LEARNING DESIGNS TO ACCELERATE AND DEEPEN LEARNING: the use of 3D immersive visualisation.

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World first in undergraduate teaching
To extend our capacity to offer our regional students world class, technology-rich and engaging learning experiences that accelerate and deepen their learning.

$30m Education Investment Fund (EIF) funding in support of the USC Engineering Futures Project and a partnership with USQ Engineering.

Requirement for ‘iconic’ visualisation facilities. CAVE2™ has scalable-resolution display walls with a ground breaking virtual reality system: 320-degree, panoramic 2D/3D virtual environment that matches human visual acuity.
Project Challenges

- Many voices - competing priorities
- Governance structure
- The great IT unknowns for immersive visualisation
- Budget – building challenges
- Our own limitations in knowledge of this area
- Complexity of content
- Recruiting appropriate staff
- Turf wars when we were nearly finished...
Innovative Learning and Teaching Spaces