

Mechdyne & the University of Birmingham

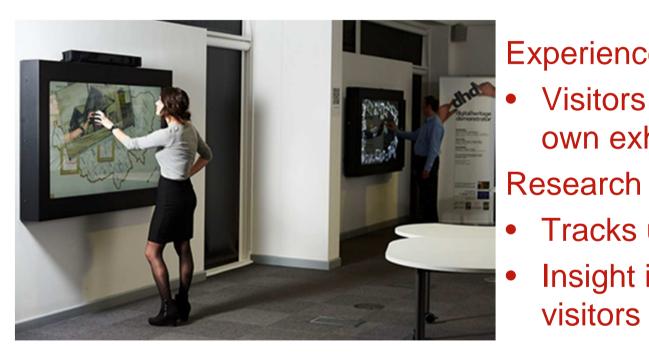
Digital Humanities Hub

- Interactive museum experience
 - Touch tables
 - Interactive display walls
 - Hand-held devices





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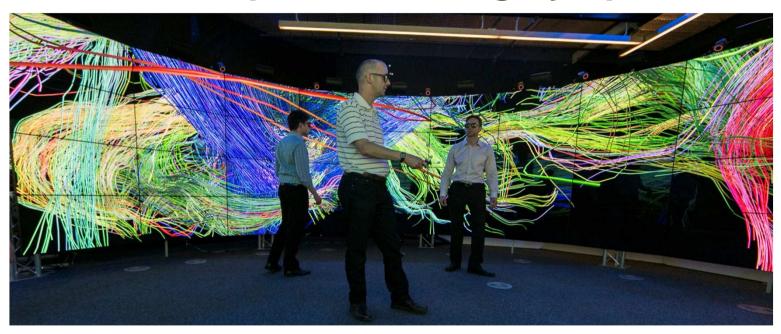
Experience

 Visitors choose their own exhibits

- Tracks user selections
- Insight into what visitors want



Visual aids improve learning by up to 400%



(2012, 11). Statistics on Visual Learners. *StudyMode.com*. Retrieved 11, 2012, from http://www.studymode.com/essays/Statistics-On-Visual-Learners-1211593.html



AND approximately 65% of the population are visual learners



(2012, 11). Statistics on Visual Learners. *StudyMode.com*. Retrieved 11, 2012, from http://www.studymode.com/essays/Statistics-On-Visual-Learners-1211593.html

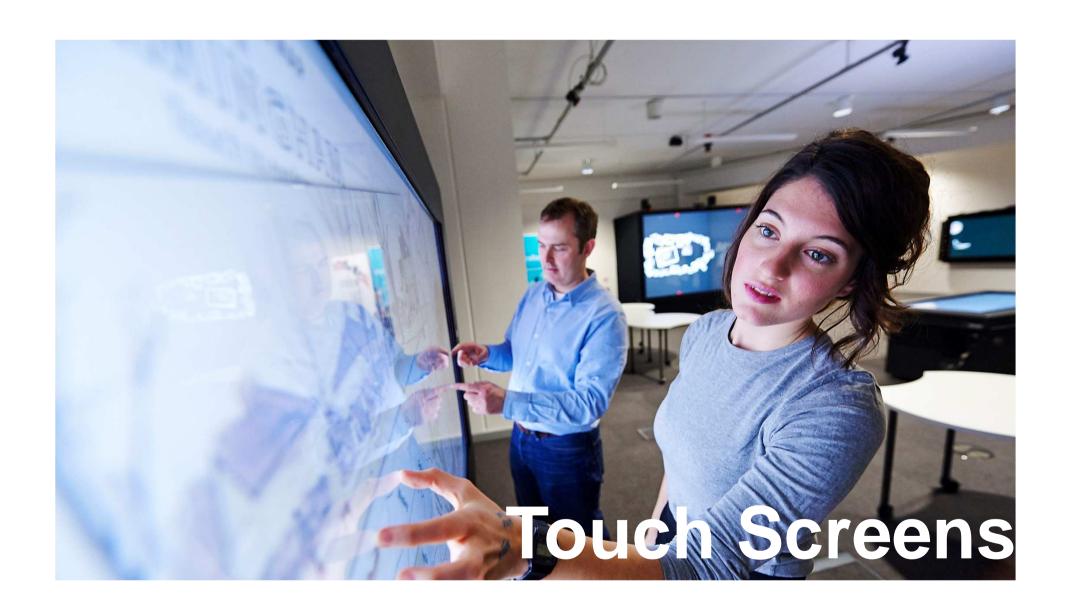


How can you incorporate that into virtual labs?

