

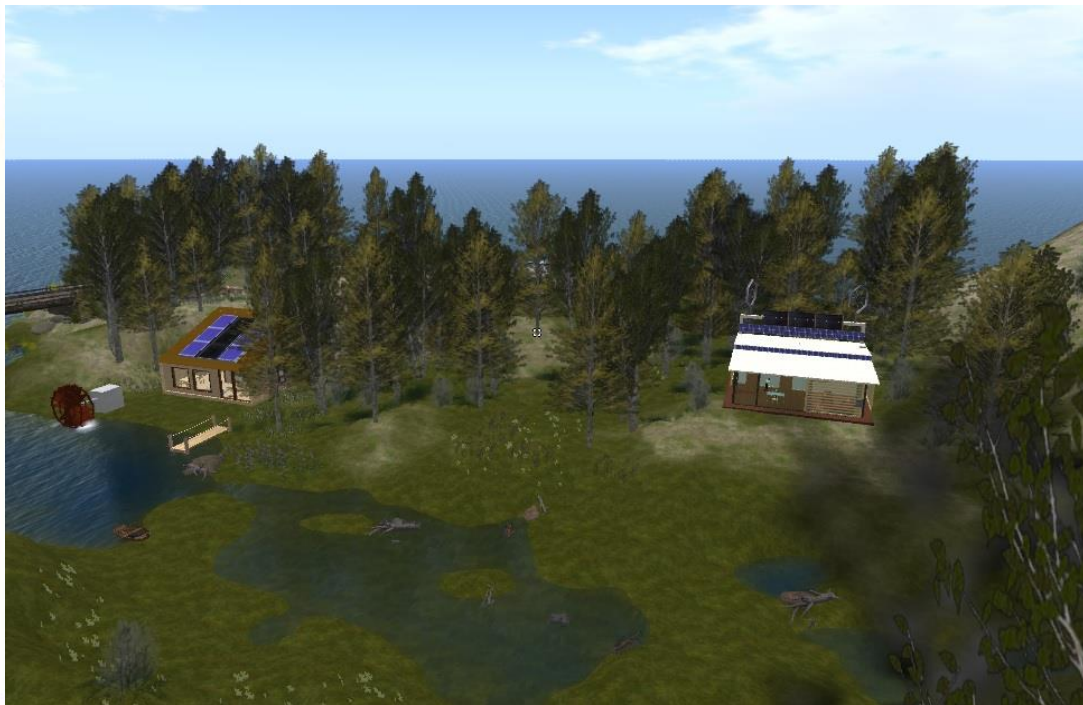


Carbon Free Project

2017-18

Foundation Degree

Yr2



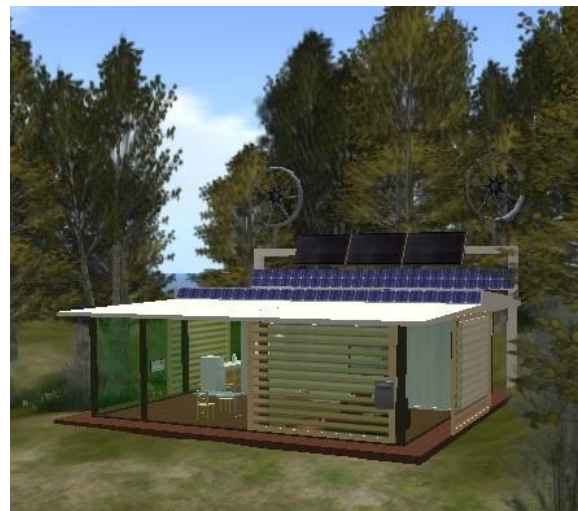
Student Feedback Carbon Free Virtual World Project 2017-18

Foundation Degree in Software Development Yr 2

The project theme for the academic year 2017-18 was Carbon Free. Using the virtual world of Open Sim students were placed into a situated learning space of living in a carbon free world, where everyday consumer appliances exist that are powered by a variety of renewable energy sources only. Using simulations participants collaborate and learn how to derive the energies available from the various sources and then go on to produce a desktop modelling application using the Java language. Learning and assessment for this part of the project takes place entirely in-world

