

Multi-Use of EduSim-NL: the Chatterdale Mystery

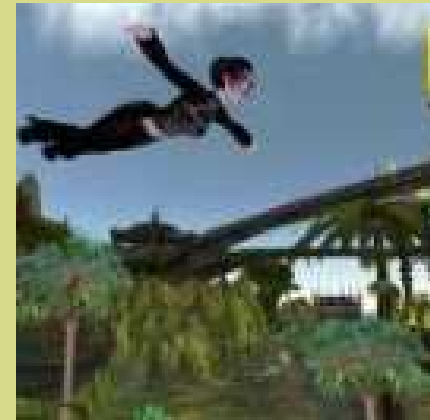


Metameets 2011

Ineke Verheul, Game Onderwijs Onderzoek

Why use virtual worlds for education?

- Location independent
- Sometimes time independent
- Simulation, so making the impossible possible
- An object for study in itself



What do we use it for?

- Building, building and well ... building
 - Institutions
 - Students
- Virtual lectures
- Role playing





Synchronism!



The Chatterdale Mystery

First run of the pilot

- 15 forensic ICT students
- 12 'pupils
- Not in English yet
- Grid proved to be reliable for a relatively large number of people
- A few problems with voice

Results

- Scenario for multi-use
- Format for assignments with gaming elements
- Assignments: about 20 detailed role descriptions
- Process and evaluation data

On our wishlist:

- Elaboration of the multi-use principle for other contexts, targets and learning goals
- Research on the effects