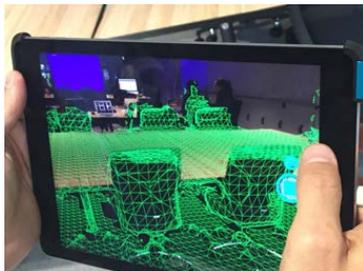


Faculty of Arts, eTeaching Unit

Integrating eLearning /eTeaching in the Faculty of Arts

The Faculty of Arts eLearning/eTeaching unit supports Faculty of Arts teaching staff to integrate technology in their teaching and learning, to enhance engagement and interactivity, and to develop innovative teaching materials. The team is constantly evolving new approaches to augment blended learning.

The Arts eTeaching Unit have been working with Sketchfab, 360 cameras and a Structure 3D Scanner, creating annotated, embeddable and downloadable collections of 360 images and 3D models, and VR experiences for teaching and learning contexts.



These new extensions of flat plane photography allow us to build interesting teaching assets, and augment the unique *Object Based Lab* in Arts West and beyond. Refining production workflows and using relatively simple (and free) tools is key to ensuring academic colleagues feel confident to create and use these teaching assets for themselves. The Sketchfab platform encourages the sharing of 3D models and already many institutions, archives, museum are actively providing 3D scans of their collections. Google (Poly) and Microsoft (Remix 3D) have both recently created their own platforms, so this is a strong indication it will be widely adopted as mainstream practice.



Visual Analysis: <http://go.unimelb.edu.au/vrb6> Nefertiti bust: <http://go.unimelb.edu.au/d7p6>
Annotated 360 tour of Arts West teaching spaces: <https://skfb.ly/6rrZF>

Some important artefacts such as those illustrated, were sourced as 3D models from Sketchfab. Using Google [TiltBrush](#), we have worked with teaching staff to author VR 'experiences' and are currently exploring application of this approach in a range of teaching contexts. eg. *Virtual Visual Analysis* of Roman Art using VR featured in 'Pursuit' (Dr Monique Webber ANCW10002). <https://pursuit.unimelb.edu.au/articles/the-new-hyper-reality-of-work>



Ludovisi Gaul: <https://skfb.ly/6pqGv> Roman iconography: <http://go.unimelb.edu.au/orb6> Tiltbrush: <https://www.tiltbrush.com/>

Dr. Monique Webber speaks about the experience of using Tilt Brush in teaching. <http://go.unimelb.edu.au/5ib6>

Game worlds used to create teaching assets.

In early 2018, *Discovery Mode*, a non-combat educational DLC extra for Assassin's Creed Origin's was released. Built on the rich and mostly accurate game world of ancient Egypt, the opportunity to substantially extend upon on the built-in tours to create our teaching materials was quickly apparent. The Egyptian studies program already has access to amazing *real* antiquities and excellent reproductions, expertly curated Academics. Additionally, we now have a full virtual studio in which to produce video, Immersive and 3D models, replete with all the major and minor features of life in ancient Egypt such as cities, pyramids, temples, markets, river trade, granaries, mummification and more.

<http://go.unimelb.edu.au/esb6>



360 imagery used for a virtual tour - Temple of Sekhmet at Yamu <http://go.unimelb.edu.au/psb6>
Screencast recordings remixed to create companion video pieces <https://vimeo.com/album/5353047>

Assassin's Creed Odyssey is about to be released and will potential be a companion piece for our Ancient Greece and Rome program too. <http://go.unimelb.edu.au/8sb6>

eTeaching Unit, Faculty of Arts

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