

iTEC mini-scenario, December 2010

Why have AI when you've got real eyes?

Tech trend: Schools use tech that can automatically adapt to the ability of the students in order to teach them more effectively



ASPIRATION STATEMENT

Creative development of:

- Social skills
- Collaboration and community
- Global awareness
 - Example subjects: music skills, drama, sport
 - In future science experiments?

AIMS OF ACTIVITY

Development of:

- Community
- Collaborative skills
- Subject content knowledge

TYPE OF ACTIVITY

Negotiation of tracks, rehearsals, instruments
Development of specific skills – like music and timing

NARRATIVE OVERVIEW

Augmented reality band where students engage collaboratively through augmented reality tools to play together in a band comprising virtual instruments. They work on a performance which they publish on the web when they are happy (and which can be assessed by a teacher and peers). It is fun and engaging and collaborative – in and out of school.

Challenges

- Having the kit
- Making it idiot proof
- Inspiring teachers: “how on earth do I do that”
- Why is it different from forming a real band?

TECHNOLOGY AND RESOURCES

X box Kinect and ability to integrate virtual objects and overlay with others in different locations

TASKS

Stimulate game development!

SPACES

Open space allowing movement (classroom becomes a theatre)
Internet access

ROLES

Peer support
Teacher as co-ordinator

INTERACTIONS

Equivalent to a practical lesson