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

1: I would avoid classes using a virtual world in the future	Percentage of Students
disagree completely	50
disagree partially	17
neither agree or disagree	33
agree partially	0
agree completely	0

2: I found that working in a virtual world was an absorbing experience	Percentage of Students
disagree completely	0
disagree partially	17
neither agree or disagree	17
agree partially	67
agree completely	0

3: Working in a virtual world is an enriching experience	Percentage of Students
disagree completely	0
disagree partially	0
neither agree or disagree	33
agree partially	33
agree completely	33

4: Working in a virtual world held my attention	Percentage of Students
disagree completely	0
disagree partially	0
neither agree or disagree	33
agree partially	67
agree completely	0

5: Using a virtual world opened my imagination	Percentage of Students
disagree completely	0
disagree partially	17
neither agree or disagree	33
agree partially	33
agree completely	17

6: I would take another course that made use of virtual worlds	Percentage of Students
disagree completely	0
disagree partially	0
neither agree or disagree	17
agree partially	50
agree completely	33

7: Using a virtual world helped me think more deeply about course material	Percentage of Students
disagree completely	0
disagree partially	0
neither agree or disagree	33
agree partially	67
agree completely	0

8: The virtual world helped me to better understand concepts	Percentage of Students
disagree completely	0
disagree partially	17
neither agree or disagree	17
agree partially	33
agree completely	33

9. I was engaged in the virtual world learning experience	Percentage of Students
disagree completely	0
disagree partially	0
neither agree or disagree	17
agree partially	50
agree completely	33

10. Virtual world activities were not challenging	Percentage of Students
disagree completely	33
disagree partially	33
neither agree or disagree	17
agree partially	17
agree completely	0

11. I understood all components the virtual world activities	Percentage of Students
disagree completely	0
disagree partially	0
neither agree or disagree	17
agree partially	50
agree completely	33

12. The objectives for my virtual world exercise were clearly defined	Percentage of Students
disagree completely	0
disagree partially	0
neither agree or disagree	17
agree partially	50
agree completely	33

13. The virtual world was beneficial to my learning	Percentage of Students
disagree completely	0
disagree partially	0
neither agree or disagree	17
agree partially	50
agree completely	33

14. I received support prior to starting my virtual world activity	Percentage of Students
disagree completely	0
disagree partially	0
neither agree or disagree	0
agree partially	33
agree completely	67

15. I had adequate support in completing my virtual world activity	Percentage of Students
disagree completely	0
disagree partially	0
neither agree or disagree	0
agree partially	33
agree completely	67

16. There was little opportunity to communicate with classmates in-world	Percentage of Students
disagree completely	50
disagree partially	33
neither agree or disagree	17
agree partially	0
agree completely	0

17. I collaborated with classmates in completing virtual world assignments	Percentage of Students
disagree completely	0
disagree partially	0
neither agree or disagree	0
agree partially	33
agree completely	67

18. Virtual world learning activities encouraged contacts with classmates	Percentage of Students
disagree completely	0
disagree partially	0
neither agree or disagree	17
agree partially	50
agree completely	33

19. I did not feel connected to others in the virtual world	Percentage of Students
disagree completely	33
disagree partially	33
neither agree or disagree	17
agree partially	17
agree completely	0

20. I often used the virtual world from home during my project	Percentage of Students
disagree completely	0
disagree partially	17
neither agree or disagree	17
agree partially	33
agree completely	33

21. I had very quick responses to virtual world comments and questions	Percentage of Students
disagree completely	0
disagree partially	17
neither agree or disagree	17
agree partially	33
agree completely	33

22. Technical support for the virtual world was available when I needed it	Percentage of Students
disagree completely	0
disagree partially	17
neither agree or disagree	0
agree partially	67
agree completely	17