INSTRUCTIONAL TECHNOLOGY SURVEY ANALYSIS
The World's Columbian Exposition model as instructional technology
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Jan Reiff's course on 20th Century American History, Summer 2005
Model shown on August 8, 2005
Note: The model was shown the first day of class as that was where it best fit chronologically. Students entered the room, were given a brief introduction to the class, and then were quickly transitioned to the exposition. There were a couple of comments that suggest this was a little disorienting for the students.
47 students returned surveys

Question 1:
Overall, rate this experience.
Average: 5.83 (on scale where 1=poor and 7=excellent)

Question 2:
How did this experience affect your understanding of the World’s Columbian Exposition?
Average: 6.02 (on scale where 1=nothing and 7=a lot)

Question 3:
How did this experience affect your interest in the World’s Columbian Exposition?
Average: 5.45 (on scale where 1=decreased and 7=increased)

Question 4:
How did this experience affect your interest in computer modeling and technology?
Average: 5.36 (on scale where 1=decreased and 7=increased)

Question 5:
Do you think interactive computer models are a good way to learn about architecture and urban space?
Average: 6.55 (on scale where 1=no and 7=yes)

Why?
Student 1: 7 (on scale where 1=no and 7=yes) Textbooks talk about the exposition but cannot give a real perception of space, distance. I was actually able to visualize buildings and the animation really help to look at space.
S2: 7: The interactive computer models show you what you cannot see in photographs and readings.
S3: 7: Human being is vision-oriented; throughout the nice design interactive computer models, students can be more influential into the event and increase the learning efficiency.
S4: 7: It provides modern visual for students to see, that show good detail of past architectures which we as students can more visualize, in comparison to detailed descriptions or photos.
S5: 6: It’s almost like you’re right there. Great technology!
S6: 7: Interactive comp models are much more stimulating and have the ability to keep attention adequately (sic).
S7: 7: It gives you an idea of relative comparison. There’s no way I would’ve been able to imagine something such as that through words.
S8: 7: Gives people a sense of how things looked like from a real, 3D perspective rather than from a 2D photo.
S9: 7: They give a realistic understanding and perception of historical/modern architecture.
S10: 7: You get a better understanding of how the environment looks like.
S11: 5: Well, on paper, one would not be able to see all the possible different views from various locations (e.g. from lake vs. from top of a building) and daytime vs. nighttime views. But then in reality the fair did not move so...
S12: 7: For me personally, visualization of 3D space is difficult. The program really gives you a sense of the graduer (sic) of the Exposition.
S14: 6: Immersion. We have less imagination these days. (Note: augmented with smiley face)
S15: 5: To get the visual, you can understand the literal (Note: ?) more in detail.
S16: 6: Rather than briefly looking at a picture, the model shows you in detail what the architecture was like.
S17: 7: It takes back in history applying the technology we have today.
S19: 7: 3-D is the closest you can get to being there.
S20: 5: It gives a good sense of the way things are in reality so we have a better idea of what the real thing is like.
S21: 6: They can give you a sense of actually (sic) being (sic) at the place.
S22: 6: Unparallel experience of what the environment may have been like in person.
S23: 6: Mainly, because of the sense of scale that it provides. Placing the people and the boats in the model helped me to understand how massive this exposition was.
S25: 7: They allow more detail to be seen that can’t really be taken in by photographs alone.
S26: 5: You’re able to actually step into the model instead of having to imagine what things might look like.
S27: 7: It helps you picture exactly what the real thing would look like.
S28: 7: Let student really understand size, design of architectural spaces.
S29: 7: Gives you a more in-depth look.
S30: 5: Yes. Viewing enables me to (Note: undecipherable word, could be ‘think’) about the topic more clearly.
S31: 7: (Note: student wrote this comment for question 6, then put an arrow pointing to question 5) It was an opportunity to experience the exposition almost first-hand.
S34: 7: You get to see how things actually looked like.
S35: 7: The models present a more complete view allowing us to see the scale of the buildings.
S36: 7: It is able to bring a real life, 3D, lifescale image to look at.
S37: 7: Helps you imagine how it was to be surrounded by all the beautiful architecture ...
S38: 7: Visualization is the key to getting a real-world feel for the past.
S39: 7: Seeing a visual helps immensely. A sense of scale and position really changes the view.
S40: 7: It allows you to actually see and comprehend it. Its (sic) more than a mere picture.
S41: 6: Because it places you in the context of the area
S42: 7: You will get a better sense of how visually things look like.
S43: 6: Because you can see/experience examples basically first hand
S44: 5: It helps you visually imagine what you are learning.
S45: 7: B/c your (sic) able to actually see what types of architecture was going on at the time.
S46: 7: Cannot convey a sense of time + events w/out the space.
S47: 7: Really helps to give a first-hand experience of how it really looked.
Question 6:
What did you particularly like about this experience and/or the computer model?

