

# XR Enhanced Learning: an A1 Level Gamified MOOC for Italian Learning

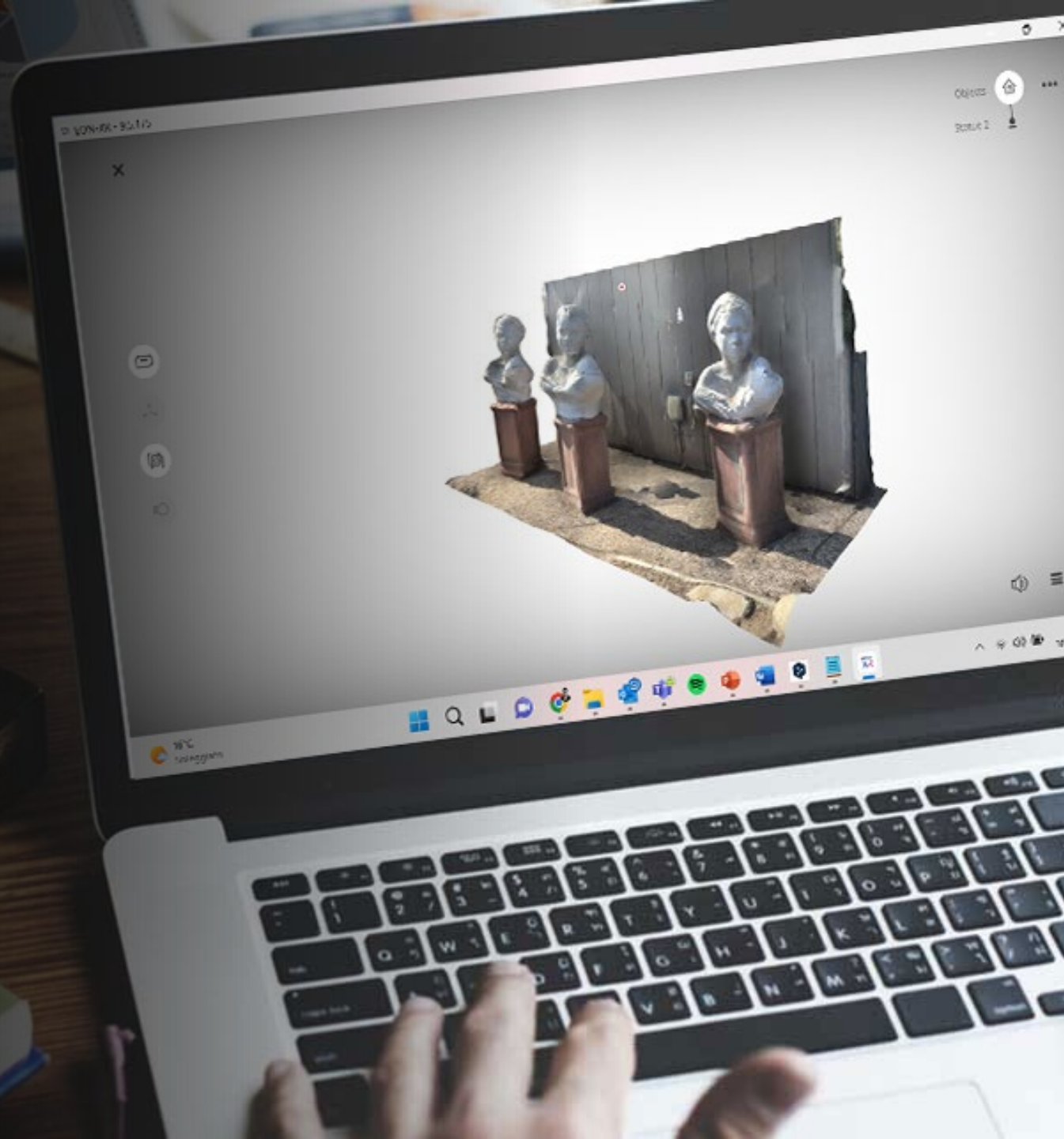
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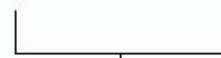


# MOOC

The past three years have seen increasingly rapid progress in using Massive Open Online Courses (MOOC), lessons delivered online on specific platforms to refine or teach new subjects.



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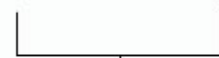


**MASSIVE**

There may be 100,000+ students in a MOOC.



