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Project Evaluation

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Abstract

The goal of the project is The project is developing computer-based instructional modules for statics and mechanics of materials. The project uses 3D rendering and animation software, in which the user manipulates virtual 3D objects in much the same manner as they would physical objects. Tools being developed enable instructors to realistically include external forces and internal reactions on 3D objects as topics are being explained during lectures. Exercises are being developed for students to be able to communicate with peers and instructors through real-time voice and text interactions. The material is being beta tested at multiple institutions including community colleges. The project is being evaluated by ... The project is being disseminated through ...



Interpreting Evaluation Data

Quest	No. of Students		Percent with Correct Answer	
	Pre	Post	Pre	Post-
1	25	30	29%	23%
2	24	32	34%	65%
3	25	31	74%	85%
-	-	-	-	-