

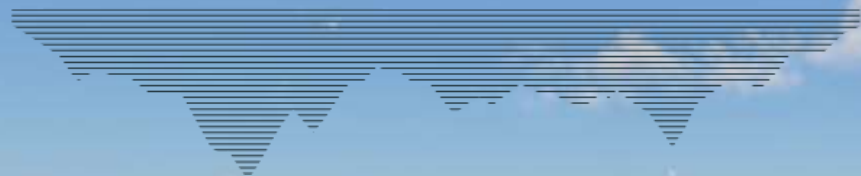


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Virtual Landscapes

Geoscience Education in Digital Environments



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Virtual Landscapes





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Virtual Landscapes

Geoscience Education in Digital Environments

Teaching Field Skills in Virtual Landscapes

Jacqueline Houghton, Clare Gordon, Geoff Lloyd, Dan Morgan and Ben Craven
School of Earth and Environment, University of Leeds
Annabeth Robinson, Leeds College of Art





Virtual Landscapes Project

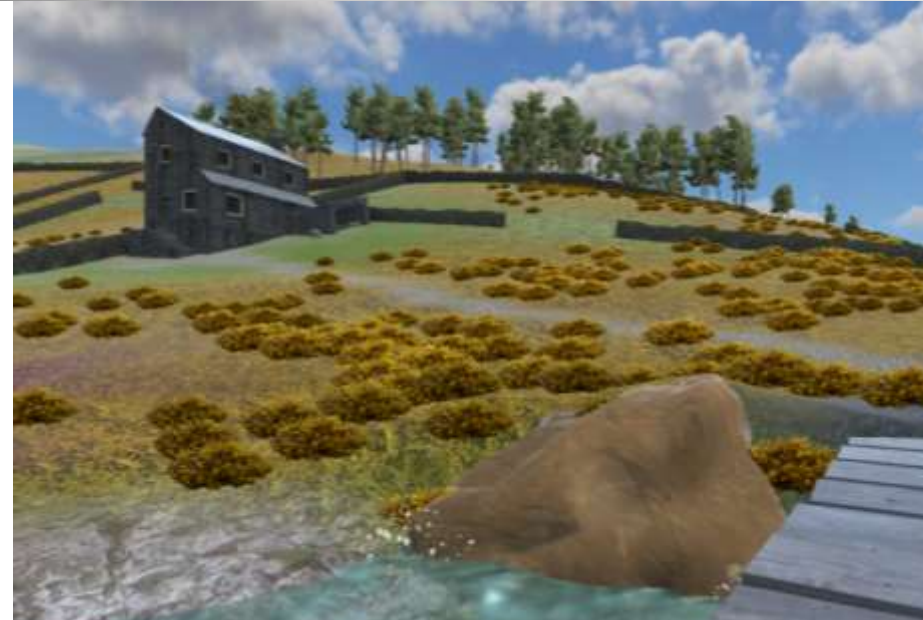
- A collaboration between the School of Earth and Environment and Leeds College of Art.
- Screen-based virtual reality environments, using the Unity 3D game engine.
- Winner of the THE Award Outstanding Digital Innovation in Teaching or Research, 2016.





Virtual Landscapes Project

- Enhance the training students receive for geological fieldwork.
- Develop 3D visualisation skills.
- Accessible alternative fieldtrips.
- Freely available on the internet <http://www.see.leeds.ac.uk/virtual-landscapes/>
- Used in the UK, US, South Africa, Germany and Guyana.





