

# The Ancient City of Teotihuacán: A Virtual Learning Environment for Cultural Studies

## ONE YEAR PROGRESS REPORT

### **Project's Original Intent**

Expanding on the idea of situated and constructed knowledge, this project guides students to travel virtually to a learning space where they may assemble, test and display content/their knowledge. To accomplish these outcomes, we propose to construct a virtual Teotihuacán in Second Life, an extensive pre-Columbian site that arose in the second century (A.D.) from a prominent but isolated ceremonial center to become a vibrant fifth century city that served as the economic and religious center of Meso-america (ancient Mexico).

### **Any Changes in Goals / Objectives / Deliverables**

The goals and objectives have not changed. The only change in deliverables will be that Prof. Carrera's Art History course (where we will assess the effectiveness of the project as a teaching tool) will be offered in Fall 2010 instead of the previously scheduled Spring 2009 due to her promotion to Associate Provost.

### **Accomplishments Thus Far**

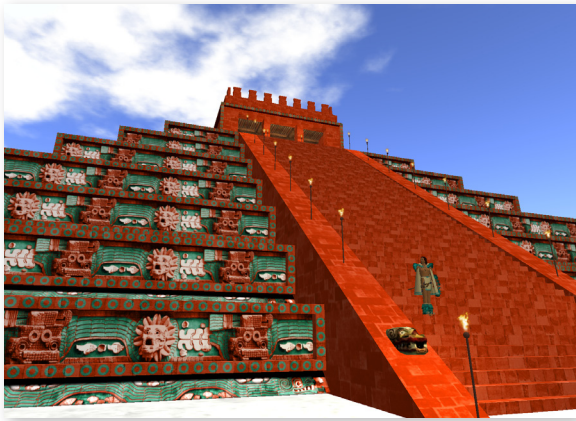
Team Teotihuacan has enjoyed a very productive first year. The research team successfully traveled to and documented the Teotihuacan site outside of Mexico City in July 2008. In the months that followed we have completed a full-scale recreation of The Temple of Quetzalcoatl and built a research facility in Second Life that includes an interactive map room, a teaching auditorium and a museum of artifacts (see photos below).

### **Accomplishments Remaining**

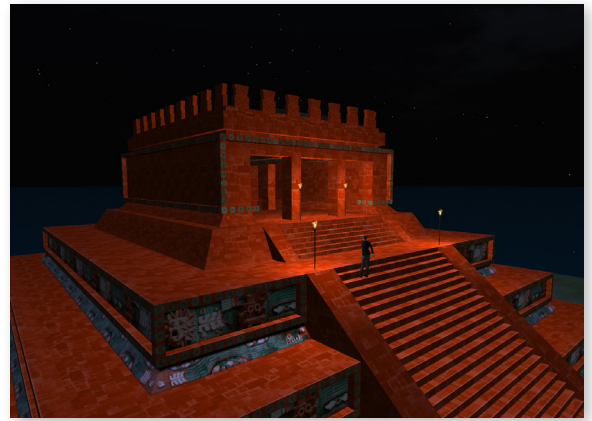
We need to complete the museum's collection of artifacts created by students in Professor Goldman's 3D modeling courses. In the past 5 months we have increased the collection from 5 to 30. Approximately 20 more objects will be added to the museum in coming months. We will test the site in Prof. Carrera's Art History course offered in Fall 2010.

### **Anticipated Challenges, Issues, or Problems**

The biggest challenge remaining will be integrating the virtual environment into the Art History course. It remains to be seen what will be needed in terms of training and resources to allow the students to succeed as researchers in the virtual environment.



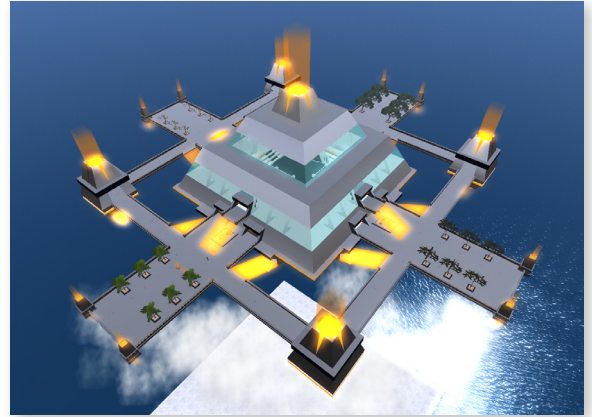
Temple of Quetzalcoatl



Temple of Quetzalcoatl



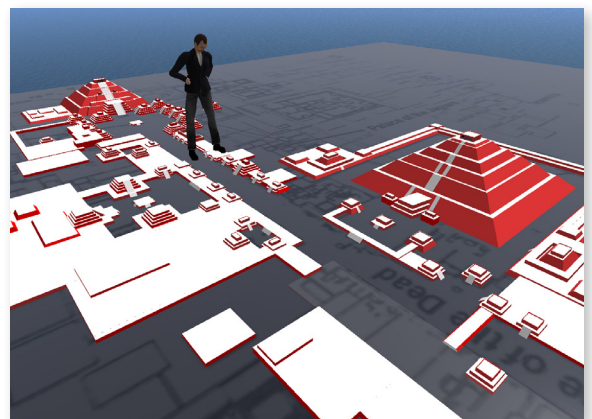
Museum of Artifacts



Skystation Research Facility



Interactive Map Room / Lecture Hall



Interactive Map