Immersive Schools

Professor Christine Halse and her colleagues in the Centre for Educational Research are studying the use of immersive learning environments for enhancing collaborative learning. The research has been funded by the Centre for Learning Innovation in the NSW Department of Education and Training.

‘The use of technology is an integral part of daily life for children and young people’ says Professor Halse. ‘From Facebook to Twitter, from blogging to emails, the future generation is becoming expert in the field. In this study we will develop a more thorough investigation into the pedagogical and learning implications of the immersive learning environment, and how this new technology can be utilised by schools for enhancing teaching and learning. In particular, they provide opportunities for students to interact with others across time and space and to work with and learn from students and teachers located in other classrooms, in different time zones, or even in different countries.’

The research team have been working with an international commercial company on the development of the immersive learning environment, and it is being piloted by Year 6 teachers and students at a western Sydney primary school. The pilot study involves students working through a series of problem solving activities in collaboration with their classmates in the immersive learning environment. In order to fully understand the students’ experiences within the environment, the study will examine of student learning outcomes, engagement and learning attitudes using classroom observations, surveys, and focus groups. The study will analyse students’ use of and attitudes towards computers, and their attitude towards school, collaborative problem-solving behaviours, and engagement.

This research will test if and how immersive learning environments have the potential to provide an innovative collaborative environment that can transform teaching and learning practices. The outcomes of this project will also inform future studies on the use of the immersive learning environment as a global educational tool.

Project Title: CLI Immersive Learning Pilot project
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