



# DEMO DAY: ENGAGING ED TECH (EPSY/INFO 590, SPRING 2015)

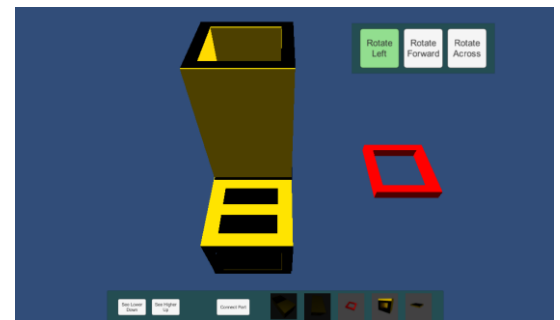
**Wednesday, May 6, 2015  
2:00 – 3:30, Education 176 (IDEALL Lab)**

Please join us for an open house demo session (with refreshments!) to see class projects from the spring semester of EPSY/INFO 590, *Engaging and Interactive Educational Technologies* (taught by [Dr. H. Chad Lane](#)). You will have the chance to use the prototypes, talk to the students, and learn more about this interdisciplinary course (which will be offered again in the fall). If you have any questions, please send them to [hclane@illinois.edu](mailto:hclane@illinois.edu). We hope to see you!

## **An Open World Game for Training Spatial Skills**

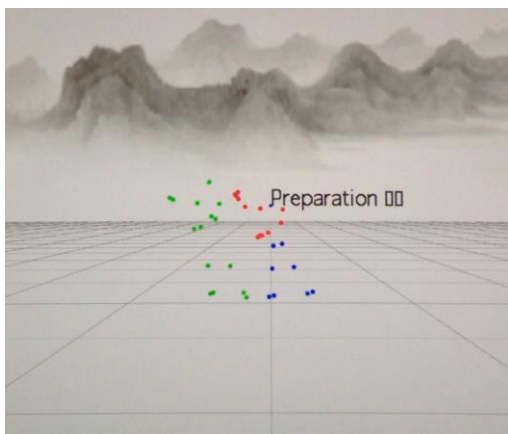
*Helen Wauck (Computer Science) & Rebecca Teasdale (Educational Psychology)*

We are currently starting development on an open world adventure and construction game to teach different types of spatial reasoning skills. The game itself is similar to Minecraft and Spore but more goal-oriented and narrative-driven. The goal of the project is to see how different components of a game contribute to different aspects of spatial reasoning using a value-added approach to testing. As our work is in its preliminary stages, we present a demo of our game so far: a "Construction" mode that allows the player to build various objects in 3D to be used later in the game world.



## **Tai Chi Training with Multi-Modal Feedback**

*Liu Yishuo (Informatics) & Kyungho "Kyle" Lee (Informatics)*



Tai Chi is considered to be a form of "meditation in motion" which promotes serenity and inner peace. We believe that we can accelerate the traditional Tai Chi learning process in a more engaging, interactive way by incorporating emerging interactive educational technologies and creative visualizations. This demo will walk you through some basic moves, displaying an expert version of the moves alongside your own. Using input from a Kinect camera, the system calculates your accuracy with the expert model in terms of both positioning and timing. Using the results, the system delivers a combination of visual and auditory feedback to let you know how you are doing. Bonus serenity for anyone who gets it perfect!



## Solving Science Mysteries on Multi-Touch Surfaces

Saad Shehab (*Curriculum & Instruction*)

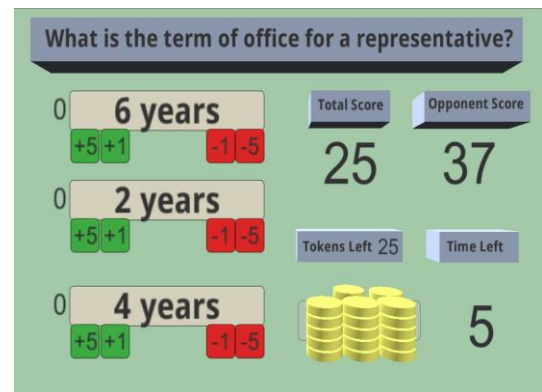


My project is a scientific mystery that engages individuals in collaborative scientific argumentation as they try to reach a theory that explains the reason behind an outbreak of a contagious disease in light of provided information. The mystery is installed on a multi-touch table, a 'giant ipad' that individuals can touch simultaneously. During the activity, individuals are engaged in the processes of thinking, arguing, and problem-solving that precedes making a decision of what caused the outbreak of the disease.

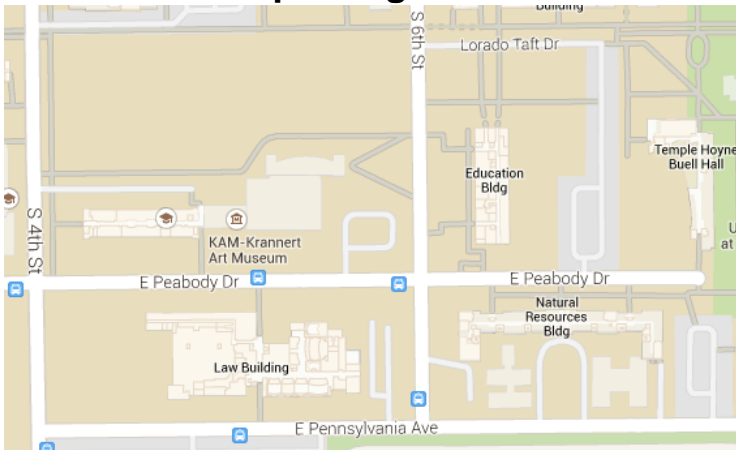
## Confident Constitution

Dustin Hays (*Education*) & Robert Deloatch (*Computer Science*)

Confident Constitution is a trivia game that is based on James Bruno's famous work on confidence-based learning. Players answer questions about the United States Constitution with the aim to improve student learning of concepts and facts relating to the U.S. Constitution. Players are asked a question and then distribute tokens among the possible answers. Super confident? Place them all on one. Not so sure? Split them up among the answers. But beware, you only gain points for tokens on the right answer. How well do you know the U.S. Constitution? How confident are you?



## Directions and parking



You can find room 176 (IDEALL Lab) on the first floor of the College of Education.

Metered parking is available along Peabody and Pennsylvania, and in the lot next to the Education building (at 6<sup>th</sup> and Peabody).

Send any questions to Dr. H. Chad Lane ([hclane@illinois.edu](mailto:hclane@illinois.edu))!