Projects underway or proposed for Virginia's participation in the Internet2 K20 Initiative

ThinkQuestLIVE
My Teacher's an Avatar!

Project Leaders: Dr. John Wenrich and Dr. Ron Kriz
You'll experience instruction from a remote teacher interacting with you as an Avatar. You'll communicate with other participants in a virtual environment. Then you'll provide insight into possible future uses of both the CAVE environment and Internet2 capabilities for a K-12 audience. This exhibit will bring participants into the CAVE environment where they will have a chance to interact with teachers live across the Internet2 network in a virtual classroom.
The initial project used EVL's LIMBO together with the PACI Collaborative CAVE Console (CCC) to create a collaborative learning environment between the VT-CAVE and two remote high schools in Virginia. Participants will link to the Virginia Tech CAVE from an IDesk located at the University of Washington. Experiencing the CAVEapps as developed by high school teachers will allow participants an opportunity to interact with individuals in the virtual environment and experience the teaching capability.
Download the session handout as a PDF document (black & White)
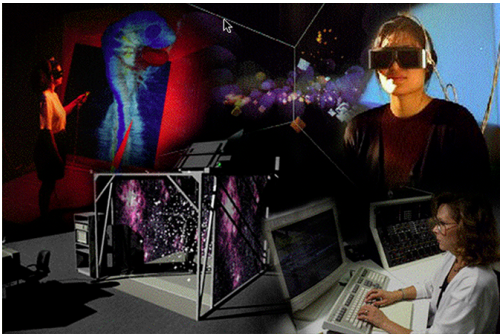
Color version of the session handout in PDF

OTHER resources:

" Extending the Use of Collaborative Virtual Environments for Instruction to K-12 Schools," Morgan, R., Kriz, R.D., Howard, S., Das-Neves F., and Kelso, J., Submitted for publication in the inaugural issue of In>> sight", a journal published by the Institute for the Advancement of Emerging Technologies in Education, 2000.

"Visualization of AutoCAD Model FCell Structures in CAVE Immersive Environments", Chavali, Arvind. Student class assignment research paper, Spring 2002.

Ongoing:

CAVEapps Project @ CVGS: The Central Virginia Governors School ha
worked with the Laboratory for Scientific Visual Analysis for the last four y
on developing a web based K-12 educational project called DIGSTATS.
Recently, Dr. Tom Morgan, Director of CVGS, and Dr. Ron Kriz, VT-CAVE
Director, submitted a proposal, *"Extending the Use of Collaborative Virtua*
Environments for Instruction to K-12 Schools", to SiliconGraphics Inc and
Virginia Tech's Institute for Connecting Science Research to the Classroo
This proposal was accepted and used EVL's LIMBO together with the PA(
Collaborative CAVE Console (CCC) project to create a collaborative lear
environment between Governors Schools in Virignia. First VRML and CC
Training Session was on June 17 and 18, 1999. Progress Report for Nov
17, 1999 presentation at NCSA Access Center. Position Paper on
CCC. Presentation at the TILT 2000 Conference, February 29, 2000 by Le
Klein and Steve Howard. DIGSTATS, TILT, and K12 CAVE related projec
support by the Institute for Connecting Research and Science to the Class
This project was conducted prior to Internet2, but is an excellent applicatio
which will demonstrate the integration of I2 in the K12 setting. This projec
currently undergoing development for experimentation on Internet2.

Morgan, R., Kriz, R.D., Howard, S., Das-Neves F., and Kelso, J., " Extending the
of Collaborative Virtual Environments for Instruction to K-12 Schools," Submitted
publication in the inaugural issue of In>>sight", a journal published by the Institute
the Advancement of Emerging Technologies in Education, Charleston, West Virg
25301, 2000

"My Teacher's an Avatar" - Internet2 - K20 Initiative CAVE demonstration at
THINKQUEST LIVE - July 2002

Download a one page PDF document on the CAVEapps project