

## **Frequently Asked Questions about TeachLivE**

### **What is TeachLivE?**

TeachLivE is a mixed-reality teaching environment that supports emerging teachers' practice in classroom management, pedagogy, and communicating content understanding. Fusing real teaching experience with a virtual classroom, TeachLivE presents realistic situations that require student participants to engage interactively with the student avatars.

### **How is it useful for students?**

Participants can practice approaches, techniques, and strategies in a safe environment, since the student avatars—though very realistic and authentic in nature—are computer-generated. The simulator functions as a tool for training teacher candidates to work with both individual students and student groups and to conduct meetings with parents, administrators, and adult peers. The TeachLivE lab provides students the opportunity to teach in a real-life situation and setting, better-preparing them for an actual classroom in the future.

### **How is it useful for teachers/professors?**

TeachLivE can be used to help in-service teachers cultivate their skills, to make them better educators, and to better manage their classrooms. Teachers can utilize the simulator to focus specifically upon one or several aspect(s) of their pedagogy that needs improvement or strengthening. Additionally, professors are able to record lessons delivered by student-teachers in order to evaluate their performance and to provide feedback. Students also have the opportunity to view their session and self-assess.

### **What is it like?**

It's really immersive...and FUN! Entering the simulator transports participants into a virtual classroom in which they encounter student avatars who interact with student participants in real-time. Each avatar has a distinct personality along with a complex background which remains consistent from session to session. Participants stand in front of a screen upon which the virtual classroom appears, and are able to move around within the virtual classroom while addressing and interacting with the students. The avatar students themselves, named **C.J., Sean, Kevin,**

**Ed**, and **Maria**, are all able to speak at any given moment, responding to both the teacher and each other, as would a real class.

### **How can I organize sessions and lessons?**

Your sessions can focus on any goal or learning outcome that you see as most beneficial for your students. Students may be instructed to develop their own lesson plans, to personalize lesson templates provided for them, or to teach a lesson plan already developed, based upon the instructor's goal; students may also teach in groups, delivering the lesson collaboratively. A benefit of the TeachLivE classroom comes from the ability of multiple student-teachers to teach the same lesson consecutively, which will not fatigue the student avatars. The only factor that plays an important role in session-planning is time, due to the reservation of TeachLivE session slots. TeachLivE student assistants are available to help organize and suggest ideas for lesson plan development if needed ([TeachLivE@westga.edu](mailto:TeachLivE@westga.edu)).

### **Who is using TeachLivE?**

The TLE TeachLivE Lab, developed at the University of Central Florida, is currently being implemented on more than forty campuses in the United States and is rapidly spreading into various school districts and among international partners. Each partner utilizes TeachLivE in manners specific to the needs of their students, teachers, professors, and community stakeholders. TeachLivE provides pre-service and in-service teachers with opportunities to learn new skills and to craft their practices without placing "real" students at risk during the learning process.

### **Where can I use TeachLivE?**

There is one set location designated for TeachLivE use, located in room 201 in the Education Building, and can be reserved through [TeachLivE@westga.edu](mailto:TeachLivE@westga.edu). Our second location is one in which we can utilize our Mobile Unit, but we only have certain locations supportive of our technology; consequently, we determine if and when the mobile unit is needed.

**How long is a session?**

Time slots must be reserved for a minimum of one hour; in addition to this hour, time slots can increase by increments of 15 or 30 minutes, provided that a 15 minute break is taken after each hour. The time in the simulator can be broken up in such a way as determined by the instructor or participants. Although the division of session time is solely up to the instructor, ten uninterrupted minutes in the simulator is the suggested session length for one participant (however new participants probably need less time/group time).

**Will someone help me develop lessons?**

Mrs. Crill Head, one of our faculty members with an extensive background as an educator, is more than happy to help you with any questions or concerns about lesson plans. If needed, she will schedule a time to assist you. We can also provide teachers with sample lesson plans to help them prepare for their lessons.

**What do I need to have prepared BEFORE my session?**

It is important that you have described the TeachLivE experience and what your students should expect. We have documentation that will aid you in this. It is imperative that you have your lessons and any evaluation sheets you may want to use already printed and in order. Having a running order of student-teachers and the lessons that they will teach will help the session run smoothly, and will ensure a maximum profit from the time in the simulator. If your students are teaching in groups, ensure that they are organized and prepared. Additionally, students should NOT wear all white clothing and should NOT have glittery prints or shiny accessories, as this can interfere with the motion-tracking technology.

**How do I get involved?**

E-mail us with ANY questions you may have or that you are uncertain about, and we are more happy to assist you: [TeachLivE@westga.edu](mailto:TeachLivE@westga.edu)