KENNESAW STATE
UNIVERSITY

THE AVATAR LAB

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The Challenge

Teacher candidates need opportunities to practice their craft in structured, scaffolded, and supervised experiences (Leko, Brownell, Sindelar, & Kiely, 2015).

Simulated Practice

The use of simulations is a well-validated approach for students in fields outside of education such as military and medical training (McGaghie, Issenberg, Petrusa, & Scalese, 2010).

An Innovative Solution

- Simulations allow individuals to learn and master new skills in an environment that does not put others (e.g., students) or relationships at risk (Dieker et al., 2014).

- This enables candidates to practice decision-making and receive feedback on decisions through virtual responses and peer observers (Brown, 1999).

The AVATAR Lab

Background on the Technology

TeachLivE™ was developed at the University of Central Florida.

Now this technology is supported by Mursion.

KSU is 1 of 80 universities that uses this technology.

Only 20 universities have a site license.

How It Works:

- Artificial intelligence allows a simulation specialist to control single or multiple avatars: "Human in the Loop paradigm"

- Machine learning used to classify learner's simulation performance

- Learners can personalize the learning challenge in real time

Unique Blend of Human & Artificial Intelligence

SimSpecialist

| AVATARS | ENVIRONMENTS | SCENARIOS |

10 minute simulations with guided reflection and feedback

Learner(s)

Light weight solution
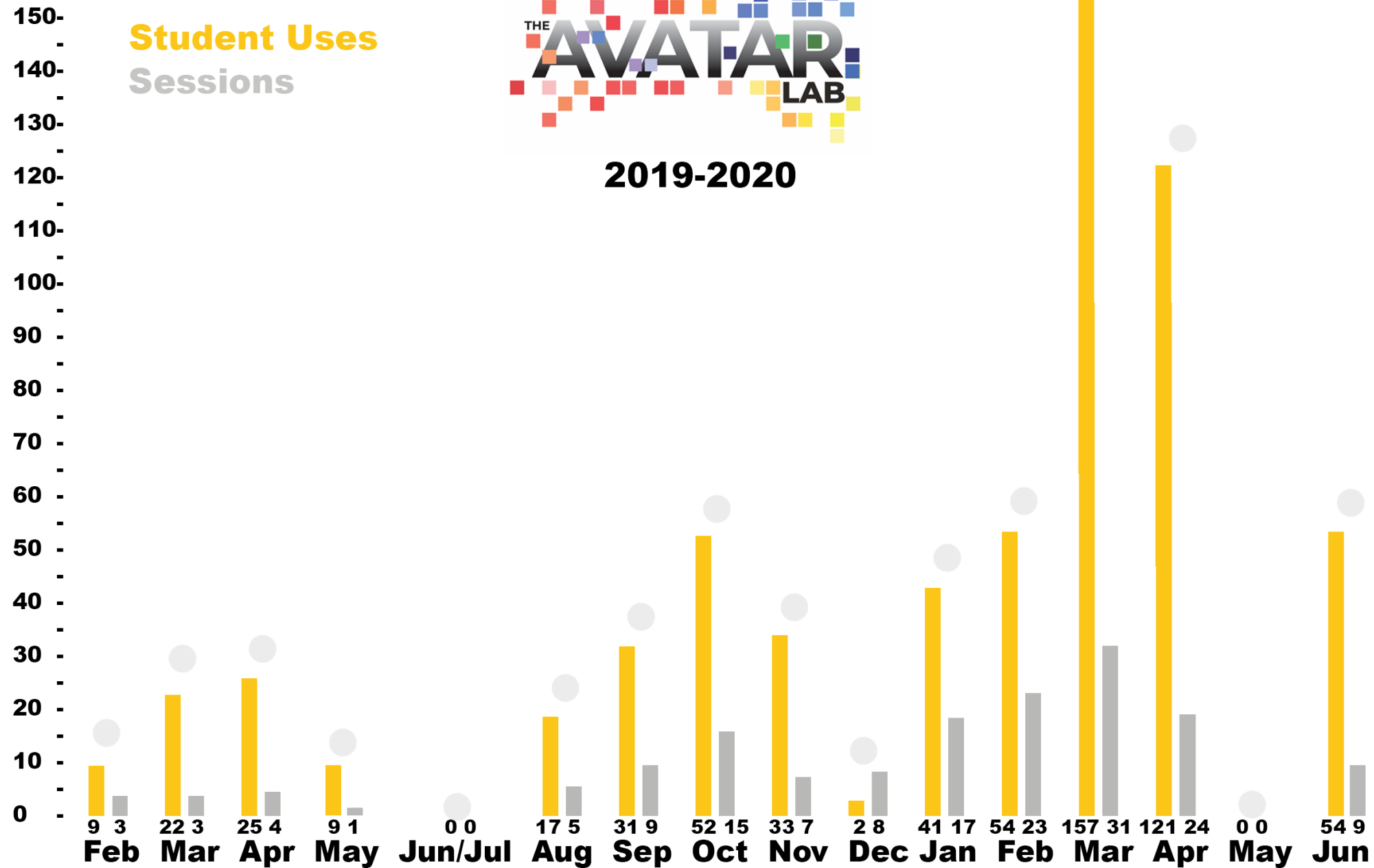
Mursion Software License

- Provide KSU learners with a full range of customized simulations aligned to our curriculum

- Leverage all Mursion avatars and environments to design custom simulations

- Collaborate across disciplines within our institution (business, healthcare, law, hospitality)

- Contract with local organizations to provide custom simulation services

- Conduct research in simulation lab setting

Student Uses
Sessions

THE AVATAR LAB

2019-2020

	Feb	Mar	Apr	May	Jun/Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun
Student Uses	9	22	25	9	0	17	31	52	33	2	41	54	157	121	0	54
Sessions	3	3	4	1	0	5	9	15	7	8	17	23	31	24	0	9

Reflections from Students

"I really enjoyed the mixed reality because it challenged me to think quickly on my feet and incorporate the strategies learned."

"The simulation teaching was weird and awkward at first. After teaching the last session, I felt more comfortable and confident. It made me better at writing lesson plans and bringing them to life."

"It was very beneficial because I was able to see where I went right/wrong with my lessons. In addition, it was challenging so every time I did the simulation I improved on the next one."

Your Turn