

SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1)
Interactive Presentations (IP)

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OPEN SPACE: EXPERIENCE VIRTUAL LEARNING ENVIRONMENTS

Abstract

The next generation of educational “hands-on” activities includes “mind-in” simulations. Virtual reality has long been a science fiction dream, but the education portals of Star Trek and the Matrix are finally here. Virtual Reality environments and equipment have been bulky, expensive, with rough graphics. Increasing technology has made drastic improvements in each of these categories, and similar to content creation on the internet, the floodgates have opened and content development is rapidly accelerating.

Education in virtual reality is the intersection of learning with entertainment, creating an environment that gives students an “Open Space” to learn, produce content, collaborate, work, and experience their visions. This is a new platform becoming accessible for both teachers and students. Virtual reality is a unique medium that students can not only experience first hand, but also develop and share with their peers and the world. Experience the virtual worlds in this “mind-in” simulation demonstration made from both publicly available and student developed content, and learn how to access this Open Space.