# IMMERSIVE VIRTUAL REALITY (IVR) GAME OF THE LEHIGH RIVER WATERSHED, PA

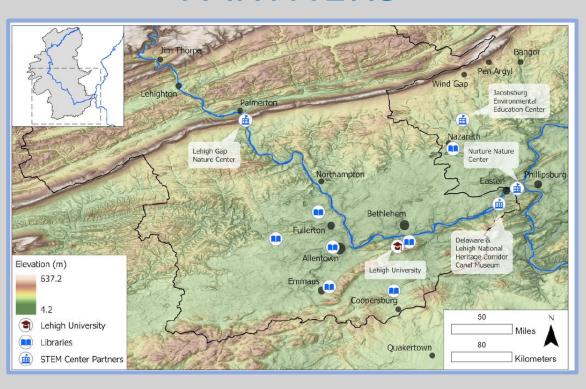


D8. Distance Learning and Computer-based Educational Techniques in the Geosciences

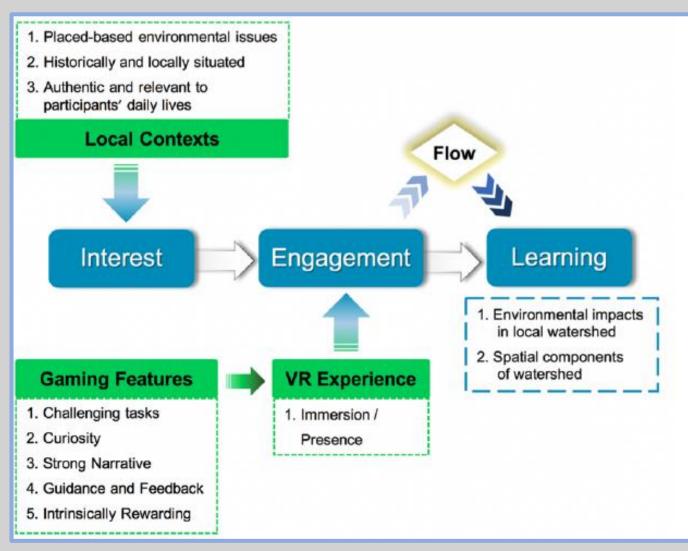
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## **DESIGN**

