



DEMO DAY: ENGAGING ED TECH (EPSY/INFO 590, FALL 2017)

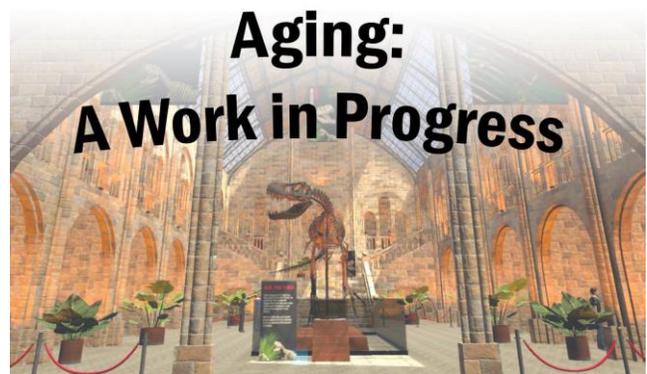
Wednesday, Dec 13, 2017
2:30 – 4:00, Education 176 (IDEALL Lab)

Please join us for an open house demo session (with refreshments!) to see class projects from the fall semester of EPSY/INFO 590, *Engaging and Interactive Educational Technologies* (taught by [Dr. H. Chad Lane](#)). Come and try the prototypes, talk to their inventors, and learn more about this interdisciplinary course (offered each fall).

Aging: A Work in Progress

*Kenny Blocker (Educational Psychology),
Lo Lee (Information Sciences), &
Xuan Li Leong (Computer Science)*

Aging is something we all experience, but the physical impacts of aging are something that may be difficult to understand without experiencing them first-hand. Aging: A Work in Progress utilizes room-scale virtual reality via the HTC Vive to portray the changes that an individual may face as they age, and does so with the use of an experience designed to invoke a more empathetic understanding of these changes. The goal of this project is to help users learn about the aging process, as well as how the decisions one makes now holds the potential to influence the age-related changes they experience in later life. The experience takes place in a museum where a grandparent is escorting their grandchild through the exhibit. The user experiences the world from the point of view as the child, and then, eventually as a grandparent to their own grandchild. The juxtaposition of these perspectives is designed to help the user learn about and experience aging as a work in progress.



It's all Greek to Me!

*Olnancy Tzirides (EPOL), Kara Yarrington (Spanish),
Liyang Yuan (C&I)*

Have you ever heard this expression? Have you ever wondered if Greek is really that hard as the expression implies? Then, if you are interested learning the Greek language or just curious about it, it is time to try our Greek game that will teach you the colors (τα χρώματα) in Greek. Our demo game has been designed using Alice 3. It teaches

players the Greek colors by scaffolding knowledge using visual and audio cues. The whole game is developed using Greek. No previous experience with the language is required! Only good observation skills! Come and give it a try! We will be glad to see you there! Σας περιμένουμε!!



The Posture Partner

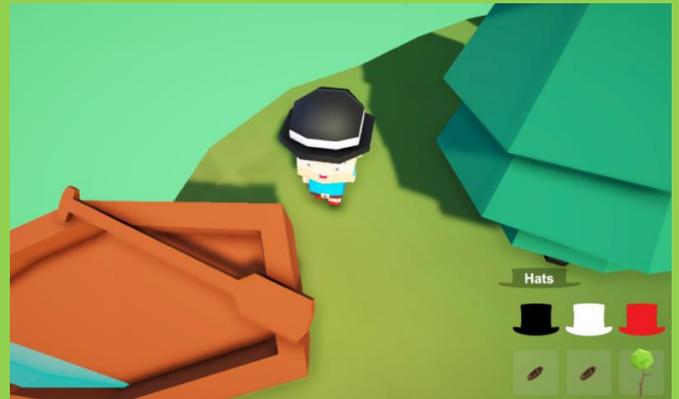
Sean Chen (C&I / DELTA)
Allison Jones (VRMD, Inc.)

The old adage of "Stop doing X or you're going to be stuck like that!" has some truth when it comes to posture and form. This is a present problem for many office workers, who spend countless hours every day standing or craning over their task at hand. While there are already commercially available posture products available, we intend to take that technology to the next step. Integrating the Microsoft Holo-Lens, we intend to give the user more accurate and precise experience. Combining feedback sensors, we aim to project a user's posture in real time, to better draw awareness of their current posture. This will allow users to correct and change their posture in real time in response to the data. Posture Partner aims to be an educational companion that tracks and notifies practitioners of bad posture, hoping to solve the problem of bad posture before it becomes too serious.



The Virtual Playground

Yasemin Cicek (C&I)
Wenxuan Hu (Computer Science)



Have you ever wondered what the world would be like if people communicated using only math and programming languages? The world would be a mess and need many clarifications. Come and explore the world with variables, learn the difference between variables in math and programming perspectives and clarify your misconceptions. Then help the characters solve their problems with your knowledge and become a master of variables. Our demo is a point and click adventure game developed in Unity. The goal of the project is to investigate learning experiences in a virtual world. By exploring a virtual environment built precisely with the concept of variables, players will have a chance to employ these concepts in a fantasy context and apply them more effectively in future math and programming learning activities.

The **Illinois Digital Ecologies and Learning Laboratory (IDEALL)** is located in the College of Education at the University of Illinois, Urbana-Champaign. A cutting-edge facility, IDEALL serves as a blank-slate data collection environment, providing the infrastructure for fine-grained research on learning with emerging technologies. In the lab, researchers are investigating questions related to interaction with educational technologies, their design, and their impacts on learning. More information can be found at: <http://education.illinois.edu/ideall>

