Implementation of a simulation-based learning environment

With the intend to measure and promote the diagnostic teacher’s competencies with regard to the quality of media use during classes, a simulation-based learning environment for measuring and promoting media-related teaching competencies is currently being developed as part of the KMBD project of the Chair of Empirical Pedagogy and Educational Psychology. For this purpose, a sequence of several specific teaching situations is to be simulated as a point-and-click adventure. This graphics-based simulation shall create a realistic image of a classroom by integrating images as well as sound and video recordings. Additionally, the system shall be designed interactively, i.e. by asking the participants to evaluate the quality of the media use with regard to the simulated teaching situations. For this purpose, we are looking for an IDP group for the technical implementation of this simulation-based learning environment.

Your tasks
- technical implementation of a point-and-click adventure game for the simulation of various different teaching situations
- integration of images as well as audio and video recordings of the KMBD project
- work in close cooperation and regular exchange with the KMBD project’s staff

Our Requirements
- experience in web development (HTML, JavaScript, NodeJS)
- be proficient in image, audio and video editing
- structured working attitude with consistent documentation
- capacity to complete the technical implementation during August and up until September 2021

If you’re interested, please contact Dr. Julia Murböck, mailto: julia.murboeck@psy.lmu.de, up until end of July 2021.