Our intention was to produce a digital interface template within which any three dimensional products could be explored and analysed to access teaching information. The pedagogical intention was to respond to cultural shifts and shape the way students use interactive VLE technologies for practical studies. The interactive VLE would be a resource for research and critical analysis of three dimensional products and would also become a key teaching aid. The interactive VLE would form a teaching and learning resource that students would use in the workshop, home and work placements to inform their practical processes, investigations and research.

Research summary:

‘Time is valuable and in short supply. Even when there is plenty of time the students we have observed perceive it to be in short supply and feel the need to rush at all they are doing.’

‘They grouped together for the research project but there was no evidence of them developing a research methodological strategy.’

‘The learning experience can be a very social experience, but it is now more important to clearly define where learning is the focus and the social aspect is supporting the research and learning.’

‘The focus group experiment highlighted the ‘computer first’ behaviour.’


Student feedback comments:

“Really useful, with the first year project I didn’t know where to begin with a garment this would be a great start point”

“So much better than Unilearn for our subject as it is visual”

“Gets you wanting to get back into work... because you can do it for yourself”

“Saving time not waiting for a tutor to ask”

Dissemination activity: