

# Learning@Europe



## Why a 3D environment

July 4th, 2007



HOC - Hypermedia Open Center (Lab)  
Politecnico di Milano  
Electronic and Information Department

phone: +39 031 332 7389  
fax: +39 031 332 7365  
[www.learningateurope.net](http://www.learningateurope.net)

## Why a 3D environment

The most distinctive aspect of Learning@Europe is its use of shared virtual 3D environments to provide **a unique and truly European experience**.

Online 3D worlds are “the” technology of the moment: the increasing popularity of phenomena like Second Life, Active Worlds, the *Sims* games, and similar raises questions on whether and how they could be effectively used for learning purposes.

What is the benefit of using collaborative 3D environments to connect students and teachers who meet everyday at school?

With web-based technologies, remote collaboration among distant schools has become easier, faster and cheaper. Yet, it is no trivial matter. How will teachers organize collaboration – since every school has different policies about time-tables, access to technological equipment, and endless other organizational matters? What will remote students collaborate about? How often? Which materials will they work on?

Learning@Europe connects students from different European countries, who meet together on the Internet and learn the history of each other’s country, discovering analogies and differences.



Meeting in the shared virtual space, moving around and chatting with international students, participants have the perception of being in the same place with their foreign peers: the sense of “presence” is much stronger than in a two-dimensional chat, especially when they show each other pictures of their countries works and compete in team games.



answered: *“Positive. As participant to the project for the third consecutive year, I can rely on a high motivation, too!”*