

## HOC-LAB

*An interdisciplinary laboratory at the Department of Electronics and Information  
(Politecnico di Milano, Italy) for multimedia, multi-channel communication.*

<http://hoc.elet.polimi.it>

## 3D Cooperative virtual environments

### DESCRIPTION

Since 1999 and until 2008, HOC developed educational programs based on Multi-Users Virtual Environments. More than 9,000 students from 18 European countries plus Israel and the USA have been involved.

The guiding principles were:

- To provide an *experience* rather than just an environment
  - o To this end, storyboard of well-defined activities were implemented and managed by online tutors
- To stress *virtual presence* (i.e. the sense of being highly involved in a situation), through engaging activities rather than high-quality graphics and realism
  - o ... thus allowing all kinds of users (schools around the world) to take part, even with poor technical equipment.
- To enhance the environment's *flexibility* and re-usability
  - o ...thus allowing quick reconfiguration with new content and new activities

The impact was monitored through a sophisticated array of tools (including a number of questionnaires and interviews) and the collaboration of an international panel of experts. The technological framework (webtalk 4 in the latest version) was developed by HOC.

### RELATED PROJECTS

#### **Learning@SocialSport** – 2007-2009

In cooperation with the fashion group Benetton, the Italian Foundation of Accenture, CONI and SKY. An experience about the ethical, social and psychological issues related to sport aimed at young Italian athletes from sport clubs.

[www.learningatsocialsport.it](http://www.learningatsocialsport.it)

#### **Learning@Europe** – 2004-2008

With the support of Accenture Foundations. A 3D collaborative world to promote the knowledge of European history and identity among youngsters. More than 6,600 students from 18 countries (plus USA) were involved. [www.learningeurope.net](http://www.learningeurope.net)

#### **Stori@Lombardia** – 2004-05

With the support of the Lombardy region. The Italian “counterpart” of Learning@Europe, on the medieval history of the Lombardy region. [www.storialombardia.it](http://www.storialombardia.it)

#### **SEE (Shrine Educational Experience)** – 2003-05

In cooperation with the Israel museum (Jerusalem). A 3D collaborative environment on the Dead Sea Scrolls and related religious, sociological and historical issues.

		
<p>Learning@Europe – an ability game</p>	<p>SEE – Shrine Educational Experience</p>	<p>Students taking part in Learning@Europe</p>

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