

Extra Credit



Computer Science Candidate Talk

Using Virtual Reality Simulations to Raise Awareness about Environmental Issues and Encourage Stewardship among K-12 Students

Dr. Tania Roy

New College of Florida

Tuesday, January 23, 2024

4:40 pm, Schaefer Hall 165

In this talk, we will discuss the design and educational significance of Virtual Reality (VR) simulations and gamification techniques to raise awareness about the harmful consequences of human actions on the environment. We will examine various challenges marine ecosystems face in Florida (ex- Sarasota Bay area and Indian River Lagoon). The talk will describe VR simulations as an educational tool for K12 students, integrating gamification techniques to illustrate case studies featuring the 3D Turtle (JellyBean) and Manatees (Twizzlerz and Dumplin). The results of a user study will be discussed to illustrate the effectiveness of this educational approach and a customized framework for the systematic collection of game analytics data within the context of remote user studies will be introduced.

What You Do: Attend Dr. Tania Roy's Using Virtual Reality Simulations to Raise Awareness about Environmental Issues and Encourage Stewardship among K-12 Students on Tuesday (I'll be taking attendance) and write a one paragraph summary of the talk due Friday, January 26 at 5:00 PM.

What You Get: A more broad and nuanced understanding of Computer Science as a discipline and to participate in the process of choosing and hiring good teachers for yourselves and other students ... and an extra sticker.