- Immersion
- Visualization
- 3D
- Interaction







Advantages

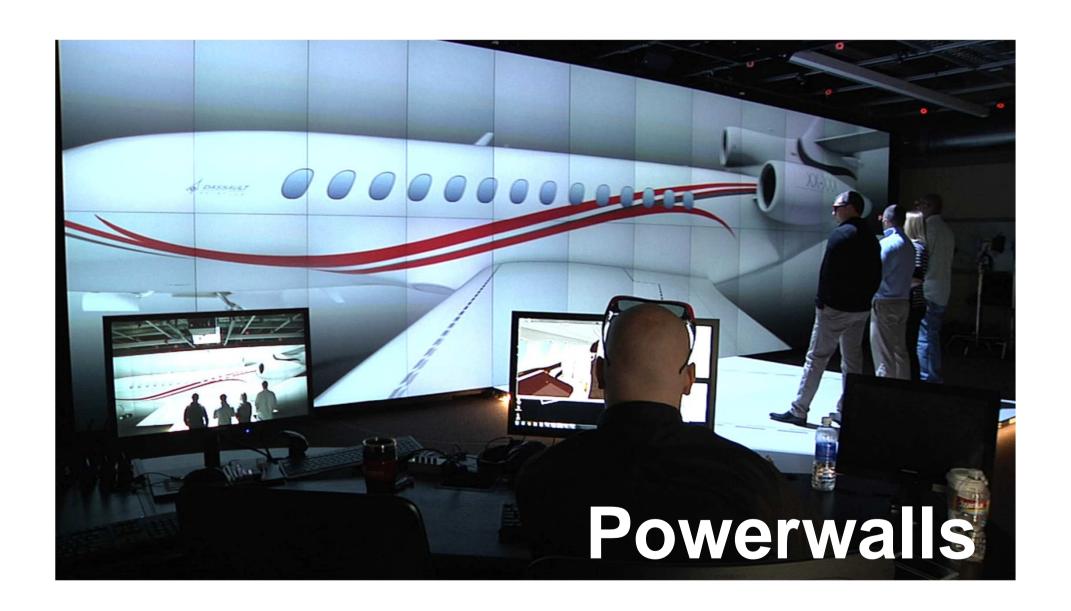
- Small team collaboration
- Intuitive touch controlling
- 2D and 3D enabled
- Bring your own device

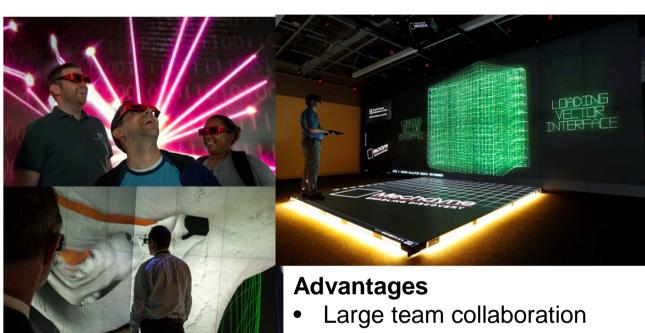












- 2D and 3D enabled
- Bring your own device
- Flexibility- can be used for many applications

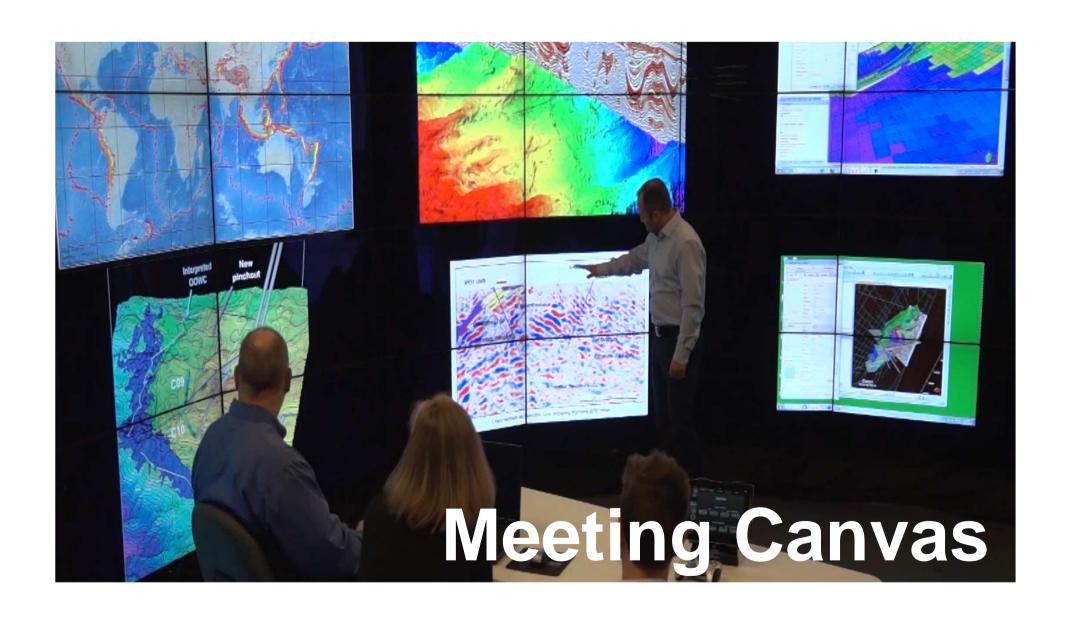


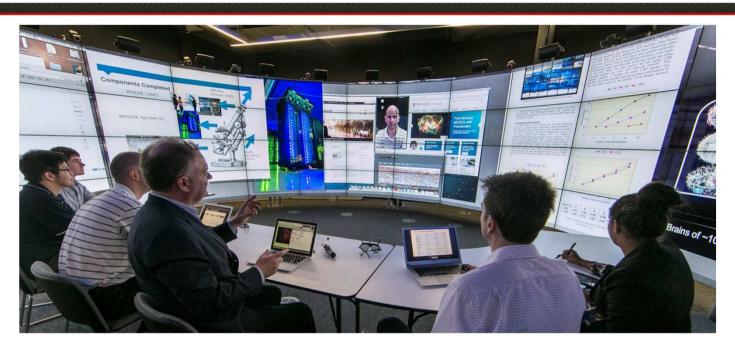


Student Experience

- •Immersive environment
- •Large-scale data visualization
- •Ability to collaborate with an entire class at once







Advantages

- •Collaborate using multiple inputs at once
- Access any device
- Display anything



Student Experience

- Display several students' work all at once
- Manage project assets
- Collaborate with peers and faculty on research projects





In Summary...Benefits to Students



- Accessibility
- Collaboration
- Bring your own device



In Summary...Benefits to the University

- Recruitment
- Retention
- Cross-discipline usage





