

Enhancing Digital Content for Teaching and Learning in Social Virtual Environments

'Looking into the Future: New technologies for delivering and accessing digital content'



What are virtual worlds (VWs)?

- Accessible online
- Navigable spaces (2D / 3D)
- Avatars
- Multi-user
- Building and scripting
- Commerce

Types of Content

- Multimedia (including 3D objects)
- Uploaded or linked to
- Visitor generated

Accessing Content

- Freely exploring space
- Keyword search
- Personal inventory
- HUDs
- Dialogue (community knowledge)
- Novel search tools, e.g. bots

Engaging with content

VWs present new opportunities for:

- presenting and integrating different types of content and metadata in meaningful contexts
- designing rich user experiences to enable diverse audiences to interact with the content and each other

Challenges

- Sustainability and interoperability
- Safety and control
- Skills development
- Research educational potential

Thank You!

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