A large, bold, dark blue letter 'O' is positioned at the top middle-left of the diagram.



**OPEN**

Anyone, anywhere can register for these courses.



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**ONLINE**

Coursework is delivered entirely over the Internet.



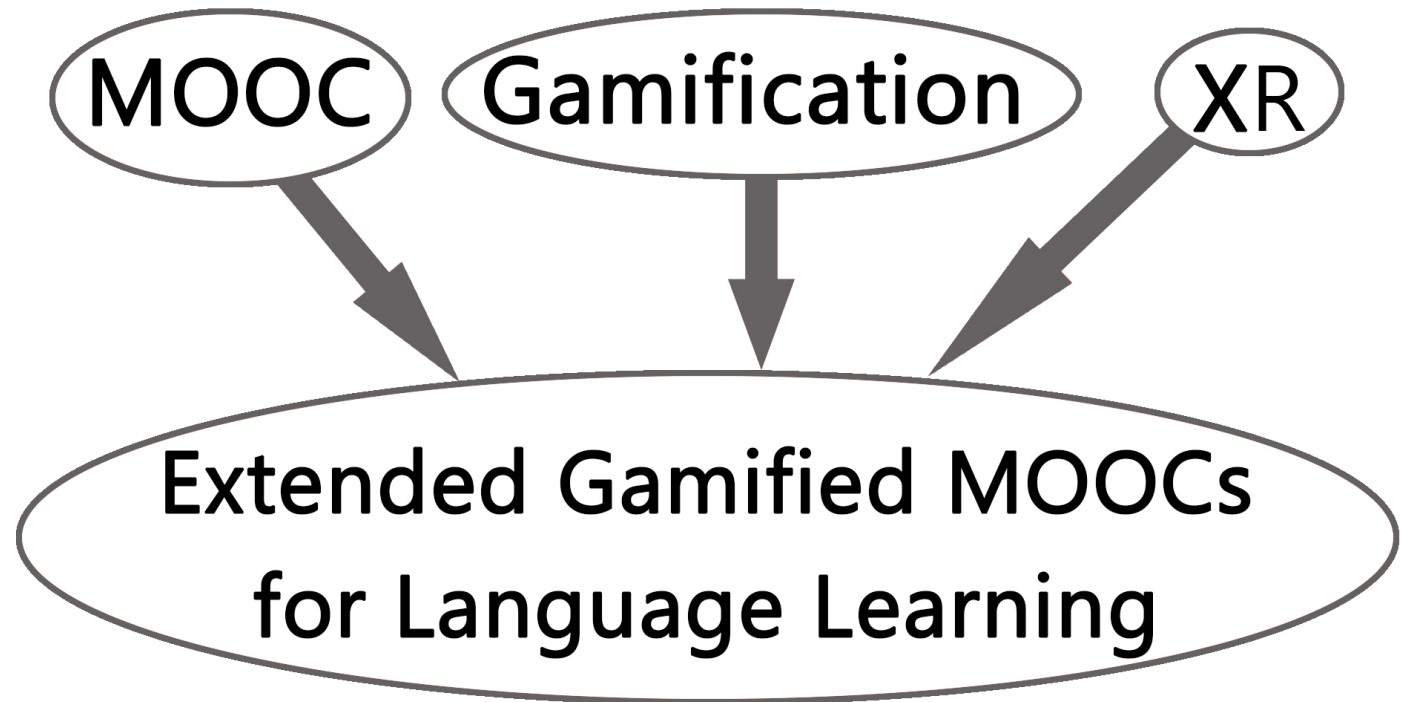
A large, bold, dark blue letter 'C' is positioned at the top right of the diagram.



**COURSE**

MOOCs are very similar to most online college courses.


Integration of  
Different  
Technologies



# Gamification

Gamification is “the use of game elements and game-design techniques in non-game contexts”.





## Innovative ways of teaching through:

- Blended activities deliverable via MOOCs.
- Integration of audio or video contents in SAAS platform of content delivery.
- Realization of MOOCs according to the theories of Serious Games and Gamification.



## Traditional Course

In the 2020/21 academic year, 3326 foreign students were enrolled at the University of Genoa, including 634 freshmen.

