

# Writing Research in Mixed Reality Environments: A Method?

**Why?:** How does a music novice replicate the knowledge of rhythm learned by playing Guitar Hero without using Guitar Hero to show that knowledge? Other instruments might not work as well, talking may not do it, writing or drawing the knowledge might be difficult—now what?

**Basic:** Students learn from all sorts of environments and are expected, at some point, to explain learned information in a traditional 2D environment.

**Mixed Reality Environments (MRE's):**



**Goal:** Create a robust methodology that provides insight into the impact of technological affordances, namely MRE's, on traditional 2D writing.

**How?** Create a system of data collection and analysis that focuses on perceived tool affordances, actual tool use, perceived genre space, actual genre use, and the textual production, both words and images (gestures included) used throughout interactions with conceptual information.

**Why pt2:** Hillocks (1979) showed that close observation of material positively impacted a written product. MRE's create close observation spaces. If there is a positive impact, we can use this data to create better MRE's in order to create a valuable learning experience and provide positive impacts on written material. Especially the impact of making the abstract more concrete.