



Get immersed in the Soil Sciences: the first community of avatars in the EGU Assembly 2015!

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Virtual reality and immersive worlds refer to artificial computer-generated environments, with which users act and interact as in a known environment by the use of figurative virtual individuals (avatars). Virtual environments will be the technology of the early twenty-first century that will most dramatically change the way we live, particularly in the areas of training and education, product development and entertainment (Schmorrow, 2009). The usefulness of immersive worlds has been proved in different fields. They reduce geographic and social barriers between different stakeholders and create virtual social spaces which can positively impact learning and discussion outcomes (Lorenzo et al. 2012).

In this work we present a series of interactive meetings in a virtual building to celebrate the International Year of Soil to promote the importance of soil functions and its conservation. In a virtual room, the avatars of different senior researchers will meet young scientist avatars to talk about: 1) what remains to be done in Soil Sciences; 2) which are their main current limitations and difficulties and 3) which are the future hot research lines. The interactive participation does not require physically attend to the EGU Assembly 2015. In addition, this virtual building inspired in Soil Sciences can be completed with different teaching resources from different locations around the world and it will be used to improve the learning of Soil Sciences in a multicultural context.

REFERENCES:

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