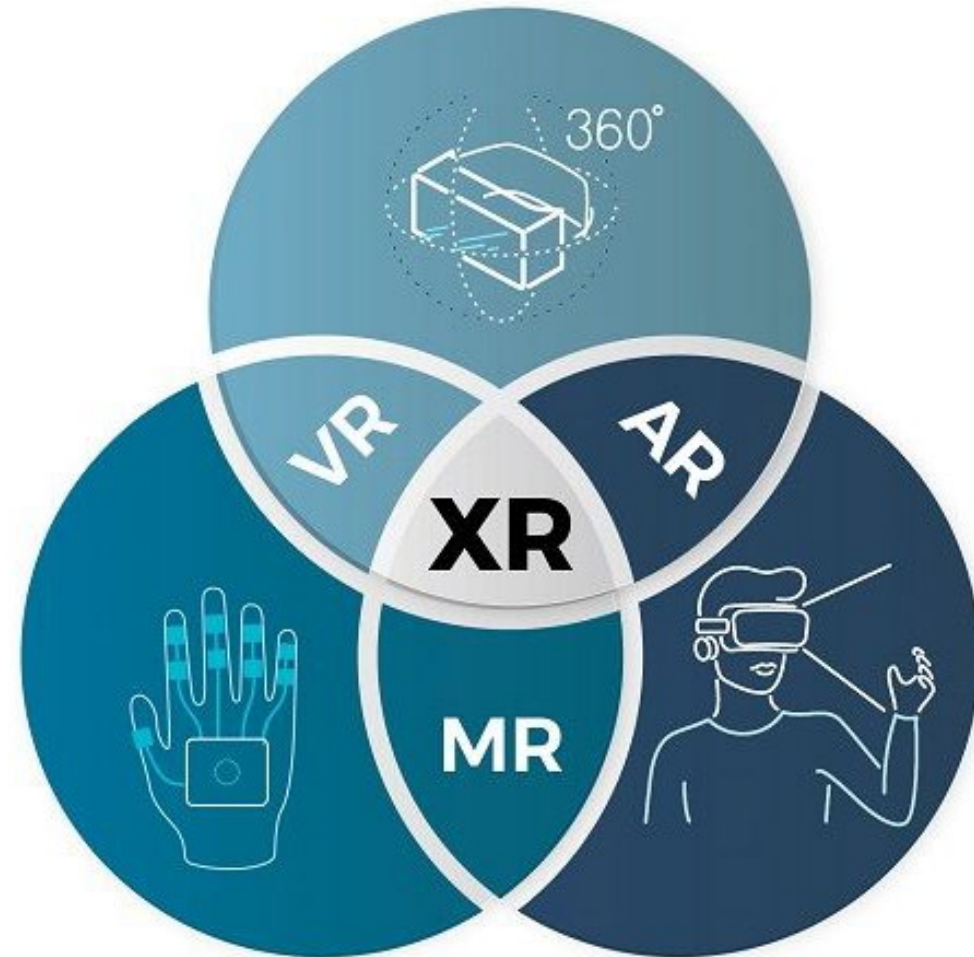
Each year, a number of courses are organised, dividing students into different classes based on their level of preparation.

# Gamified Course in Extended Reality (XR)

The course will use Extended Reality technologies to deliver the proposed training content.

By XR we mean the set of technologies:

