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04. Multimedia and Design

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Abstracts from the 2014 Oklahoma Research Day

Held at the University of Central Oklahoma

03. Fine Arts and Design

04. Multimedia and Design

03.04.01 Expanded Use of Light Motion for Video

Tan, Le

University of Central Oklahoma

The research project I plan to pursue is a Light Motion video to present to the UCO community using Light Painting and Light Art techniques. My goal is to expand the idea of what Light Motion can achieve, and to encourage video producers to make more videos using this technique. Light Painting and Light Art are not new concepts in the world of art. However, the practices have not been used very often and I believe I can express new ways to use the technique.

03.04.02 The Importance and Role of The Prisoner's Dilemma in Teaching and Simulation

Kenneth, Austion

Cameron University

The Prisoner's Dilemma has been used in various simulations and teaching environments throughout its history. The purpose of this review was to determine the importance and role of the prisoner's dilemma in simulation and teaching. Research papers were reviewed for themes to indicate the prisoner dilemma's role in the paper and in the broader context. It was determined that the prisoner's dilemma is of both historical importance and practical importance in decision-making, conflict-resolution, ethics, game theory, and in a variety of other contexts. The prisoner's dilemma should continue to be used in simulation and integrated into more classes.

03.04.03 Mixed Reality

Jonathan, Watson

Cameron University

This paper is a lit review of several experiments involving simulations that help special needs students and people with disabilities. Upon reviewing such articles, I have discovered several ways in which simulation and mixed reality is helping people improve cognitive skills, motor skills, and organization/managerial skills. Some of these simulations have helped stroke victims and people with disabilities, as well as preparing teachers for classroom management. Other simulations contain something called mixed reality or MR for short. An example of such simulation, Margaret Duff et al., developed simulations to help stroke victims and their mobility. The results concluded that using simulation and mixed reality does improve mobility. As I have reviewed the research found in this area, this lit review will help provide more support for using simulations in improving the community in which residents live.

03.04.04 The Efficiency of Simulations in Traffic Education for Young Children

Anke, Melvin

Cameron University

Since the introduction of simulations of childhood education, positive results have been seen in the use of simulations for teaching young children some basic rules of traffic. According to numerous studies, young children respond extremely well to interactive training on simulations. They understand the importance of their decisions in traffic situations. Unlike traditional instructional design programs, simulations are exceptionally effective in teaching these children what they need to learn in order to safely act in or around traffic. This simulation based training can potentially save lives by raising awareness for traffic rules. The literacy review helps us understand why simulations are so effective and how they can be integrated most efficiently.

03.04.05 Simulations on Statistics

David, Chatman

Cameron University

This literary review is about how simulations in multimedia can help bring about a better understanding of difficult to learn concepts. The concept in question for this review will be statistics. In this paper I will provide research papers and case studies of simulations over statistics and details about how the simulations were conducted. Also, I will provide details about the findings of the simulations and compare and contrast the methods and results of each simulation over statistics.