Multi-user Internet Narrative Environment of HKU (MineHKU) for Smart City Courses and Virtual Campus Events

Enrichment of e-learning of smart city courses and online campus activities with a gamified virtual campus

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Objectives

- ✓ To facilitate educators develop and manage new 3D interactive T&L contents regarding smart city courses;
- ✓ To enrich students' learning of complicated urban systems with youth-friendly gamified interfaces;
- ✓ To contribute a new form of virtual environment for hosting students' and university events, especially for online teaching.

Contents

- Experiential learning with 3D MineHKU.
 - 3D surveying and as-built modeling. See Figure 1. Note that the model was semiautomatically created using 3D dimensions and Python codes.
- 2. Underground facility. See Figure 2.
- ✓ Virtual campus events.

Findings

- ✓ Students love MineHKU;
- MCEE is available for laptop, iPad, phones;
- ✓ Every student enjoyed interactive T&L with friends;
- ✓ MCEE offers measurement APIs for block types and quantity (e.g., for materials and CO₂ estimation);









Figure 1. SYS Steps: 3D LiDAR surveying and collaborative design



<u>Deliverables</u>

✓ A base virtual campus MineHKU in ✓ New T&L contents for RECO₇613, ✓ MCEE, free for HKUers at TDG Res RECO₂041, etc.
Hub: https://tdg.hku.hk/hub/

✓ Project report.