



## Media Grid Enables the Age of Immersive Education

The Media Grid is being used to develop Immersive Education, a cutting-edge application of 3D technology and digital media that brings distance learning to a new level.

Unlike traditional online courses, which involve the delivery of simple Web pages or streaming video, Immersive Education combines interactive virtual reality and sophisticated digital media with collaborative online course environments and classrooms. Imagine, for instance, a history class that lets students explore the halls of the Forbidden City in Beijing from home, or a lecture on nanotechnology that includes a lab session for participants to examine and manipulate molecular structures entirely online. These types of activities would be too costly and impractical to undertake in the physical world, but thanks to advanced 3D simulation technology and the Media Grid, can be created and distributed to students over the public Internet.



Immersive Education gives students a sense of "being there" even when attending class in person isn't possible, practical, or desirable, which in turn provides faculty and remote students with the ability to connect and communicate in a way that greatly enhances the distance learning experience.

The Woods College of Advancing Studies at Boston College, in cooperation with the Grid Institute and Media Grid, is leading the development of Immersive Education using commercial graphics applications and state-of-the-art 3D simulation and game technology. Under development for over a year, Immersive Education was official unveiled during a keynote presentation delivered to approximately 30 universities at the Association of Jesuit Colleges and Universities (AJCU) Conference hosted by Boston College in October 2005. ACJU members include Boston College, Georgetown University, Loyola University, the University of San Francisco and St. Louis University.

