Visual Collaboration & Learning Patterns in 3D Virtual Worlds

Discussion created by Sheila LeGeros on 5/20/2010 7:37 AM

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Here is a video which Cheryl found called, "Improving Meetings Through Visualization: New Evidence". This video led me down several interesting paths.

http://www.youtube.com/watch?v=NLDrTECfdro&feature=player_embedded

This link will take you to a PPT that talks about research that shows that learning and memory both increase in virtual meetings when working in 3D virtual worlds. Towards the end, there are a couple slides which put a new twist on design patterns -- pretty interesting.

http://www.knowledge-communication.org/pdf/de%20mundibus%20virtualis%20collaborationis.pdf

This video below shows how a tool called, "lets-focus" can be used for e-facilitation. It's pretty amazing. He encourages us to "use conceptual diagrams as dialogue templates", "anybody can use digitally enhanced visual spaces". There is an "Ideaquarium" which basically does a consensus workshop in a fish tank, where each idea is represented by a fish. It has a brilliant action planning tool, which causes people to look at the milestone level, vs. getting mired in the details of an action plan. It looks fabulous.

http://www.lets-focus.com/index.php?option=com_content&task=view&id=13&Itemid=133

Here are some other interesting links:

www.lets-focus.com

www.visual-literacy.org/

www.knowledgecommunication.org

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