disagree	 25%	2
agree partially	 12%	1
agree completely	 12%	1
Total	 100%	8/8

23. I would recommend that the instructor does continue using a virtual world

Response	Average	Total
disagree partially	 25%	2
neither agree or disagree	 12%	1
agree partially	 25%	2
agree completely	 38%	3
Total	 100%	8/8

24. There was little opportunity for me to communicate with my classmates in the virtual world

Response	Average	Total
disagree completely	 38%	3
disagree partially	 25%	2
neither agree or disagree	 38%	3
Total	 100%	8/8

25. My classmates and I cooperated in completing assignment work in the virtual world

Response	Average	Total
disagree completely	 12%	1
neither agree or disagree	 12%	1
agree partially	 50%	4
agree completely	 25%	2
Total	 100%	8/8

26. The learning activities in the virtual world encouraged contacts between myself and classmates

Response	Average	Total
neither agree or disagree	 25%	2
agree partially	 50%	4
agree completely	 25%	2
Total	 100%	8/8

27. I did not feel connected to others in the virtual world

Response	Average	Total
disagree completely	 12%	1
disagree partially	 50%	4
neither agree or disagree	 38%	3
Total	 100%	8/8

28. I often used the virtual world from home during my project

Response	Average	Total
disagree completely	 38%	3
disagree partially	 25%	2
neither agree or disagree	 25%	2
agree completely	 12%	1
Total	 100%	8/8

29. I experienced very few problems in using the virtual world

Response	Average	Total
neither agree or disagree	 12%	1
agree partially	 25%	2
agree completely	 62%	5
Total	 100%	8/8

30. I had very quick responses to my comments and questions using the virtual world

Response	Average	Total
neither agree or disagree	 50%	4
agree partially	 25%	2
agree completely	 25%	2
Total	 100%	8/8

31. Technical support for the virtual world was available to me when I needed it

Response	Average	Total
neither agree or disagree	 25%	2
agree partially	 50%	4
agree completely	 25%	2
Total	 100%	8/8

32. I had difficulty in accessing the virtual world

Response	Average	Total
disagree completely	 75%	6
agree partially	 25%	2
Total	 100%	8/8