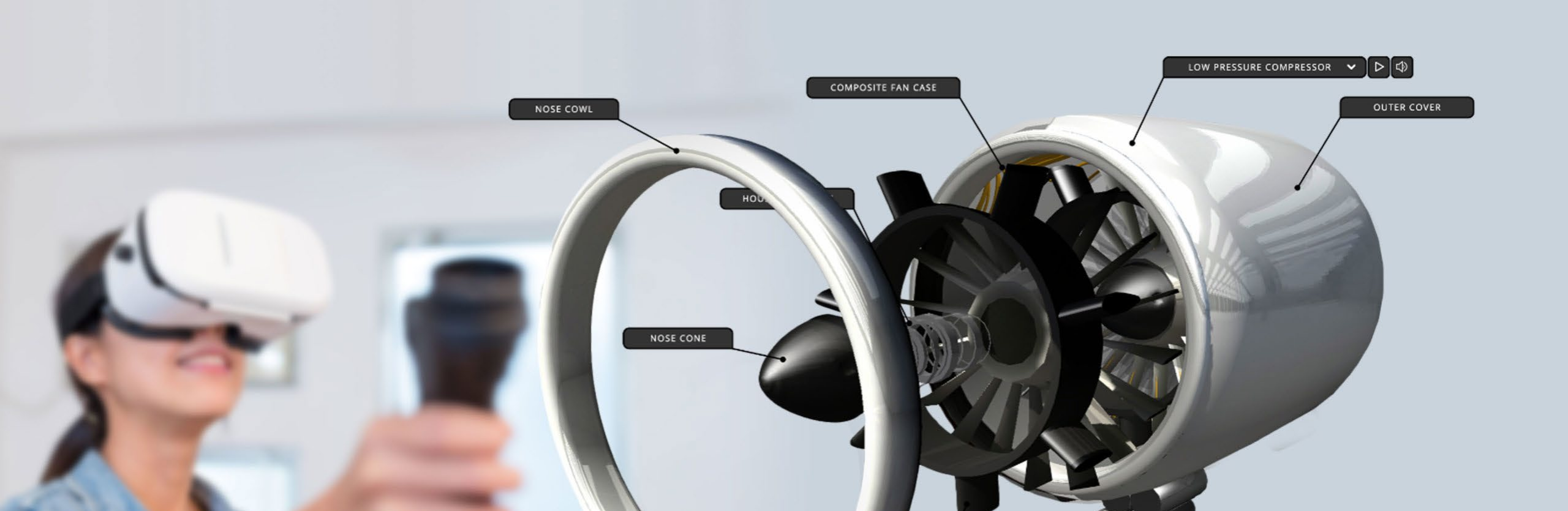
- Virtual Reality (VR)
- Augmented Reality (AR)
- Mixed Reality (MR)



# Extended MOOCs







## Extended MOOCs on EON Reality XR

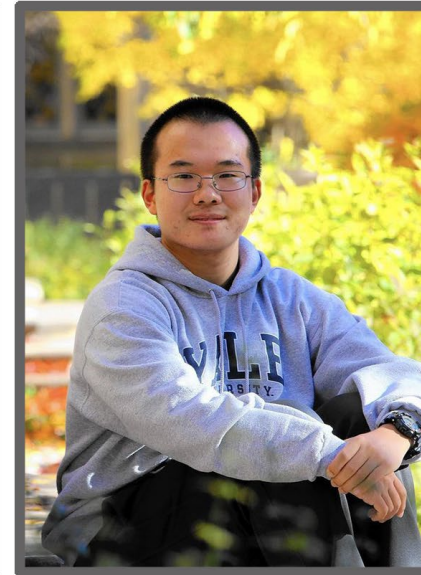
- Immersive lessons with especially designed 3D models for each topic treated
- Each package should have at least one learning outcome that can be classified
- Opportunities for interaction, collaboration and creation using Extended MOOCs



