

## **Sims, Labs, and Virtual Reality in Online Learning (SL)**

### **Course Description:**

In this 8 week course, the focus is on educational simulations, games, and highly interactive virtual environments and their use online courses. Topics include a theoretical framework for using these tools in educational environments, types and selection of simulations, games, and highly interactive virtual environments, instructor and student roles, evaluation and assessment, and strategic considerations.

### **Course Outline**

1. Module 1 - Theoretical Framework (1 week)
2. Module 2 - Simulations and Interactive Content (2 weeks)
3. Module 3 - HIVE Selection (2 weeks)
4. Module 4 - Instructor Roles (1 week)
5. Module 5 - Evaluation and Assessment (1 week)
6. Module 6 - Strategic Considerations (1 week)

### **Grading**

Generally, each module consists of the following components:

- Foundational reading
- Discussion (answer a discussion question and respond to the postings of others)
- Application (hands-on activities that reinforce the theoretical framework for the module. Most modules have two activities, with the longer modules having three.
- Reflection (reflect upon the experience and learning for the module)

Each component is assigned points. Generally, this will be 10 for discussions and applications, and 5 for reflections. Some of the longer modules may have discussions or applications valued higher.

### **Discussion and Interaction**

Much of the value of this course comes from interaction between students. Accordingly, there are deadlines within each module that must be adhered to. Mostly, these deadlines will fall on weekends, with initial discussion question posting due mid-week. There are significant point reductions for late work, so close attention should be given to the course calendar and announced deadlines.

### **Culminating Activity**

In Module 1, students will set up a blog or wiki where interesting and pertinent notes, links, and other material can be posted for their own use. This is called the course scrapbook and it is the culminating activity for the course. In Module 6, students will provide all other students (and the instructor, of course) a link to their scrapbook. The scrapbook is designed to become a repository for information of

interest and/or use to the student beyond the termination of this course. In a real sense, it is the notebook for the course. Hopefully, the scrapbook can be referenced whenever the student wants to recall and apply information gained in the course.