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Three River Hills

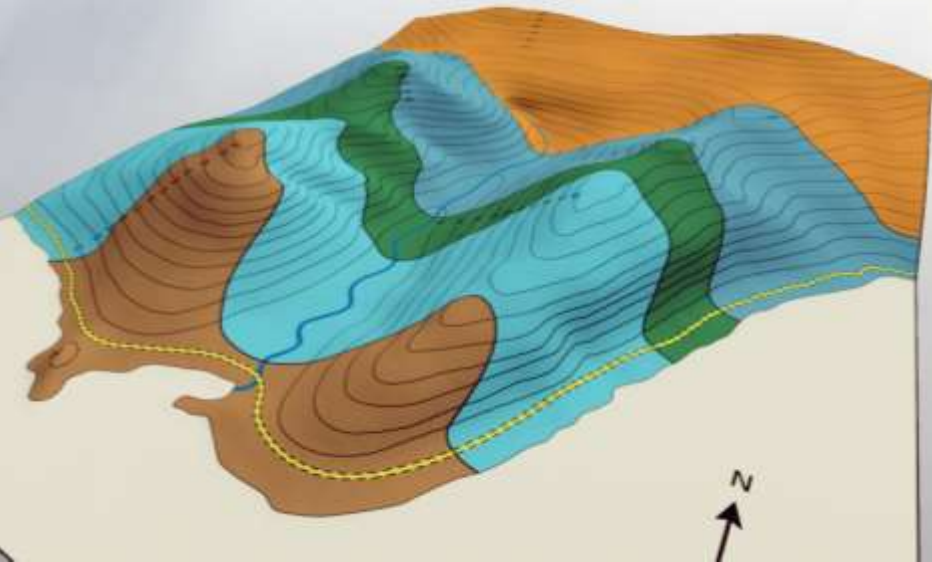


Lighthouse Bay



Current Virtual Landscapes

3D Interactive Geological Maps



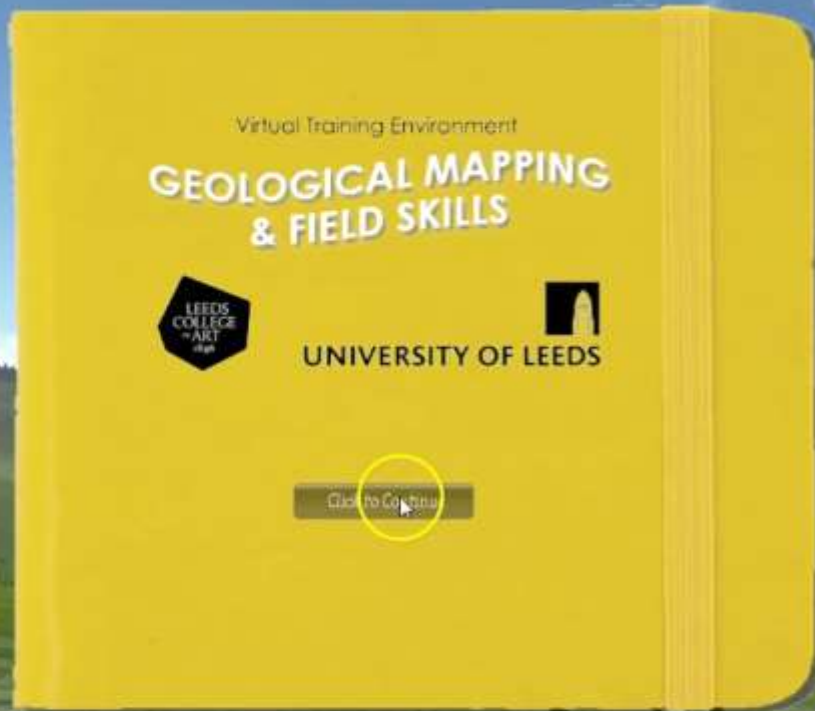
3D Interactive Topographic Map





Geological Mapping & Field Skills

- Designed as an in-class exercise with paper field slip and notebook
- Virtual landscape populated with outcrops
- Replicate aspects of the mapping experience - ***not a fieldwork replacement!***
- Cannot teach observational skills







Use in the Classroom

- Students are more inclined to plot readings directly on to their field slip
- Less inclined to record data in notebook
- “Outcrop capture” – get ’em on the map fast; worry about the geology later
- Made same mistakes as in the field!

