

Mahidol University Wishow of the Land

## Virtual Environments and Avatars for Education

Dr. Thanapon Noraset



#### **Inspiration and Friends**



Educational Technology and Innovation Committee Mahidol University

#### Faculty of Information and Communication Technology



Dr. Pisit Praiwattana

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Dr. Morakot Choetkiertikul









#### **Online Teaching/Learning: Opportunities**



Large amount of students (no space limit)

Remote collaboration





Interactive polls, Q&A, and chats



# Online Teaching/Learning: **Expectation**

#### **Online classroom:**

- Two-way communication.
- Real-time presentation.





# Online Teaching/Learning: Reality



Online video:

- One-way communication
- Static presentation

#### Challenges:

- Lacking real-time feedbacks for instructors.
- Minimal social presence.



## Online Teaching/Learning: An observation

- Many feel uncomfortable showing their home or face.
- Thai students are shy and do not ask questions.
- Anonymous students engaged more in the class.

\*Data from ITCS343 at the Faculty of ICT (15 hours).

| Active participants | 201  |
|---------------------|------|
| Joined participants | 230  |
| Engagement score ?  | 309  |
| Questions           | 243  |
| Likes / dislikes    | 19/0 |
| Anonymous rate      | 98%  |



#### Virtual Classrooms

#### **Environments**

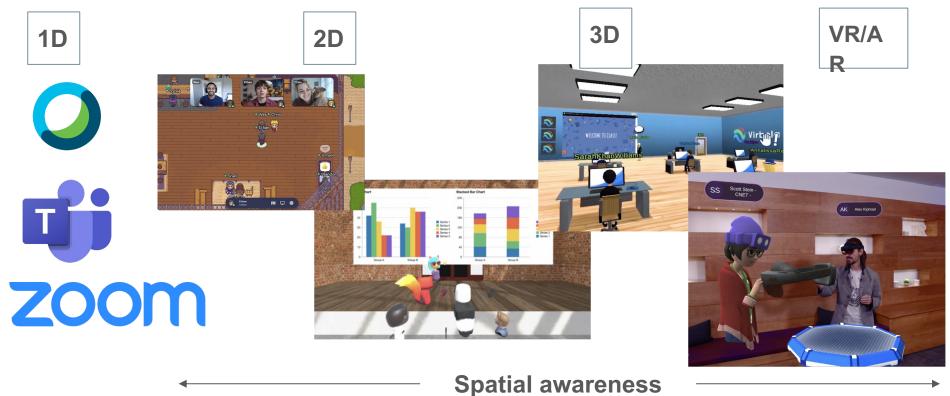




#### **Representation**



## Dimensions of the virtual classroom **Environments**





#### Existing Applications: Virtual environment (w/o headset)



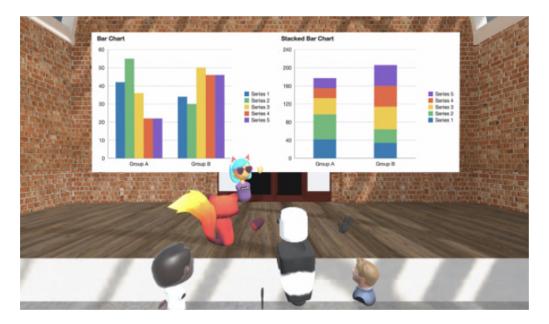
Gather Town

- Hybrid 2D and video conference.
- We can talk and listen to nearby people.

https://gather.town/



#### Existing Applications: Virtual environment (w/o headset)



Mozilla Hub

• Private 3D virtual spaces.

