

# Pedagogy of 3D Learning Environments for Meaningful Play



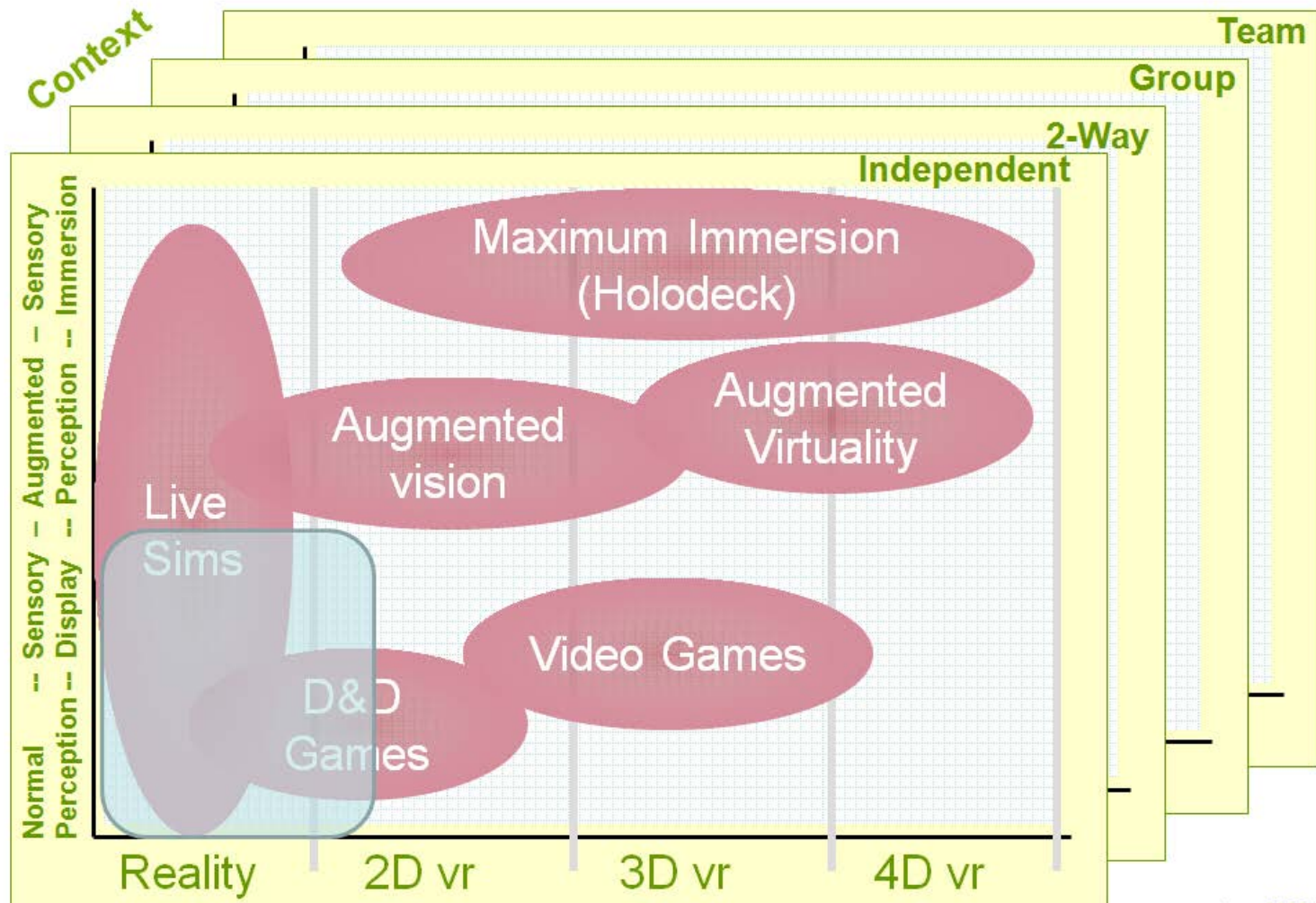
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# 3D Defined

- Typical axis for presentation are **X** & **Y**
- For 3D you add a **Z** axis
- Width-Height-Depth
- Production Model
- More **Authentic** representation of reality

# Experiential Modes



# Shock & Awe

- Awe & Immersion
- Decision Making
- Trial & Error Learning (Discovery)
- Authentic Situated Contexts
- Multi-Modal Content
- Apprenticeship Training ([HHMI Sims](#))

# Pedagogy

- Higher Levels of Learning (Bloom)
- Programs able to recognize the need for coaching (Zone of Proximal Development - Vygotsky)
- Individualized Learning
- Immersive Experiential Learning
- Trial and Error Learning preferred by Digital Natives
- The role of the Instructor can change
- 3D Environments can immerse students in authentic Problem-Based Learning

How are 3D Environments Made?

Who are all of you anyway?

BREAK TIME