



“A walk in our shoes”:
Student Engagement via Creative and
Collaborative Learning Practices

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Teaching Innovation: Creative and Collaboration

Creative and collaborative learning has profound implications for all parts of the system we have built up in our societies — not only the education systems but also the social, economic and cultural systems.

We aims to improve student engagement through collaborative learning practices with emerging creative technology.



Case Study: Designing Narrative Experiences



Westminster Plus elective module
Level 5 Semester 2

The aim of this module - to open up and expand possibilities for story telling.

Collaborating with others outside your own discipline, you will playfully explore traditional, digital and emerging medias to design multi sensory, immersive, interactive narrative experiences.

Student Engagement Workshop @EMS



Experiencing VR



3D Prototyping

The collaborative teaching and learning practice run by FST and MAD @ EMS

The cross-faculty Student Engagement workshop, which facilitates students to engage with University Emerging Media Space (EMS) and network with member of staff and students across disciplines.

Students from **Visual Communication, Computer Science and Game Development, Contemporary Media Practices** explored digital, traditional and emerging media to create interactive experiences for game design, narrative and curation with new technologies including Virtual Reality and Augmented Reality.

Student Engagement Workshop @ EMS

The creative and collaborative learning approach has been adopted into actual teaching and learning in taught modules including **Game Engine Architecture, Visual Communication Design and Designing Narrative Experience** which is a Westminster elective.

The pilot pedagogical practice focuses on providing a vibrant collaborative learning environment which fosters **innovation and creativity, informed by practice, inspired by Technology-enhanced learning (TEL) research across disciplines.**



“A walk in our shoes”: an Interdisciplinary Collaboration

Meeting potential collaborators

Meryam Moujdi (Level 5 Games Development) meet with Layan Algurashi (Level 6 Visual Communication) got inspired by the workshop and further developed a promising collaborative project idea on using game and VR technology to enhance social awareness of homeless issues .

With staff facilitation and support, a team of 3 students was formed to work on this project in Semester 2.



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Intention:

To create a physical experience where you walk through a series of environments compressed into corridors and rooms that present you with a some of the choices that homeless community faces.

Traditional approach:

Physical prototyping using cardboard -> poster presentation -> video based navigation show

Transferring – an innovative approach with gaming/VR technology







Team Roles:

Layan Algurashi (ivc)
Concept/scenario design

Siddharth Vaswani (UG
Computer Science)
Game developer / VR
construction

Meryam Moujdi (UG Computer
Game Development)
Game design and developer

Game CORE document: THE NITTY GRITTY GAMEPLAY DETAILS

Full Game Walkthrough:

winning the game depends on overall success of the Daily Tasks in 30 days, below are the tasks and options on how to get to them:

A) Find food:

1. buy food, go to *Store* (must make money to buy food, go to B)(positive health impact)
2. scavenge for food, go to *Bin* (negative health impact)
3. steal food, go to *Store* (high risk of arrest, positive health impact)

B) Make money:

1. beg for money, go to *Sidewalk* (moderate money impact)
2. look for work, go to *Job Centre* (small chance of job)(if job found, positive money impact)
3. pickpocket, go to *Sidewalk* or *Park* (high risk of arrest, positive money impact)

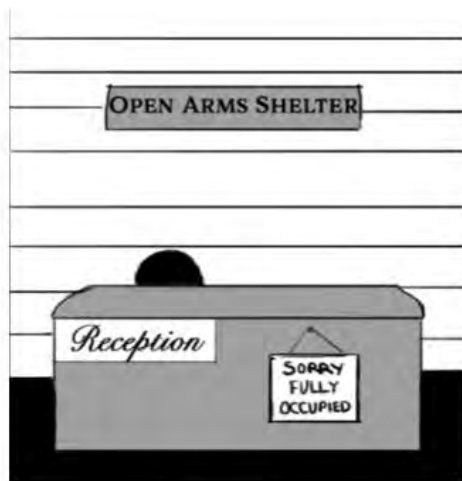
C) Find somewhere safe and warm to sleep for the night:

1. go to *Shelter* (after sundown shelter is full, negative health impact if not on time)
2. go to *Hostel* (must make money to afford hostel, go to B) (positive health impact, negative money impact)
3. find bench to spend the night, go to *Park* (risk of being robbed of inventory, money, negative health impact)

Project Concept and Story boards



Unforeseen circumstances have led you to lose your home. Find a shelter to settle in.



