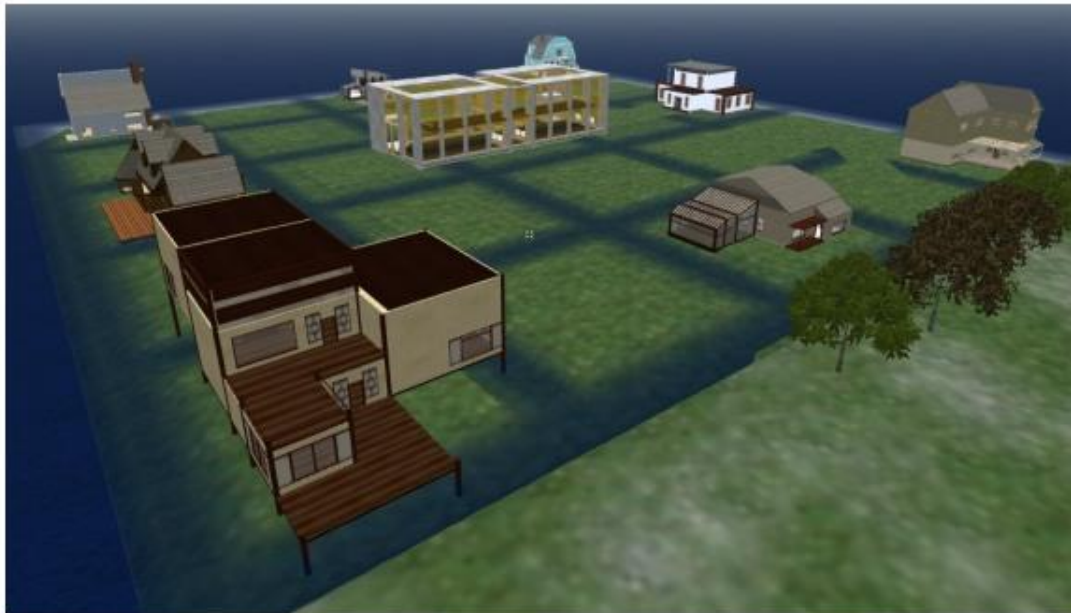




Domestic Appliance project 2013 overview and feedback



Evaluation of the Domestic Appliances Virtual World Project

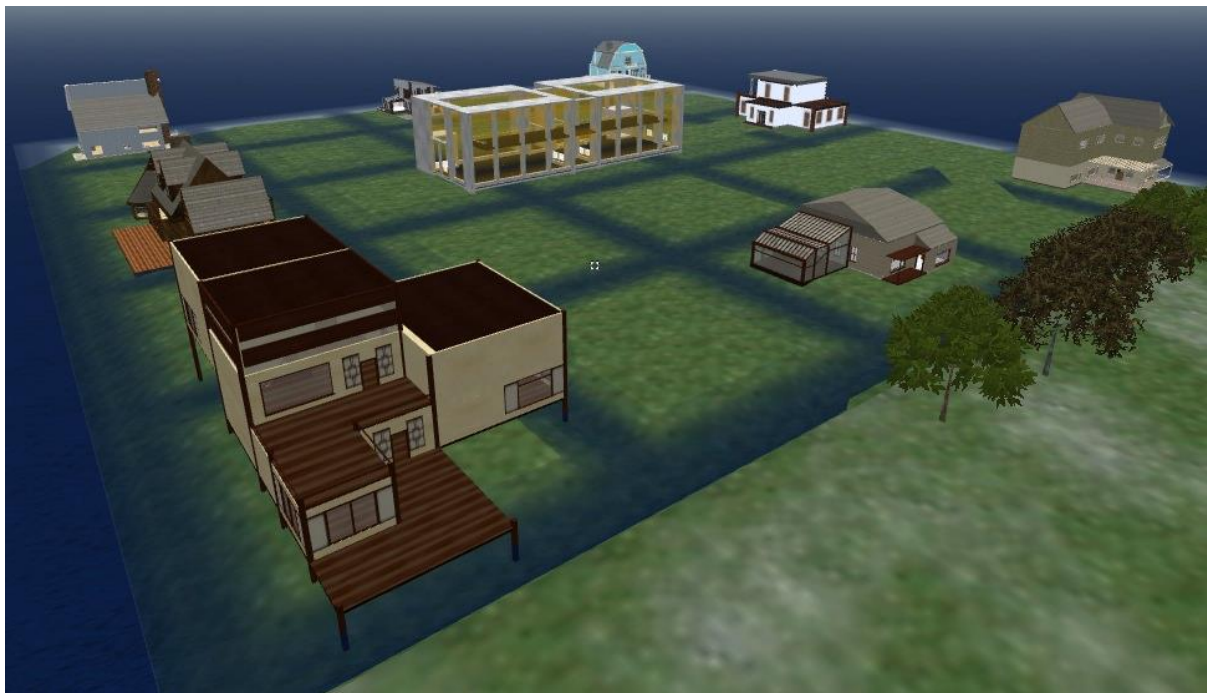
The project was the result of work carried out by a group of level 5 Foundation Degree students here at Bromley College currently enrolled on the Network Computing course.

The project this academic year required students to produce a desktop application running in Java that could be used to simulate the control and running costs of domestic appliances based around the following requirements

- The interface uses a suitable range of standard GUI controls
- Display the On/Off status of each connected appliance
- Provides some means of switching an appliance On/Off
- Display power consumption for individual appliances plus a grand total
- A display of total running cost

To assist students in the evaluation of their Java application, Open Simulator was used to provide a running virtual world simulation of each student appliance configuration. Scripts for the components were developed by the course team and installed as non-modify to the individual appliance builds. A single meter prim collected data from the appliances and presented in suitable text chat format on the public channel 0.

Resource for actual the actual buildings were acquired from
[http://opensim-creations.com/OpenSim Creations](http://opensim-creations.com/OpenSim%20Creations)
<http://www.lindakellie.com/New/>
Open VCE



If you have any comments or feedback on the project survey, I would be pleased to hear from you so please IM Skipper Abel in Second Life

The survey questions used represent an adapted subset from an original produced by Tanya Joosten, Learning Technology Centre, Department of Communication, University of Wisconsin-Milwaukee.



Student feedback Domestic Appliances project

1.

Using the virtual world was fun and exciting

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

2.

Using the virtual world was a waste of time

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

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

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

4.

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

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

5. Working in a virtual world is an enriching experience

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

6. Working in a virtual world held my attention

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

7. Using a virtual world opened my imagination

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

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

Response	Average	Total
disagree completely	 88%	7
disagree partially	 12%	1
Total	 100%	8/8

9. The virtual world was boring

Response	Average	Total
disagree completely	 62%	5
disagree partially	 38%	3
Total	 100%	8/8

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

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

12. The virtual world helped me to better understand concepts

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

14. Virtual world activities were not challenging

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

15. I understood all components the virtual world activities

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

17. The virtual world was beneficial to my learning

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

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

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

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

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

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

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

22.

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

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

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

Response	Average	Total
disagree completely	 12%	1
agree partially	 12%	1
agree completely	 75%	6
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
agree partially	 50%	4
agree completely	 12%	1
Total	 100%	8/8

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

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

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

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

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

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

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

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

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

Response	Average	Total
disagree partially	 12%	1
neither agree or disagree	 25%	2
agree partially	 38%	3
agree completely	 25%	2
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	 12%	1
agree partially	 12%	1
agree completely	 75%	6
Total	 100%	8/8

32. I had difficulty in accessing the virtual world

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

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