

◆ **Resource and Public-Prototyping, Testing Operations**

◆ **Huffman Prairie Omega:** Resources on this region support scalability assessment and sustainability analysis for educational-technology innovations. Hologram displays are available for viewing (located on the Ayn Rand Space Station above HP Omega). Inside the mountain, a 3-D object resource repository is provided for visitors to use.

◆ **MyBase:** This region is dedicated to learning and sharing the history about the U.S. Air Force. Many of the displays are designed to be interactive. Things to do and see at MyBase include: flying a P51C Mustang (a virtual replica of the aircraft used by the Tuskegee Airmen), trying out the obstacle challenge course and shooting range, watching a movie in the base theatre, and dancing to U.S. Air Force band music in the club, visit the Basic Military Experience area and try out the classrooms, dorm, and dining displays, and stop by the museum to see featured displays about the U.S. Air Force.

◆ **Other Air Force Regions**

◆ **Air Force Institute of Technology:** AFIT is exploring the use of virtual worlds to replicate a radar lab for their distance-education students, which will give them access to learning opportunities they do not currently have. They are demonstrating the integration of live equipment with the virtual world.

◆ **Air Force Research Laboratory:** The AFRL region is dedicated to three distinct pursuits: (1) the development of military-use cases for virtual-world technologies of interest to the Air Force; (2) utilization of virtual-world technologies for synthetic environments in which to test model development; and (3) support for the academic development of promising young scientists and engineers through the Wright Brothers Institute Academic Pipeline Discovery Lab program.

◆ **V Holm Center:** Supports the use of immersive virtual reality by members associated with the Jeanne M. Holm Center for Officer Accessions and Citizen Development.

◆ **Squadron Officer College:** SOC is the Air Force's center for company grade officer professional development. Their region is focused on the delivery of immersive curriculum to junior-grade officers.

◆ **For other regions, visit us in-world in Second Life.**



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“Huffman Prairie”

In Second Life



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virtual Learning Environments

Air Force Prototypes



“How people learn, instruct, and discover new knowledge”

Please inquire at the Huffman Prairie Omega Visitor Center for regional tour information.

Virtual 3-D Immersive Learning Environments

◆ **Proof-of-Concept**

◆ **Huffman Prairie:** This region focuses on proof-of-concept or “skunk works” for exploring the art of the possible with collaborative communities to enhance learning, instruction, and discovery. Visiting faculty members have access to virtual office space, machinima studios, electronic-book publishing tools, and learning-design laboratories.

◆ **Huffman Prairie Gamma:** This region supports the exploration and prototyping of educational-informatics applications. Educational informatics melds the study of informatics science with analysis of learning information and knowledge, to address the interface between technology, learning, and assessment sciences in the design of interactions between natural and artificial systems.

◆ **Simulation Gaming for Education**

◆ **Huffman Prairie Sigma:** This region supports expedition challenge-based learning involving the use of real-life challenges wherein learners can apply knowledge and problem-solving skills while journeying toward a destination. Expedition challenges are being designed to help learners uncover important relationships about applying knowledge. Visitors can experience a prototype expedition challenge in the form of a journey to Mars.

◆ **MyBase Zeta:** This region is a test bed for simulation gaming for education in support of scenario-based learning and authentic assessment practices. A learning-game example is on display in the range called Operation Relief Worker Rescue Challenge.

◆ **Huffman Prairie Chi:** Building arenas and tools are provided for constructing educational holograms. Four public sand boxes are also provided for users to temporarily build or “rez” objects. In addition, a digital library and building resources are available beneath the hologram arenas. The Global Learning Forum Event Hall, a large hologram itself, is also rezzed on the region in support of events.

◆ **Huffman Prairie Kappa:** This region is currently being used to demonstrate the “art of the possible” with integrated virtual-world, mobile-learning, and challenge-cycle-learning frameworks. An integrated mobile and virtual world lesson about the Battle of Marathon is the subject of the lesson prototype.

Huffman Prairie Estate



MyBase



MyBase Zeta

MyBase

MyBase Zeta

Huffman Prairie Chi

Huffman Prairie Theta

Huffman Prairie Delta



Huffman Prairie Chi



Huffman Prairie



Huffman Prairie Omega



Huffman Prairie Kappa

AFRL

Huffman Prairie

Huffman Prairie Omega

Huffman Prairie Sigma



Huffman Prairie Sigma



Squadron Officer College



V Holm Center



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Huffman Prairie Kappa