THE VIRTUAL CLASSROOM PROJECT

SUMMARY

Connecting the learning environment via an immersive live virtual reality experience.

DESCRIPTION

The Virtual Classroom project aims to leverage new technologies in 3D VR video by building a live streaming 3D VR application for smart phones and connecting students to the virtual classroom using a 360 degree camera that would act as a "virtual reality web cam", sending fully explorable live video from the remote classroom to the students on the far end using mobile streaming 3D VR software.
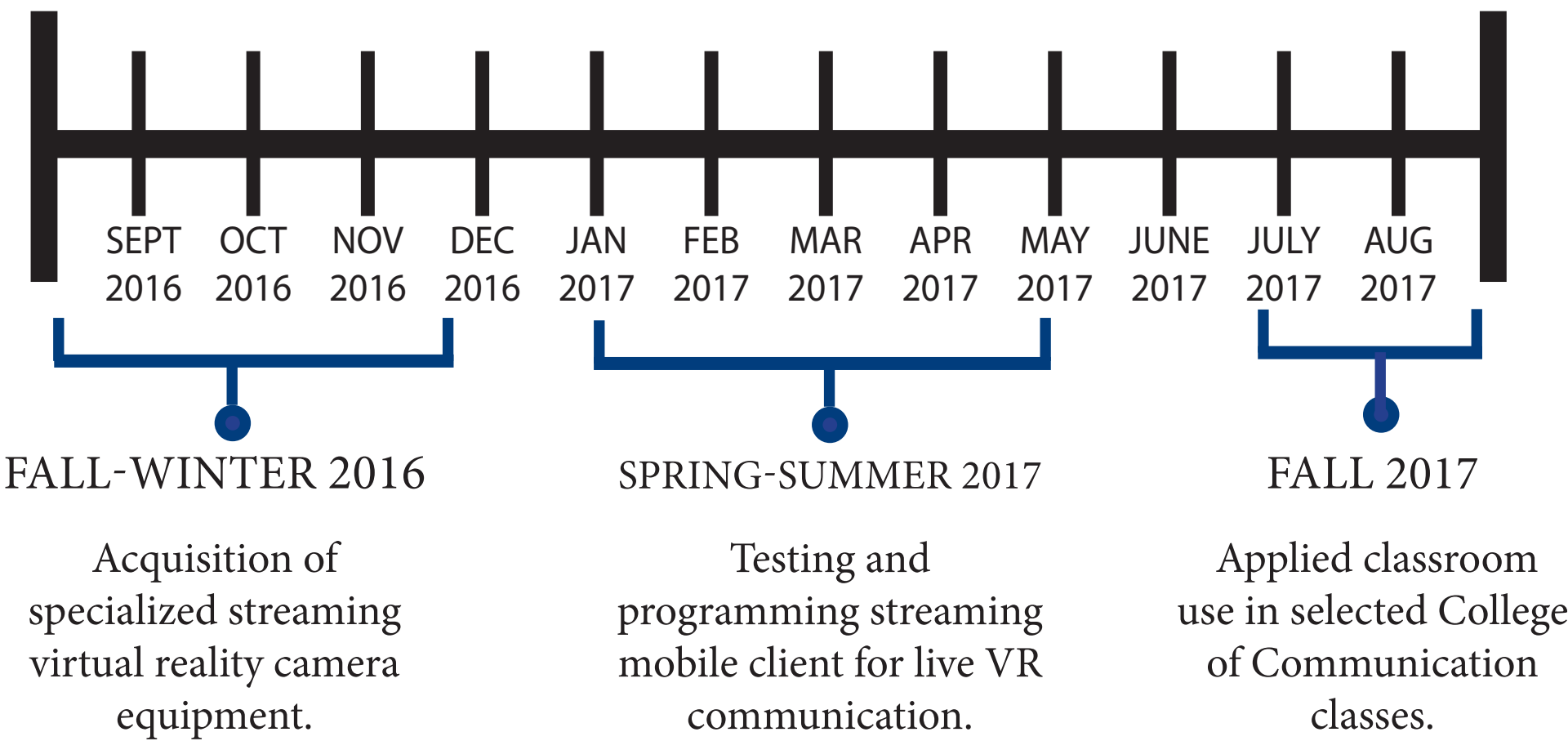
ABOUT OUR TEAM

Nicholas La Joie
Josh Grebe

Nicholas La Joie has facilitated videoconferencing technologies for synchronous e-learning experiences at Marquette since 2005. As technologies and compression codecs have advanced, higher quality and more reliable videoconferencing has evolved from the esoteric room-based enterprise systems, to become largely ubiquitous through desktop and mobile client access. Nicholas believes the next evolution for live communication will come in the form of immersive virtual reality.

Josh Grebe has partnered with Nicholas on this project and brings his experimental and innovative instincts with him, as well as a deep knowledge and understanding of broadcast engineering and programming. Always one to stay on the cusp of cutting edge technologies, Josh absorbs knowledge of the latest tech like a towel in his daily job. His keen wisdom and adaptability will be of critical necessity to this project.

MILESTONES

SEPT 2016	OCT 2016	NOV 2016	DEC 2016	JAN 2017	FEB 2017	MAR 2017	APR 2017	MAY 2017	JUNE 2017	JULY 2017	AUG 2017

FALL-WINTER 2016
Acquisition of specialized streaming virtual reality camera equipment.

SPRING-SUMMER 2017
Testing and programming streaming mobile client for live VR communication.

FALL 2017
Applied classroom use in selected College of Communication classes.

BEYOND BOUNDARIES

We are on the fringe of the next jump in technology that would allow students to feel the immersive connectivity of being part of the classroom remotely. Virtual Reality (VR) and three dimensional video (3D video) are making their way onto the consumer market and promise to provide a fully immersive environment for participants.