## **PARTNERS**



AUDIENCE: Outreach Informal Education Adolescenct to adult learners



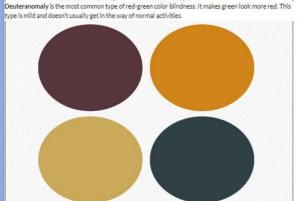


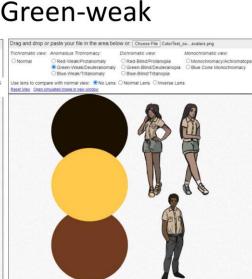


# GAME THEORY TO ENHANCE LEARNING

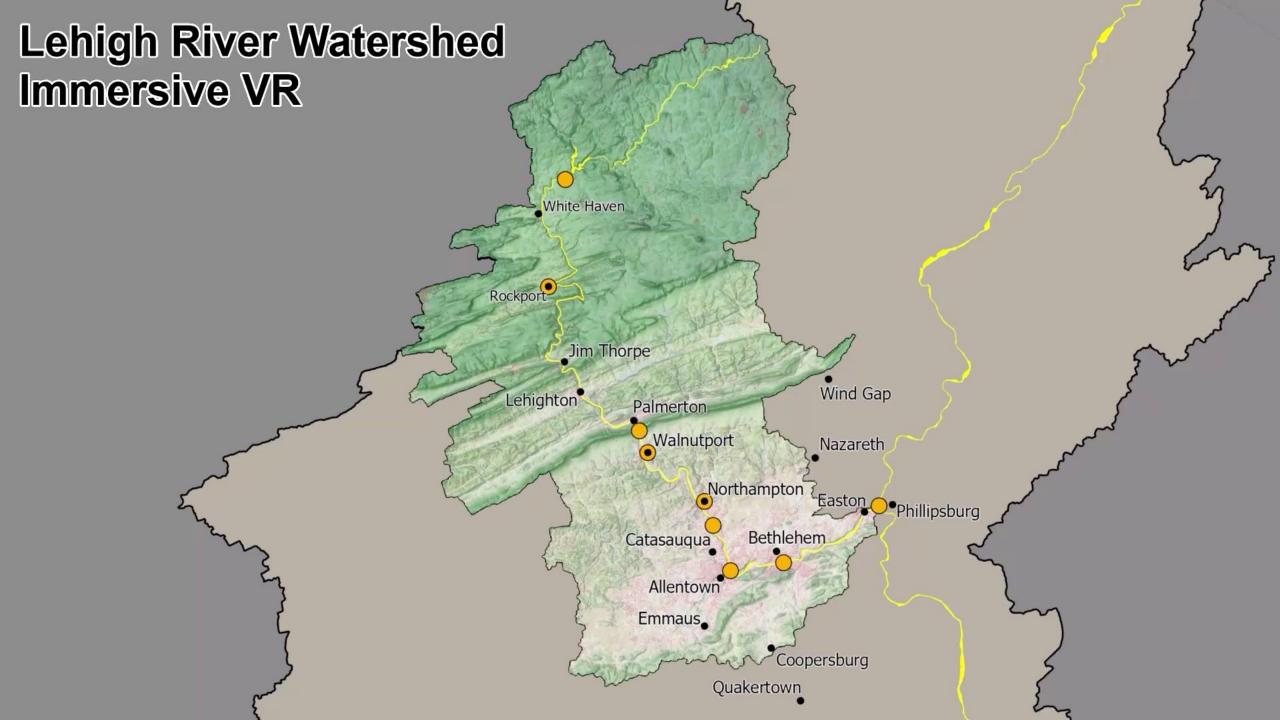
#### Most common Green-weak



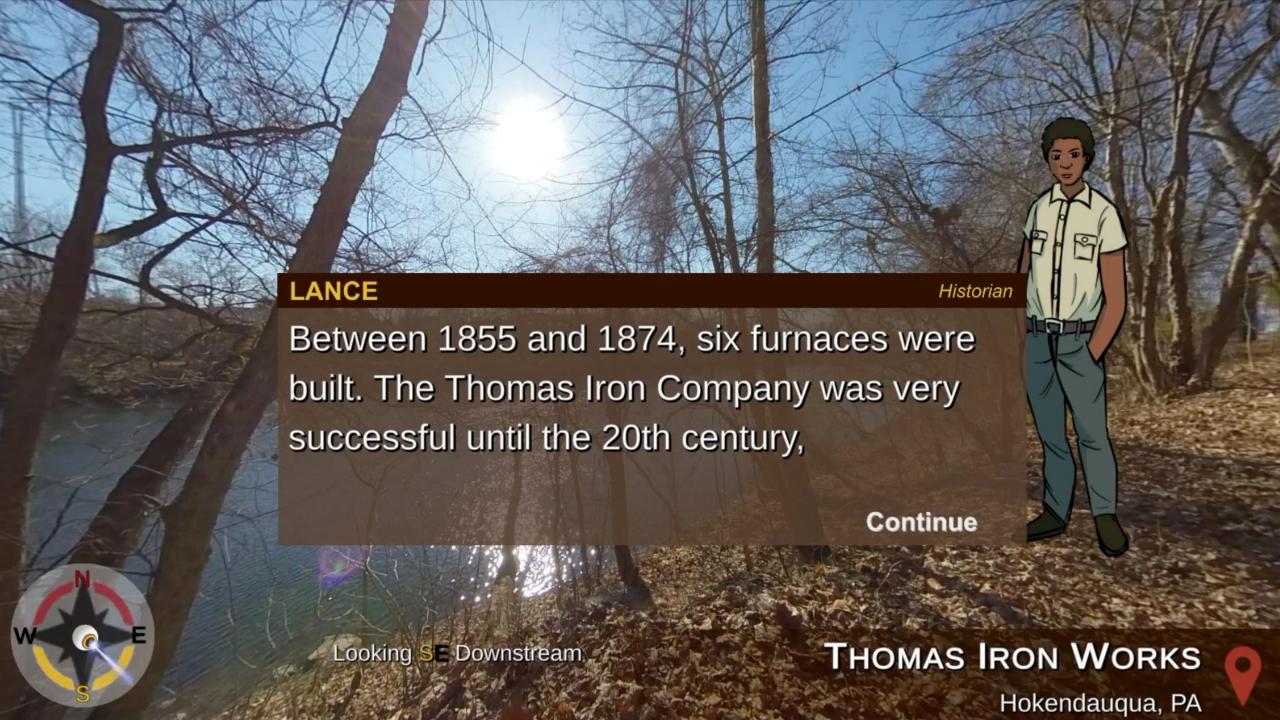






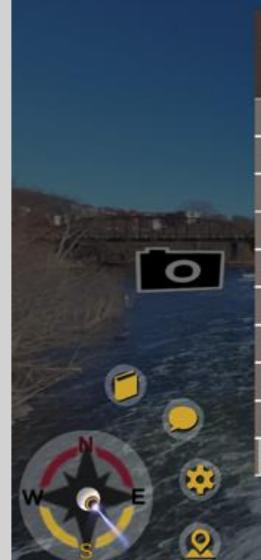














# Multimedia Gallery

Watershed Fly-By

Francis Walter Dam

Rockport

Lehigh Gap

Walnutport

Cementon

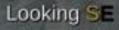
Thomas Iron Works

Hamilton Street Dam

Bethlehem Steel

Forks of the Delaware



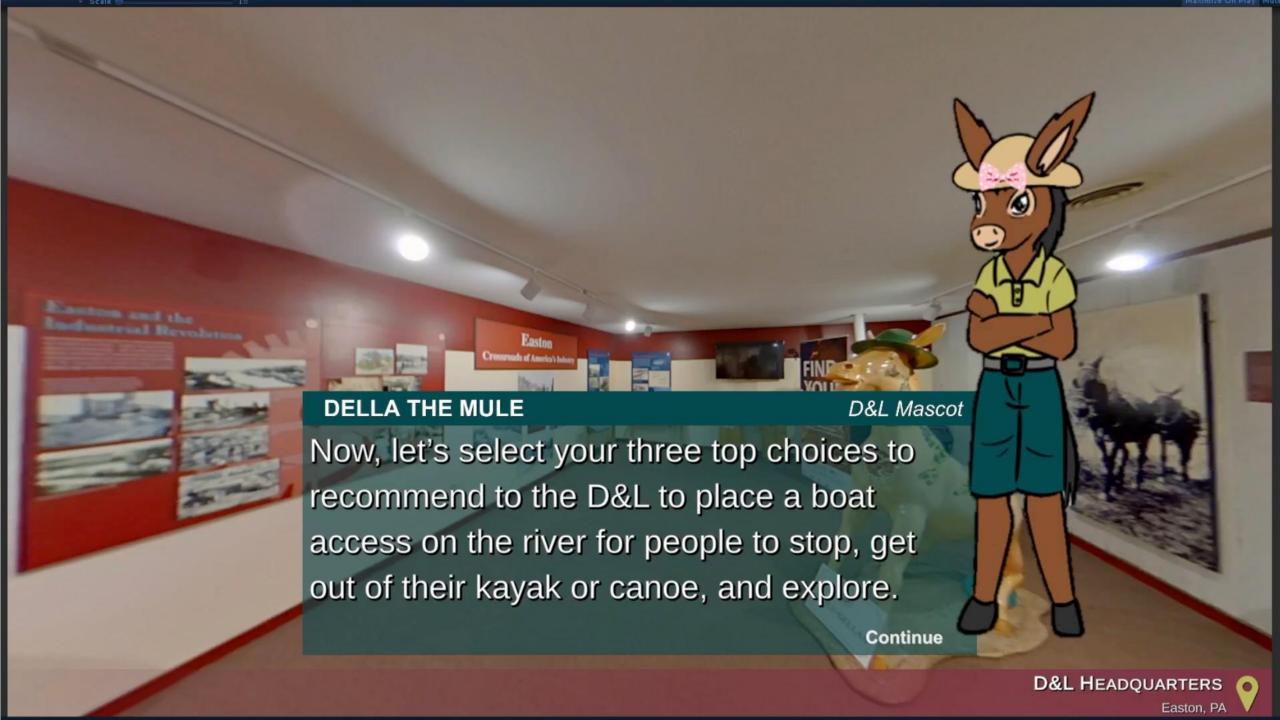


where the Lehigh River meets the Delaware River

#### FORKS OF THE DELAWARE

Easton, PA





### **CONCLUSIONS**

- iVR activities offers interactive control and increased engagement over traditional methods
- The watershed focus is a motivating learning tool that can motivate people of all ages.
- The iVR technology allows for supports and is designed to provide improved access for STEM-related content for both non-native English speakers and those with mobility disabilities or transportation issues who are physically unable to visit watershed locations because they are either inaccessible or dangerous.
- Immersive VR provides a sense of immersion and the presence of being physically at specific geographic locations.
- Our polling data shows users experienced a flow state while playing the game.