S1: I like following the navigation around the exposition, similar to an Imax experience as if you're walking through the exposition itself.
S2: I did not know much about the World's Columbian Exposition and this experience and the model showed me interesting facts. I really like that we were able to see the designs of the buildings.
S3: Nice computer art models
S4: Being able to see the close detail of the model
S5: It was like you're there.
S6: The 3D experience
S7: Very realistic
S8: Flying through the fair, exploring the various parts of the fair.
S9: I like how magnificent the Columbian Exposition was and I like being able to see the details of the buildings and statues.
S11: I loved the detailed work down to stairs + people + lighting + movement + angles + colors.
S12: It gave me a different impression of the grand-scale aspect of the fair. I didn't quite realize from the reading what a big deal it was.
S13: The interactive real time experience.
S14: The size of the buildings. The scale.
S15: The whole ride through it. Especially the Japanese part
S16: It gave me perspective on the size of the buildings & the significance of the event.
S17: How easy it was to follow explanations about the World's Columbian Exposition.
S19: The sense of being at the fair. The detail - i.e. wood paneling on the train car
S20: The way we could move through the model and look at it on different scales.
S21: The detailed and insightful dialogue that accompanied (sic) it
S22: Good sense of space & grandeur
S23: Moving inside the buildings.
S24: It allows the user to take control of his/her own instruction
S25: The accuracy of scale, detail & water canals.
S26: The reality of the models
S27: The day/night affect (sic), and how accurate the whole model was.
S28: Ability to understand the large spaces, feel as though part of it, understand vastness of fair
S29: In the computer the model, the feature of being able to zoom in and out. To get a bigger picture of things
S30: Actuality
S31: (Note: student wrote this comment for question 6, then put an arrow pointing to question 5) It was an opportunity to experience the exposition almost first-hand.
S32: Its accuracy
S33: I enjoyed the factual basis and realistic representation.
S34: How you could go through the exposition.
S35: I really enjoyed the presentation overall along with historic information provided
S36: It was great at showing the size and scale of the park.
S38: It was an effective way to visualize & conceptualize the event, especially w/people as reference.
S39: Seeing what the scale was, imagining myself there
S40: The fact that we were able to walk through the expo & see how it really would have been like
S41: The amount of detail and the accuracy
S42: I would have never had the same experience & grasp of material using still images.
S43: The accuracy, how “real” it looked
S44: I enjoyed seeing the various architectures of the building
S45: I liked the creativity that was put into building the model.
S46: Captures the imagination, increases desire to learn
S47: Real time fixtures and (illegible word, maybe ‘scales’)

**Question 7:**
**What did you particularly dislike about this experience and/or the computer model?**

S1: It was a bit long but I attribute that to the fact that this is not an area of interest for me.
S2: There was nothing in particular that I disliked. This whole experience was a positive one for me.
S3: Not really interactive
S4: Nothing really
S5: Coloring wasn’t realistic
S7: I would’ve liked it to be done
S8: Several parts of the program were incomplete
S9: I disliked how it was incomplete.
S11: Its (sic) just too detailed too much info
S12: I wish it would have been complete, but of course that takes $!
S13: None
S14: Lack of shadows, light reaction at night
S15: Unfinished (I would like to see the completed version!!)
S16: It wasn’t done! (Note: with a smiley face)
S17: Nothing
S18: Voice was too low
S19: Could have used more historical background first i.e. – how it fit into the class (this is the 1st class meeting!)
S20: Took longer to go through than slides/images.
S21: The unfinished aspects
S22: Not enough detail
S23: Only being able to see a small portion of the exposition.
S24: The lack of times inside the various buildings
S25: Plain walls & textures.
S27: Nothing really, just wish I could have seen the rest
S28: For those of us not interested only in architecture, I thought it lacked pieces (sic) that would help us understand arts, agriculture, electronics of the time
S29: Nothing
S30: None
S31: There was nothing I particularly disliked.
S32: It’s incomplete
S33: I think it might have been more enjoyable with some human activity and sound.
S34: Nothing that stands out
S35: I can’t think of anything.
S37: It was unfinished.
S38: There needs to be a map on the side indicating overall place w/in map.
S39: Wanted to see things inside the buildings as well
S40: That it was not completed.
S41: The graphics could use some work
S44: The presentation could have been more exciting. However, it was extremely informative.
S45: It was a great experience but some of the turns kinda (sic) make you dizzy.
S46: Wish it could have been finished, maybe more people
S47: The incompleteness (Note: this is followed by a short, but illegible parenthetical comment)

Question 8:
**How did this experience compare to courses that only use static slides or images?**
Average: 6.15 (on scale where 1=worse and 7=better)

Question 9:
**What do you think is the best use for these types of interactive computer models?**
In class lectures (37 responses); Student use in class (8 responses); Personal use at home (12 responses); Shouldn’t use at all (0 responses); Other (1 response)

Question 10:
**What aspects of interactive computer models do you think are most important for creating a satisfying experience? (Please rank your choices, with 1 with the most important)**

<table>
<thead>
<tr>
<th>Aspect</th>
<th>First Choice</th>
<th>Appears in Top 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Responsiveness of the model (frame rate)</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Amount of detail in model</td>
<td>5</td>
<td>28</td>
</tr>
<tr>
<td>Model based on factual evidence</td>
<td>22</td>
<td>33</td>
</tr>
<tr>
<td>Interactive options within the model</td>
<td>4</td>
<td>11</td>
</tr>
<tr>
<td>Photo-realism</td>
<td>5</td>
<td>27</td>
</tr>
<tr>
<td>Sound</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Support or interpretive information</td>
<td>2</td>
<td>14</td>
</tr>
<tr>
<td>Other</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Question 11:
**How much of the exposition-related readings and website review that were assigned for today’s class did you complete?**
Average: 2.82 (on scale where 1=none of it and 7=all of it)

Misc. comments that were not recorded elsewhere (i.e., if students wrote general comments in margins)
S15: (in the margin near the best use question) Presentations for business with less time, more information!