INSTRUCTIONAL TECHNOLOGY SURVEY ANALYSIS
The World’s Columbian Exposition model as instructional technology
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Steve Mintz’s small technology class (“America through Sight & Sound”) 
University of Houston
Session: March 28, 2006
12 participants returned surveys
Follow-up survey administered five days after the classroom presentation of the models. 
The presentation involved class discussion and both the WCE and Temple 
Mount models were shown (though the survey instrument only asked about the 
WCE).
Write up: Lisa M. Snyder

Question 1:
Overall, rate your last class session when you were shown the computer model of 
the World’s Columbian Exposition.
Average: 6.00 (on scale where 1=poor and 7=excellent)

Question 2:
How did this experience affect your understanding of the World’s Columbian 
Exposition?
Average: 6.00 (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: 5.67 (on scale where 1=decreased and 7=increased)

Question 4:
How did this experience affect your interest in computer modeling and technology?
Average: 5.92 (on scale where 1=decreased and 7=increased)

Question 5:
Do you think interactive computer models are a good way to learn about 
arquitecture and urban space?
Average: 6.75 (on scale where 1=no and 7=yes)

Why?
Student 1: 6 (on scale where 1=no and 7=yes) 
You can get a better view of structures and elevations, rather than looking in a book.
S2: 6: Better sense of scale than some pictures 
S3: 7: They give you a better idea or example of the technique that is used to construct 
buildings. The 3-D aspect is much more informative than drawings/plans or photos. 
S4: 7: I got a better sense of dimensions and proportions than I find in simple viewing of 
photographs. Also, I think it is appealing for my generation, as we grow up on video 
games.
S5: 7: Provides a learning tool that is innovative and unique while depicting the study in an illustrative way.
S6: 7: It is a much easier way to understand with interactive visuals rather than regular visuals.
S8: 7: Involvement w/environments brings more understanding.
S9: 7: It is a good visual system to allow students to grasp the concept of the material.
S10: 7: The best way to learn is to actually be present, and the computer model brings us as close as possible to actually being there.
S11: 7: You get a more realistic perspective on it.
S12: 5: Displays a visual to allow for student retention on the subject.

**Question 6:**
**What did you particularly like about this experience and/or the computer model?**

S1: Its interactiveness
S2: Interactive/scope
S3: I liked being able to have an overall or bird’s eye view of the entire structure. It was much more informative than just looking at slides / or photos.
S4: I enjoyed the details and movement (of the fountains for example). Also, the information boxes that were incorporated into the Temple Mount were enjoyable.
S5: The flexibility - you were allowed to explore a multitude of environments in a similar way people who lived during these times would have.
S6: It was very interesting and it helped me understand + visualize what the fair was really like.
S7: Images/action - made subject matter more lively & easier to grasp.
S8: How you can explore at your own will.
S9: I like how the model allows you to imagine that you are actually within the environment.
S10: I liked the technology involved in creating something so massive and detailed.
S11: Moving through it like a real space.
S12: Pertains information and buildings as they were when very little pictures were obtained.

(note: first word may have been intended to be ‘contains’ ?)

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

S2: No food (note: followed by a ‘smiley’ face)
S3: That it was not completed and there was not enough time to see everything.
S4: How to navigate was confusing. It might be improved by a small bird’s eye map that highlights your location & allows you to switch to a different location.
S5: Nothing - it was excellent, well presented, and very interesting.
S6: N/A
S7: Not too interactive unless each student has access to the model.
S8: Not a completed model, not much interaction, but overall great job!
S9: I liked this model.
S11: The flashing boxes & the pop-ups that didn’t go away.
S12: 3D software has been available and widely used for C.A.D. and other engineering software. A more realistic area would have been better.

**Question 8:**
**How did this experience compare to courses that only use static slides or images?**
Average: 6.42 (on scale where 1=worse and 7=better)
Question 9:
What do you think are the best use(s) for these types of interactive computer models? (check all that apply)
In class lectures (11 responses); Student use in class (10 responses); Personal use at home (9 responses); Shouldn’t use at all (0 responses); Other (2 responses)

S2: More detailed overview of a building
S4: Museums & libraries – some students don’t have access to computers (or strong enough computers) at home
S7: As supplements [to class lectures]

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>Top 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Responsiveness of the model (frame rate)</td>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>Amount of detail in model</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>Model based on factual evidence</td>
<td>6</td>
<td>10</td>
</tr>
<tr>
<td>Interactive options within the model</td>
<td>3</td>
<td>8</td>
</tr>
<tr>
<td>Photo-realism</td>
<td>1</td>
<td>7</td>
</tr>
<tr>
<td>Sound</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Support or interpretive information</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Other</td>
<td></td>
<td></td>
</tr>
</tbody>
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Question 11:
What is your most lasting impression of your experience touring through the World’s Columbian Exposition model? (Use the back side of the page for your response. Please be as specific as possible.)

S1: How you can roam around freely and look at the inside of buildings. B/C most programs or games you can never do that.
S3: The size of the entire exposition. I would never have been able to visualize the enormity of it without the computer model.
S5: The size of the World's Columbian Exposition and all the various countries owning areas of land to participate in it.
S6: I enjoyed the whole presentation especially the factual details of all the buildings throughout the fair.
S7: I was able to feel like I was there & appreciate it more. I also got a better sense of who got in, how much it cost, how it worked, etc. - things that might have been easily overlooked if we were only looking at the big / “grand” aspects. I really enjoyed the info we got regarding the “small” details & the odd finds as well.
S8: I (note: illegible word, could be ‘love’) how you could use precise measurements for the Ferris Wheel. It felt as if I was there to experience it myself.
S9: The most lasting impression would probably be the way it allowed me to travel through the Exposition virtually. By being able to see all angles of the views gives the model a more reality sense to it. Overall, I definitely enjoyed this interactive model about the World's Columbian Exposition.
S10: The ability to view the Exposition from any angle really immersed the viewer. I enjoyed taking the boat rides around and looking down from the “VIP” areas. Also, the level of detail and work put into the computer model was astonishing.

S11: The model of the Ferris Wheel was really nice. It was fun to take a virtual tour rather than look at stills. This is definitely a better teaching tool than looking in a book or just hearing a lecture.

S12: The knowledge of seeing the layout which I have not seen in the past, rail system, boats, etc.