

Public Abstract

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Graduation Term:SP 2008

Department:Educational Leadership & Policy Analysis

Degree:EdD

Title:COLLABORATION AND THE USE OF THREE DIMENSIONAL INTERFACE WITHIN A VIRTUAL LEARNING ENVIRONMENT AND THE IMPACT ON COMMUNICATION AND LEARNING: A CASE STUDY

The purpose of this study was to examine if and how people collaborate and learn inside 3D virtual environment made popular games such as World of Warcraft. Furthermore, if learning and collaboration occurred, did they create what is known as a knowledge spiral? By creating a 3D student centered, teaching environment, it was possible to record the conversations of participants. These conversations were observed for collaborative elements. Findings revealed that five (5) forms of collaboration: Elementary Clarification, In-Depth Clarification, Inference, Judgment, and Application, did indeed occur within the 3D virtual learning environment. It was also determined that a knowledge spiral can and did occur in the virtual environment. Results further suggested that after a period of adaptation by the user, most participants were less likely to get off-topic and focused more on the project assigned to them.