

Teaching patterns in Online Environments - An Interactive Tour

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Online learning poses new challenges for instructors and learners alike. Classical video conferences have been known to tire out participants quickly and limiting the interactivity and networking aspects of workshops and trainings.

With solutions like WorkAdventure and GatherTown, a new kind of video conferencing is now available in the educators' toolbox. These video conferencing systems take heavy inspiration from online multiplayer gaming, where

- remote interaction,
- ad-hoc grouping and
- emergent coordination

have been a successful component for decades to exchange knowledge, jointly overcome challenges and building networks.

Together with their hosts, the participants will explore the features available in GatherTown, see how to leverage them for possible online teaching interactions and experience them as the learners would.

No previous experience in GatherTown is required, an open-minded approach and a working microphone will prove beneficial though.

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