The only shelter around your area is fully occupied. Try to make some money for a hostel.



Hundreds of people have passed you, but you've made nowhere near enough for a room.



It's getting late.. And it's raining. Find somewhere to bed down.

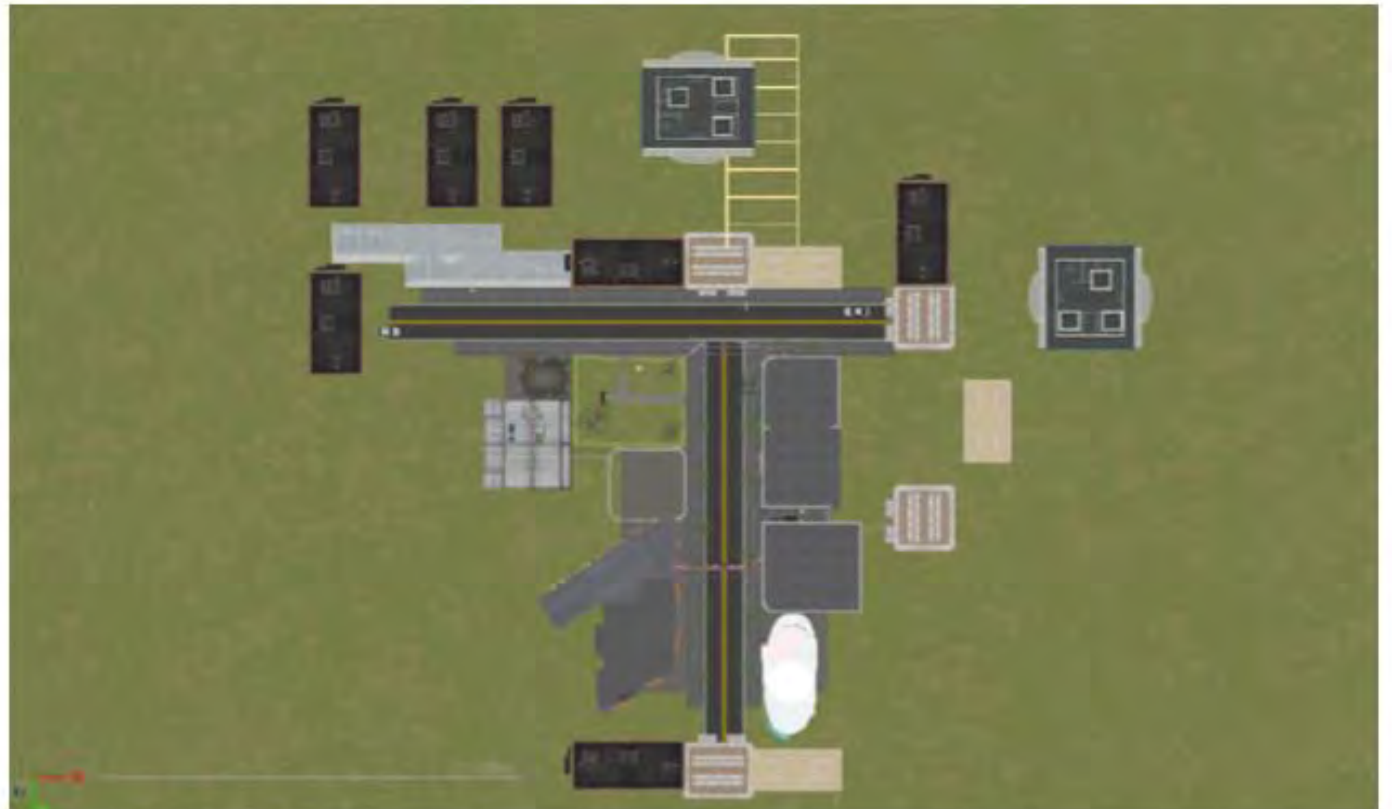
Transferring – an innovative approach by gaming/VR

The scenarios have been constructed using the latest game engine, Unreal Engine 4.

For the real time walk through demo, the only functional areas are the alleyway, shelter, sidewalk, street and park.

