StreetLearn
Community-based immersive 3D-video learning games in Streetview
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StreetLearn: Research Context

- Game based Learning
- Open Educational Resources
- Mobile Learning

StreetLearn
Open Educational Resources
e.g. MACE Project

Situation:
Contents available, but:
- Learning scenario?
- Learner involvement?

Quelle: http://www.mace-project.eu
Game-based Learning

Confucius (500 bC)

“Tell me and I will forget,

Show me and I may remember,

Involve me and I will understand …”

with Pulse!!!
Game-based Learning

Immersive learning, but high modelling costs for
- 3d environments
- Game logic
- Learning content
Mobile Learning / Augmented Reality

Authentic learning situations, but
- Effort for mobile field trips
- Limited application scenario

Quelle: Specht 2009
StreetLearn

Google Maps JavaScript API Example: StreetView Overlays - Mozilla Firefox

You found a Purse
Do you want to have it? Pickup Purse

3484 Cooper Square, New York
Address is approximate

Controls
- Login
- Logout
- Toggle Street View
- Add a new marker here
- new poi
- Add a new pickup here
- new item
- Drive!
- Stop!

Pickups
- Purse Pickup info 11.964m

Inventory
- Key Drop here

POIs
- Cafe Show
- Bank Goto Hide Info 30.170m
- BusStop Goto Hide Info 13.238m

Position
- (40.729675, -73.990781)

POV Heading
- 188.78125

POV Pitch
- -4.078125

Pano ID
- 9kLWm6BoYLQSey31ABleRA

Status
- You are logged in
- cologne test
- Open Universiteit
- Praia da Cordoama
- Monte do Cerrro
Functionality

• First realisation in Google StreetView
• Uses streetviewwidget and api
• Basic „game engine“
• Functionality: Walking, finding, taking, dropping
• Interoperability with published maps
Benefits

- Low modelling cost due to existing environment
- Open API for content and application logic
- Easy to handle for teachers and students
Thank you!

Questions?

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