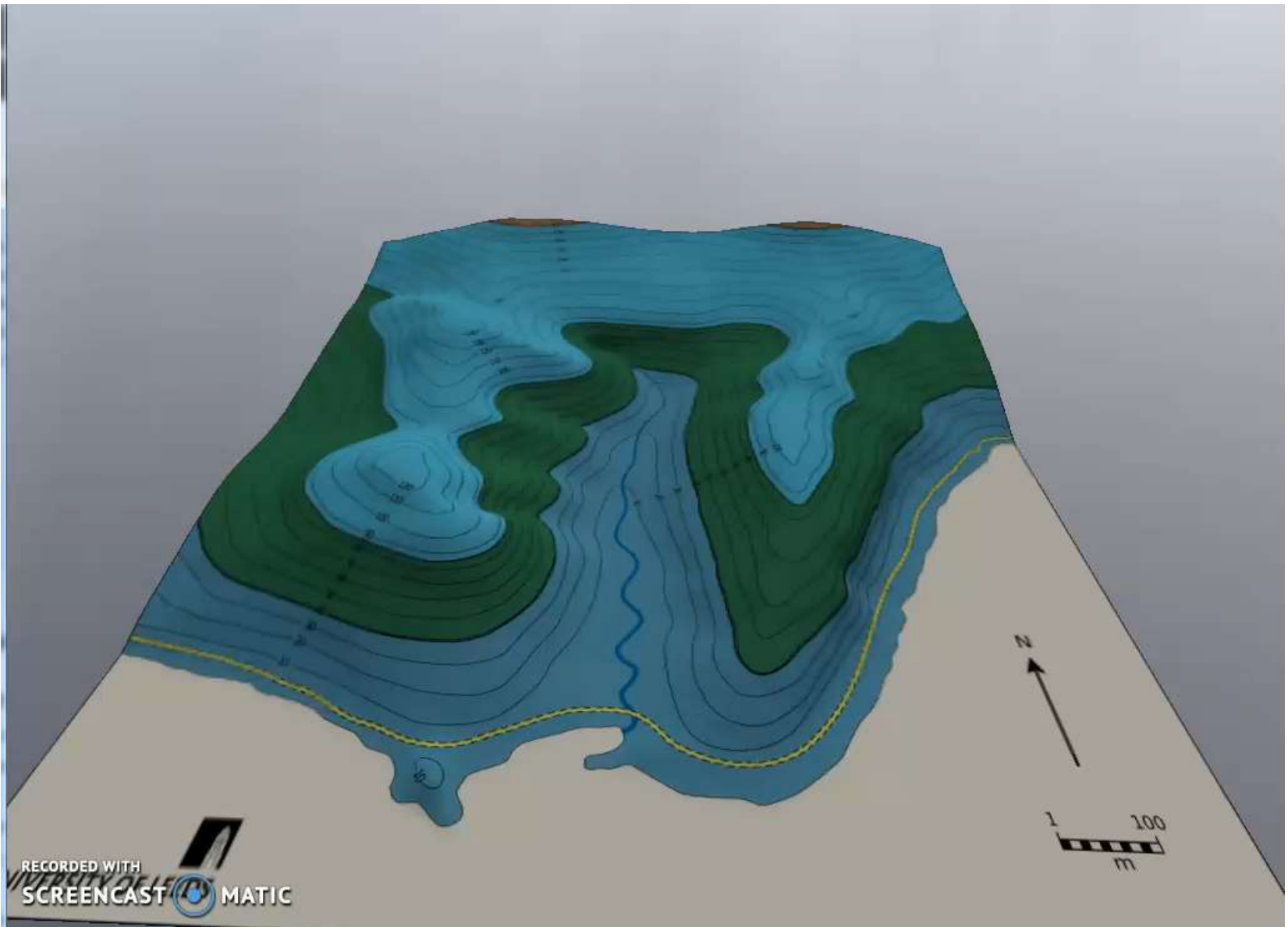


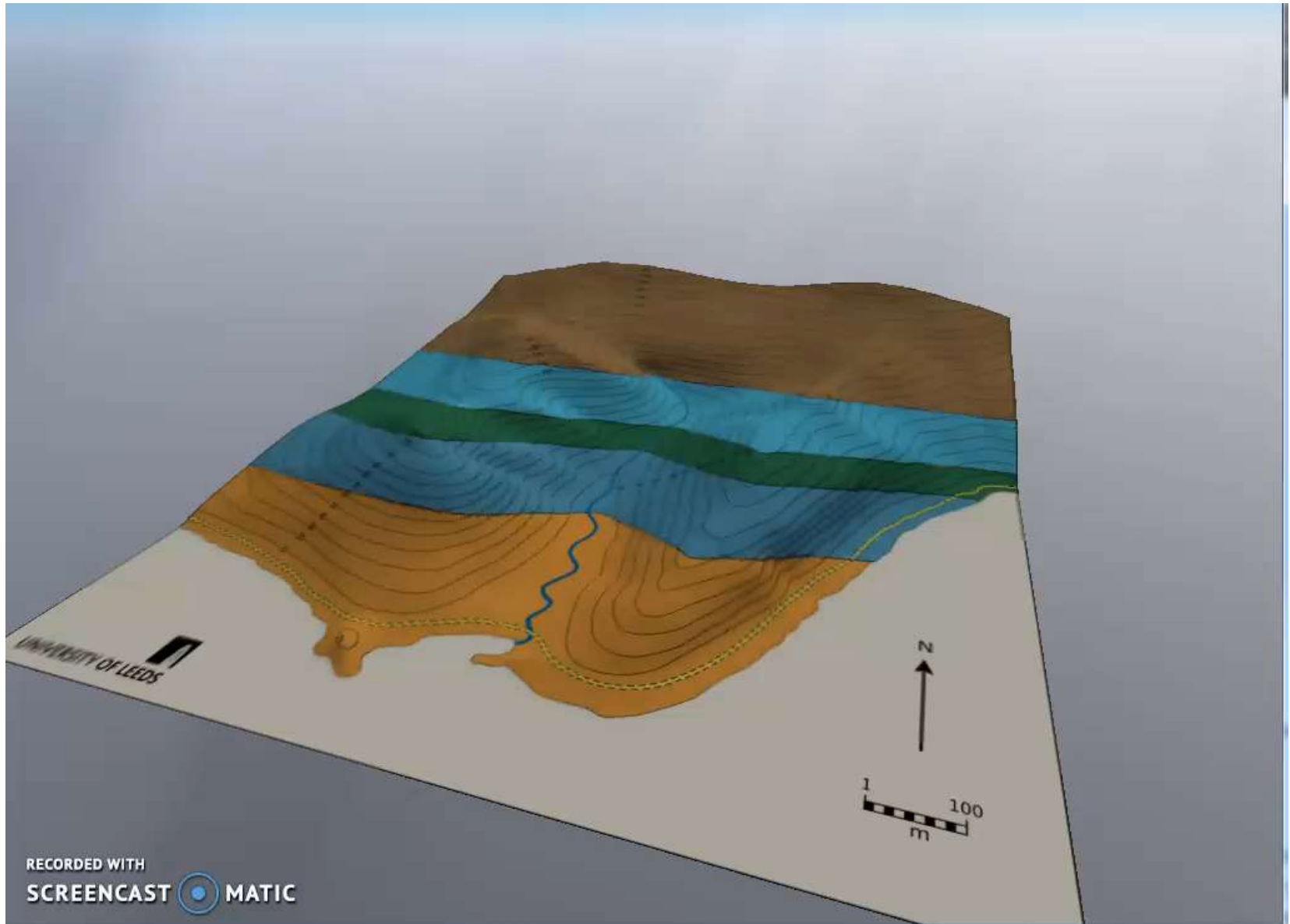


Student Feedback

- “I feel/felt more confident with how to plot data on my field slip”
 - Pre-trip 89%
 - Post-trip 87%
- “I feel/felt better prepared for the field”
 - Pre-trip 69%
 - Post-trip 60%
- “I found the virtual training a useful experience mapping”
 - Pre-trip 80%
 - Post-trip 71%









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Coming soon

New Virtual Landscapes



MSc Engineering Geology



Alternative Anglesey Fieldtrip



St Gwenfaen's Well



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RECORDED WITH
SCREENCAST  MATIC



Alternative Anglesey









Summary

- Game-based training environment
- Learn basic field skills before going into the field
- Field skills training to those unable to access the field
- Results:
 - Increased confidence in field skills
 - Time saved in the field
 - Improved performance