#### https://hubs.mozilla.com/



#### Existing Applications: Virtual environment (w/o headset)



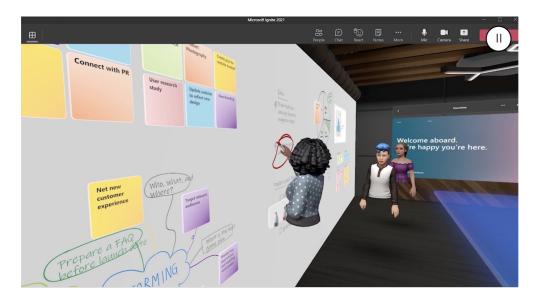
#### Virbela

- Used by other Universities:
  - EGADE Business School
  - UCSD + Waseda University
  - Davenport University

https://www.virbela.com/solutions/remote-learning



#### **Existing Applications: Virtual environment**



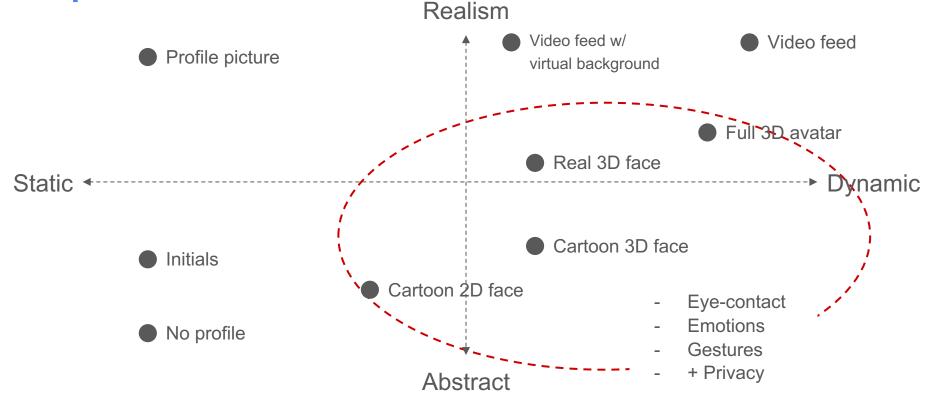
Microsoft Mesh

- Required significant investment in hardware
- AR/VR Interaction

https://www.microsoft.com/en-us/mesh



## Dimensions of the virtual classroom **Representation**





### **Existing Applications: Avatar Creation**

ReadyPlayerMe

- Create virtual avatar from image.
- Export avatar to other applications.
   (such as Mozilla Hubs and mostly VR apps)









#### https://readyplayer.me/



### Existing Applications: Avatar Creation and Animation

Loom Al

- Create virtual avatar from image.
- Animate avatar from audio and face capture.
- Use with other meeting apps
- macOS and Windows
- No longer supported



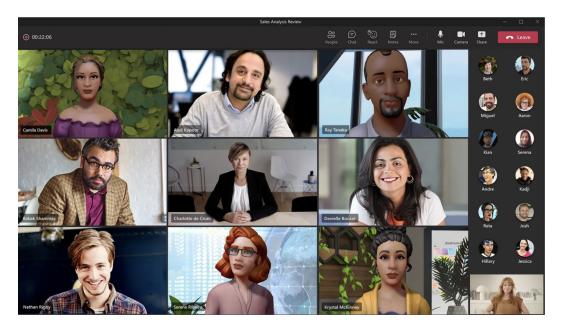
https://loomai.com/loomielive



### Existing Applications: Avatar Creation and Animation

**Microsoft Teams** 

- Part of the Microsoft Mesh project.
- Features remain to be seen.
- Not yet available



https://news.microsoft.com/innovationstories/mesh-for-microsoft-teams/



## **Existing Applications: VTuber**

VTuber (many)

- Animate a virtual avatar using face capture.
- Commonly used in Game Streaming.
- Many supporting applications: <u>https://virtualyoutuber.fandom.com</u> <u>/wiki/List\_of\_VTuber-</u> <u>related\_software\_and\_resources</u>



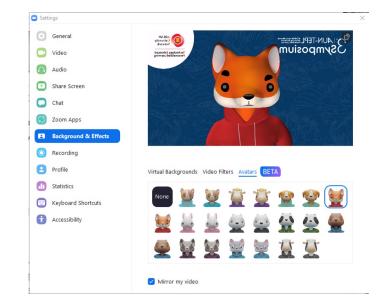
https://live3d.io/



## Existing Applications: Zoom Avatar

Zoom Avatar

- Recent updated version of Zoom should be able to turn on Avatar feature!
- Zoom desktop client
  - Windows: 5.10.0 or higher
  - macOS: 5.10.0 or higher
- Zoom mobile app
  - iOS: 5.10.0 or higher



