Using Virtual Reality for Developing Design Communication

Gisli Thorsteinsson[1], Tom Page[2], Andrei Niculescu[3]

[1]University of Iceland,
 v/Stakkahlid, 101, Reykjavik, Iceland
 cdt@hi.is;

[2]Loughborough University,
 Loughborough, Leicestershire, LE11 3TU, UK
 t.page@lboro.ac.uk;

[3]Spiru Haret University,
 13 Ion Ghica Street, Bucharest 3, Romania
 andreiniculescu@hotmail.com.

Abstract: This paper explores the possibilities of using a Virtual Reality for cooperative idea generation and then attempts to assess the relationship between a student's cooperation and the design process, learning experiences and the pedagogy employed by the teacher. The researchers based their research around the following questions:

1. How could collaborative idea generation be incorporated within the VRE?
2. How does this relate to teaching and learning within the lesson?
3. How do communications during the lesson support students' work?