# Students Types & Environments



Erasmus Student



Foreign Freshmen



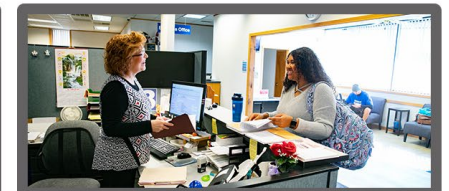
Foreigners in Italy



Lectures



Canteens

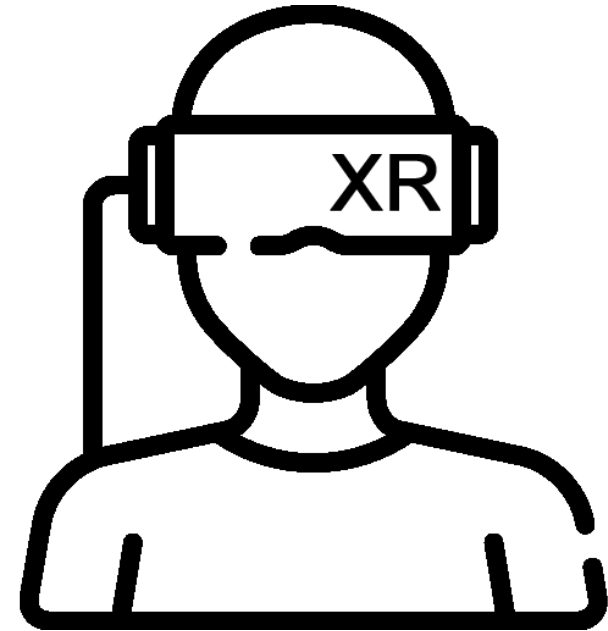


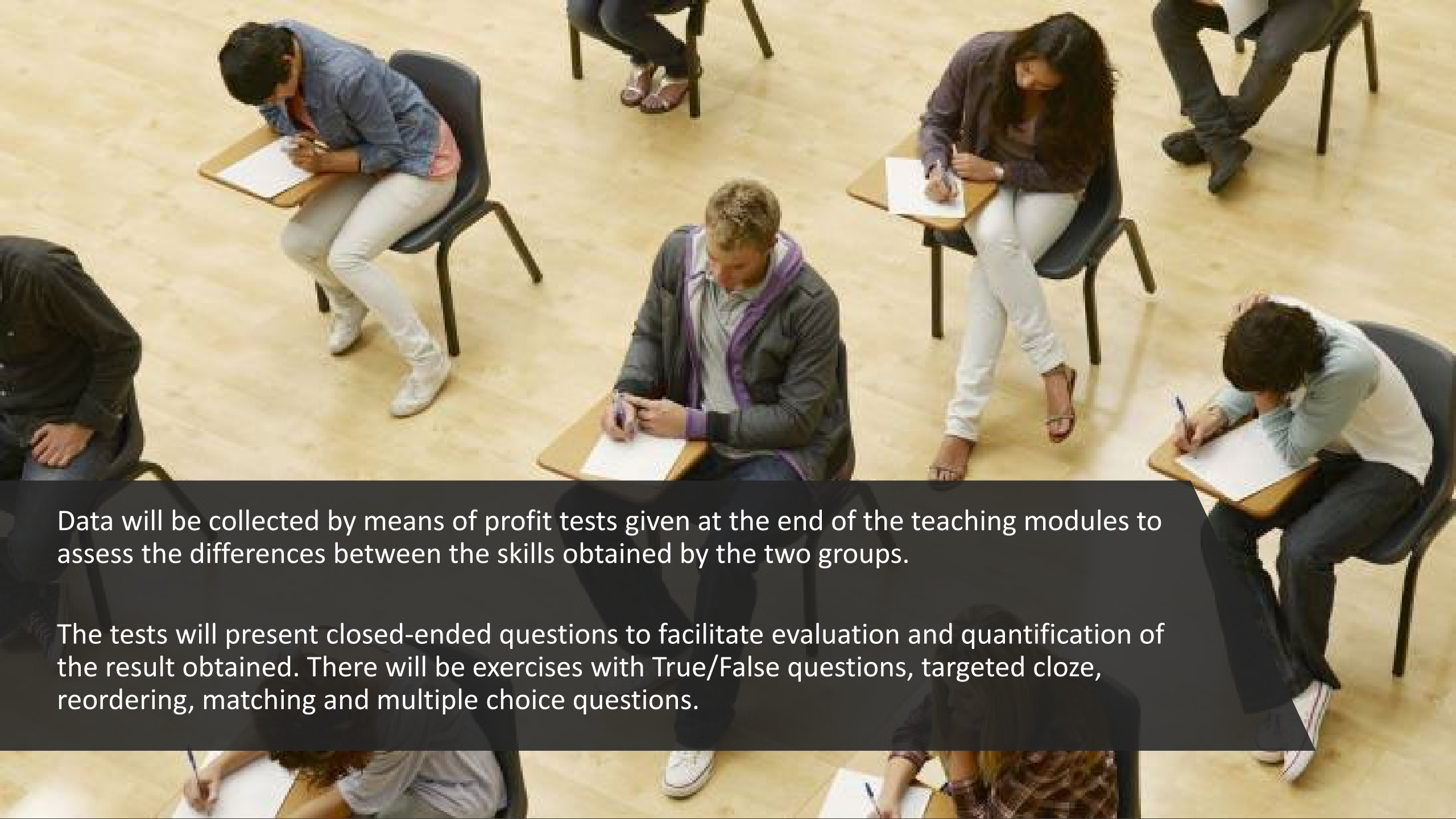
Offices

# Experimentation

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Foreign students enrolled at the University of Genoa who need to attend the Italian Language Course must, for statistical purposes, be divided into two groups, each consisting of an equal number of people chosen at random.





Data will be collected by means of profit tests given at the end of the teaching modules to assess the differences between the skills obtained by the two groups.

The tests will present closed-ended questions to facilitate evaluation and quantification of the result obtained. There will be exercises with True/False questions, targeted cloze, reordering, matching and multiple choice questions.

Thank you  
for your  
attention

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