

Educational Engagement

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Job Shadow Role Play

Students are assigned a profession of their interest. They job shadow and research professionals in their field to create an active character based on their findings. These characters live simultaneously with other characters of various professions (by other users) to form a realistic and lively virtual world. Profiles open to public.

CHARACTER PROFILE

NAME: MEI TRAN

AGE: 22 GENDER: F

CURRENT: PRIVATE HOME
OCCUP. CARE PRACTITIONER

CURRENT: 20K
SALARY

CURRENT: NCLEX EXAM
GOAL TO GET LICENSE TO GET PAID MORE FOR CURRENT JOB

LONG-TERM: STUDYING TO
GOAL: BECOME A NURSE

← BASED ON PAST OF NURSE 1

← RESEARCH

← Learned from NURSE 2

← STUDENT potentially interested

← STUDENTS RESEARCH

More indepth

BACKGROUND

SCHOOLING

NETWORK +
FIND FRIENDS/OTHERS

MORE

↑
LEARN MORE ABOUT OTHERS IN FIELD OR OTHER NEEDS THROUGH INTERACTION



STUDENT

JOB SHADOW



NURSE 1

NURSE 2

(CHILD. HOSPITAL NURSE 10 YRS)

(PH.D STUDENT)



RESEARCH

=



Job Shadow Role Play

PROS: Learn broadly and deeply about multiple professions (daily life, interactions with other professionals, salary); avoid costly career changes later; creative and customizable.

CONS: Virtual interaction difficult; wanted to use for historical characters but difficult to motivate entering those characters.

Implementation: System or software for multi-player (web?), game using real materials from class. Goals can be set by teachers or other educators, which include basic information and structure of the whole world.

Challenge Trading (Learning through Reteaching)

Individuals challenge one another to achieve goals.

**Learning through Reteaching* idea: individuals in a group (a family?) set goals to teach others in the group some number of things that the individuals have learned recently.

PROS: Exciting; competitive; learning reinforcement; bonding

CONS: Challenges may be unreasonable, or of varying difficulties

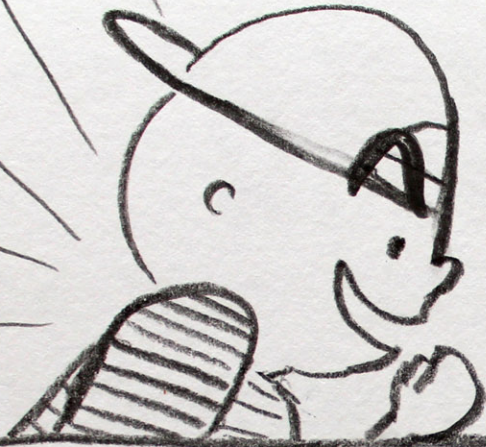
I CHALLENGE YOU
TO LIST THE 13 FOUNDING
COLONIES WHILE JUGGLING!
(IN ORDER!)

FINE. YOU HAVE TO MEMORIZE
ACT 1 OF YOUR PLAY AND
RECITE IT
TO GRANDMA.

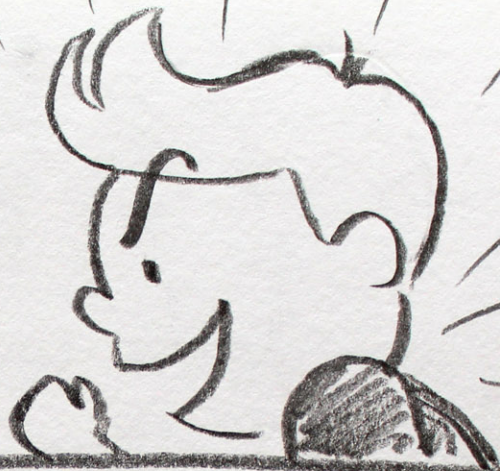
YOU'RE ON!

WE'RE POSTING
VIDEOS IN A
WEEK! MAKE
IT GOOD!





VS.



TIMMY - AGE 7

CHALLENGES COMPLETED

3

CHALLENGE: (2 WKS)

MEMORIZE ACT I OF PLAY
THEN
RECITE TO GRANDMA

JACK - AGE 12

CHALLENGES COMPLETED

2

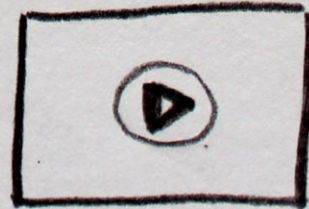
CHALLENGE: (1 WK)

NAME 13 COLONIES IN ORDER
WHILE
JUGGLING!

BACKGROUND: PLAY NEXT MONTH.
GRANDMA GETS A KICK OUT OF
TIMMY AS AN OLD MAN.

BACKGROUND: TEST COMING UP. NOT AS
GOOD AT JUGGLING AS TIMMY.

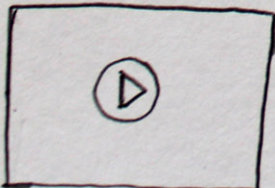
VIDEO



RATE:

DIFFICULTY ○ ○ ○ ○ ○
COMPLETION ○ ○ ○ ○ ○

VIDEO



RATE

DIFFICULTY ○ ○ ○ ○ ○
COMPLETION ○ ○ ○ ○ ○

Challenge Trading (Learning through Reteaching)

Implementation

- How to force challenges to be education based?

Mechanical Turk?

- Pair users according to common interests, self-select into groups of families / friends

- Idea: Challenges become increasingly difficult as they are achieved. Reward mechanism.

Easing Elders into Technology through Cooperation

Elderly people can learn new technology by helping more savvy users of technology accomplish their daily tasks.

Example: Savvy user writes an instant message to her friend, and must guide the elder on how to send the message.

PROS: Elder learns technology; overcomes fear, feels empowered; savvy user learns to empathize with elder; increases interaction between young and old generations.

CONS: Savvy user has less to gain than elder; frustration and ill-feelings may result; elders may not need or want to use new technology.

Easing Elders into Technology through Cooperation

Implementation: Split interface, with main control delegated to savvy user and assistive control delegated to elder. Can this be generalized to different interfaces and applications?

"ALRIGHT, SO YOUR CURSOR IS -"

WHAT'S THAT!? THE CURSOR IS
THAT ARROW.

SO YOUR CURSOR IS NOW OVER THE **SEND**
BUTTON MMMHMM... CLICK WITH THE LEFT BUTTON
ON THE MOUSE. **You Do IT!** THE PROGRAM ONLY
ALLOWS YOU TO. YOU CAN **DO IT!**