A road block has been placed at intersection in the street to prevent access to undeveloped areas

Buildings have been downloaded and added around the working lot to give the impression of a London skyline





Demo: “A walk in our shoes”: an Interdisciplinary Collaboration

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POSITIVES

Students expand creative and professional potential for their own discipline

Increase knowledge of process and language of each other's disciplines

Build communication and negotiating skills

the new era of lifelong learners.

CHALLENGES

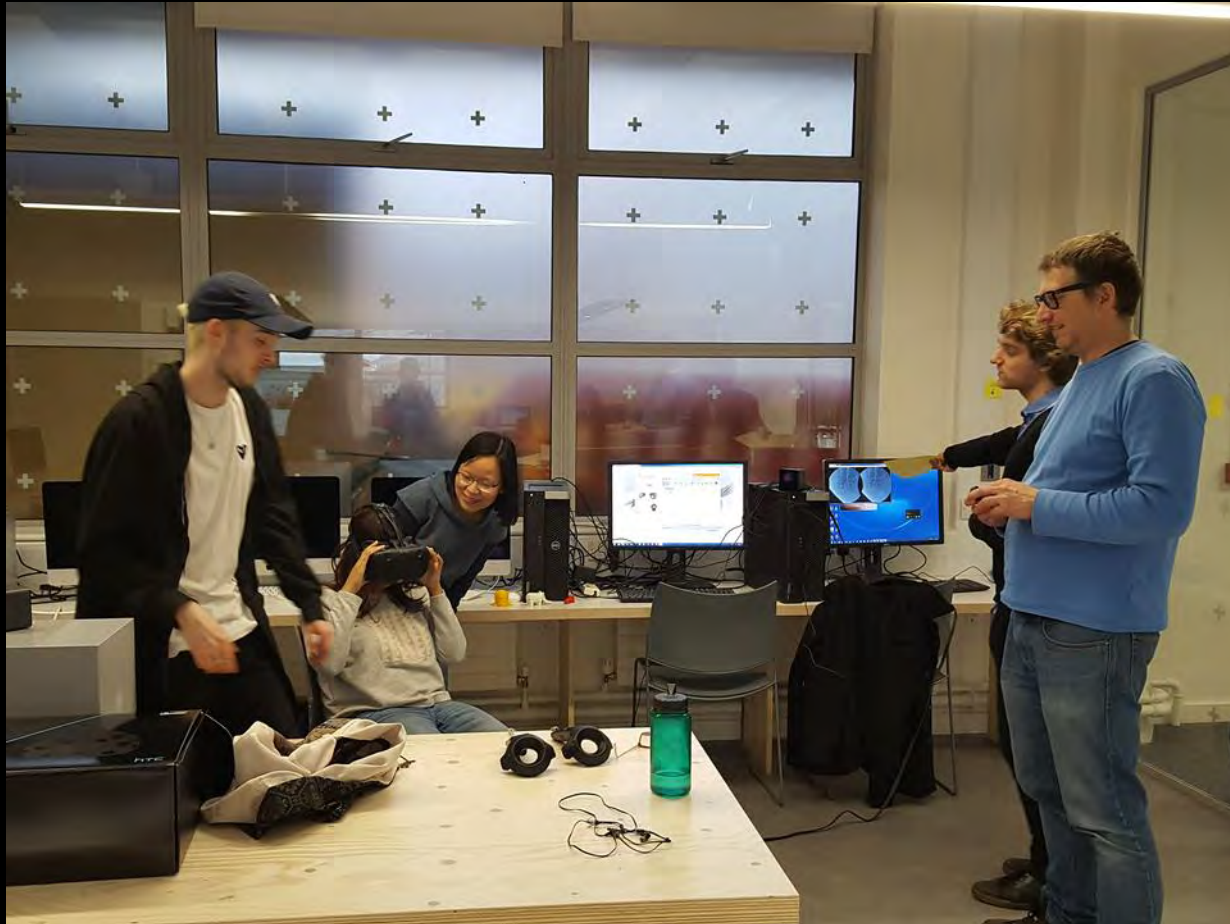
Managing expectations from different discipline and perspectives

Managing time to meet and work on the project

Staff and facility support

Cross campus working

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Future Collaboration Contacts

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