



DigiEduHack Solution

Aalto University - Engaging Virtual Learning

Challenge: Aalto University - Engaging Virtual Learning Challenge 2021

Zeroignorance4all (aka Zig4all)

What makes VR an effective tool for learning?

Creating immersive, engaging and entertaining environments for our learners to explore. The opportunity to develop virtual learning via technology, design and media, using existing practices, can be extended and utilized as solutions to past, ongoing and future problems.

Team: Zig4all

Members roles and background

Roy - Web portal and Social Media

Pippo - VR real estate design

Gaia - graphics and branding

Contact details

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Solution Details

Solution description

Our strength is our search for knowledge; as co-creators, we design and build; as social media curators, we find, connect and share with others. Our search for knowledge; as co-creators we design and build; as social media curators, we find, connect and share with others.

We will use Meta to create fully immersive 3D environments, where individuals and groups can learn, collaborate and problem solve; past present and future challenges.

Solution context

We have accepted this challenge because

We understand that digital learning is now part of our daily lives, we believe the potential in online learning at universities and other educational institutions today, is not yet entirely exploited.

Solution target group

There are 2 main target groups.

- Outside the university sphere
 - specialists
 - non-academic researchers
 - young people who have an interest in technology and the world around us
- inside the university sphere
 - undergraduates
 - graduates
 - research and PhD

Solution impact

The impact is

1. using and helping develop emerging technology
2. increasing awareness of the tools available to manage and explore real-world problems
3. allow different groups to peer share and cooperate on projects that wouldn't ordinarily have a voice or a platform.

The impact can be measured via data that is generated by the participants for example

- a. gender
- b. location
- c. language
- d. education level

Solution tweet text

#DigiEduhack #aaltouniversity goes #meta

Solution innovativeness

Our solution is innovative because

1. It is still being developed but our team have experience on other platforms
2. the team already has models from previous projects, that no one is or has used.

Solution transferability

The solution is transferable because

- the environment is flexible
- the elements can be created and imported
- it is a multiplatform technology

Solution sustainability

The project will be sustainable because

- i. the technology is constantly evolving
- ii. it is straight to inboard new team members with similar experience
- iii. team members can collaborate online
- iv. environments can be added to via team or individually

Solution team work

As a team member, I work well under pressure and get results, even in the most challenging of situations