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

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Facility

Project background

Project journey

PRESENTATION OVERVIEW

Project Challenges

Future considerations

Q & A

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World first in undergraduate teaching

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Rise, and shine.

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Project Background

AIM

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

PROJECT SCOPE

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

TECHNOLOGY

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.

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Visualisation and Collaboration Studios

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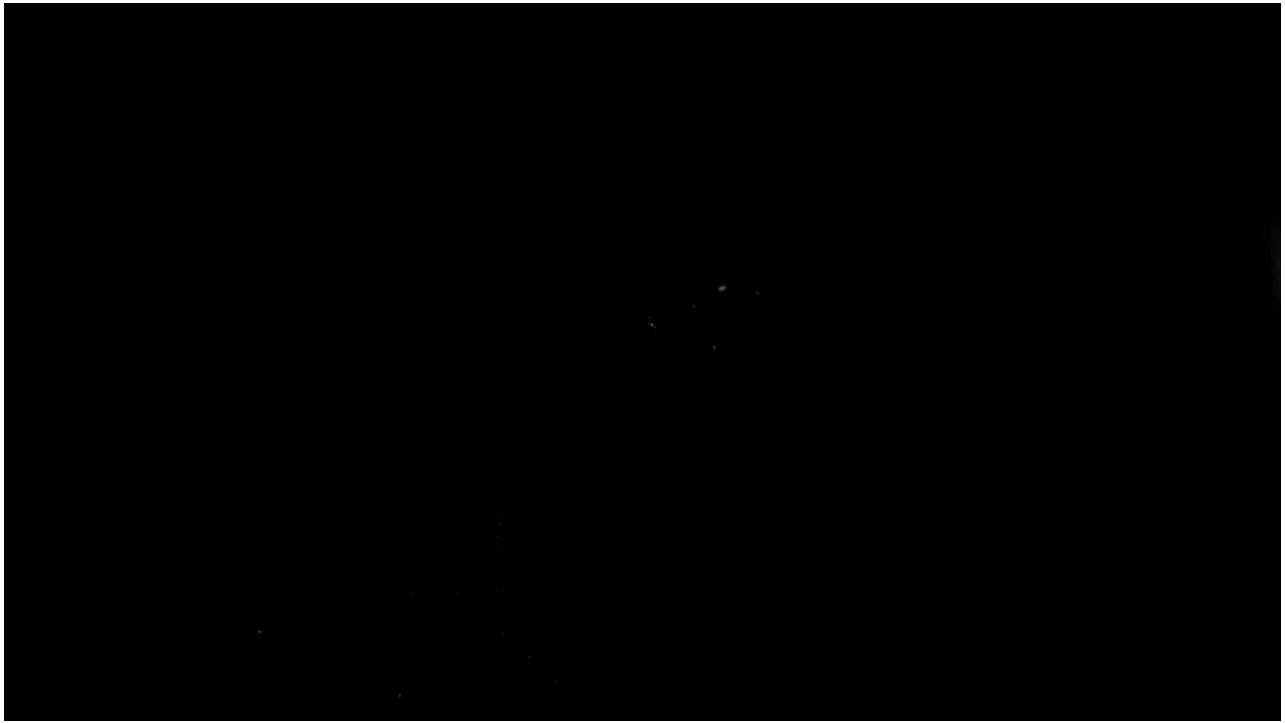

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Advanced Computing Laboratory

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Project Journey

Software Solutions

Research

Professional Learning

Personnel

Partnerships

Learning Design

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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…

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Innovative Learning and Teaching Spaces

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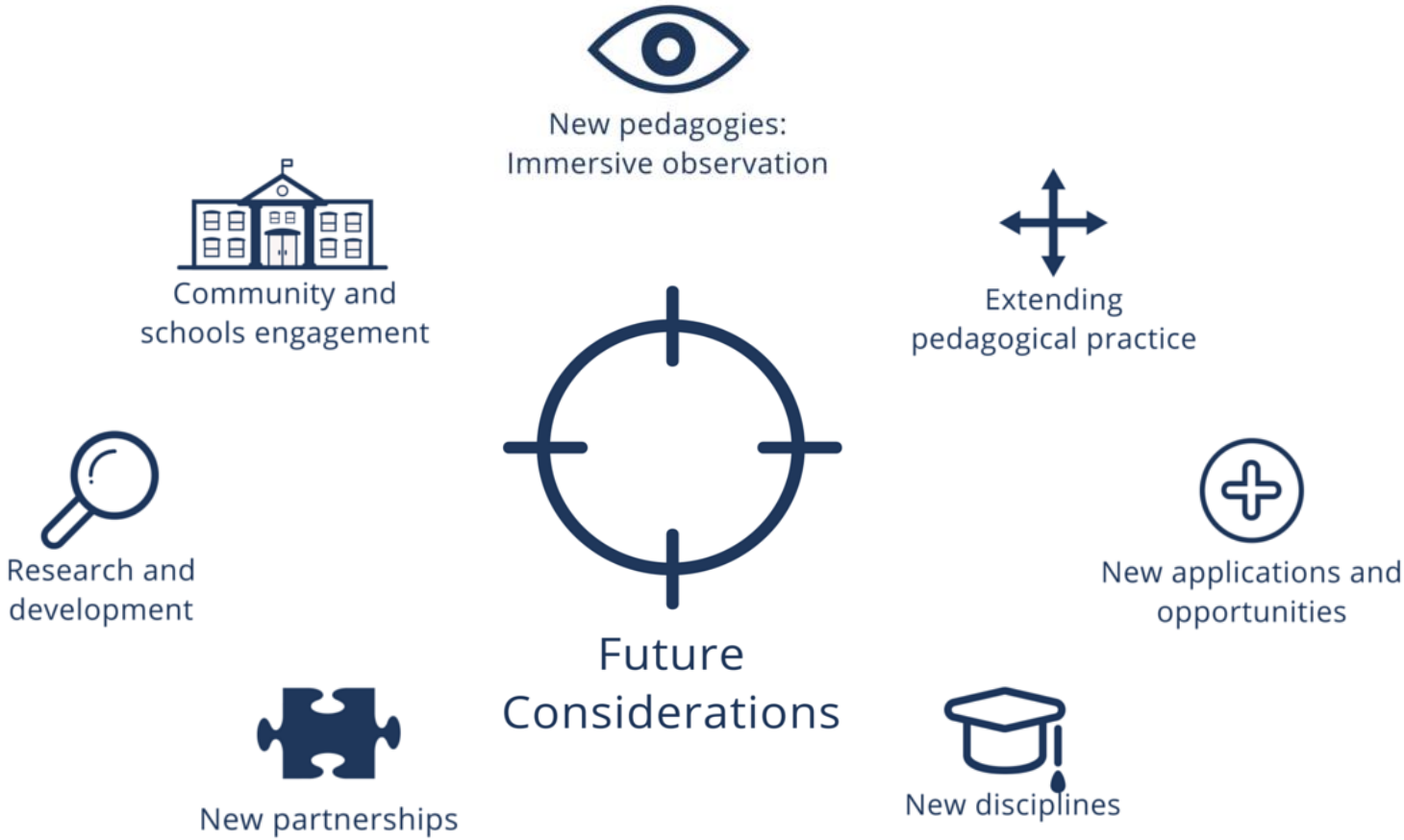

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Q & A

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