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Virtual learning and teaching by taking the example of the museums project VIAMUS:

A study of the transfer of conventional learning and teaching models to the virtual field

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Summary:

The central issue of this dissertation is the transfer of traditional models of learning and teaching to the virtual area. Apart from the theoretical analysis of this topic, which includes a detailed consideration of the concept of virtuality, a possible way of the transfer from traditional to virtual learning environment from experience is demonstrated by an example from the museums field. The Virtual Museum of Ancient Art Göttingen, which is based on the conventional model of the learning exhibition or can be understood as the virtual counterpart of the museum as a place of learning serves as a basis for this. Apart from the demonstration of the individual steps from the planning via the realization through to the completion of this website this thesis also deals with its final evaluation in detail. Based on a logfile analysis and an online survey it was possible to show merits and demerits of VIAMUS

and to lighten up the acceptance of such a virtual learning environment from user side, where the feedback was mostly positive. Overall, the planning, realization and evaluation can give important signs to the development and optimization of similar learning environments for school and university in future. Especially with regard to the planned new version of VIAMUS (VIAMUS 2.0) the results of the evaluation can be pathbreaking in many respects (for example with regard to the users needs or preferences in such a virtual learning environment based in the museums field).