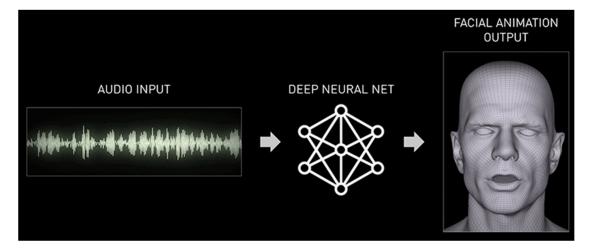
https://support.zoom.us/hc/enus/articles/4642184011917



## Advance Technology

#### NVIDIA Audio2Face

- Required NVIDIA GPU
- Focus on accuracy of the animation.
- Using a single photo to create a virtual avatar.



https://www.nvidia.com/en-us/omniverse/apps/audio2face/

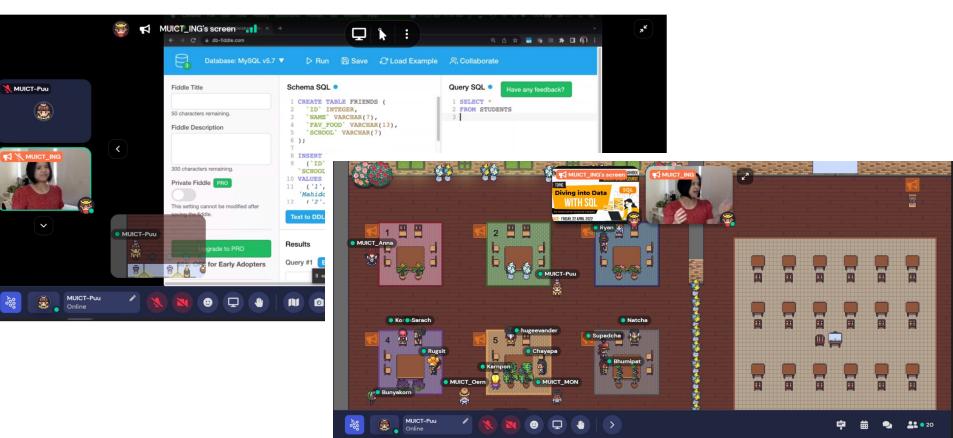
### Real Classroom Examples: Dr. Morakot and Dr. Chaiyong





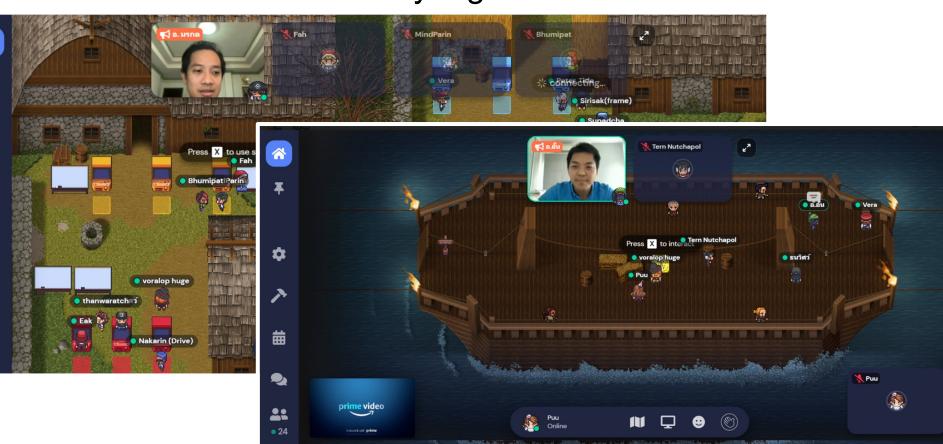
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#### Real Classroom Examples: Dr. Siripen



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### Real Classroom Examples: Dr. Morakot and Dr. Chaiyong



#### **Real Classroom Examples**







#### Conclusion

- Online learning offers unique opportunities.
- Virtual classrooms could increase student engagement.
- There are several tools available for instructors and students.
- Open research questions:
  - Suitable formats of virtual classrooms for teaching methods/styles
  - Effectiveness in terms of learning outcomes