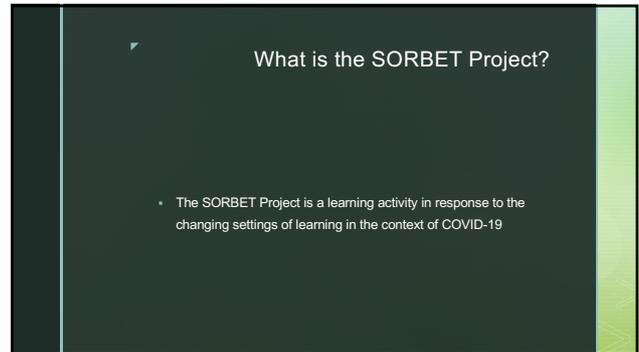
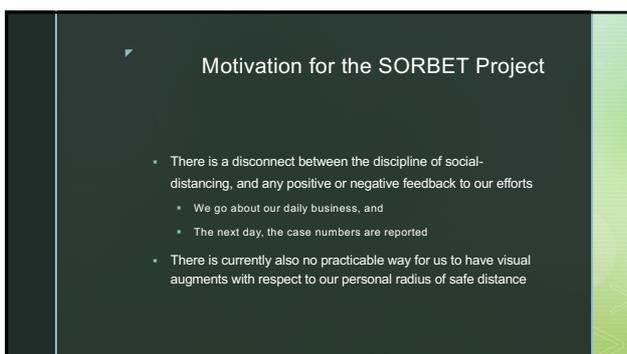


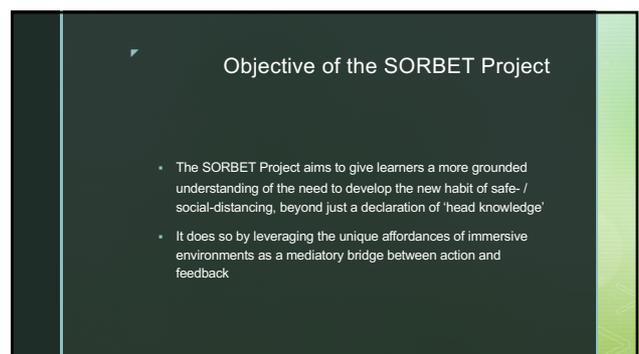
1



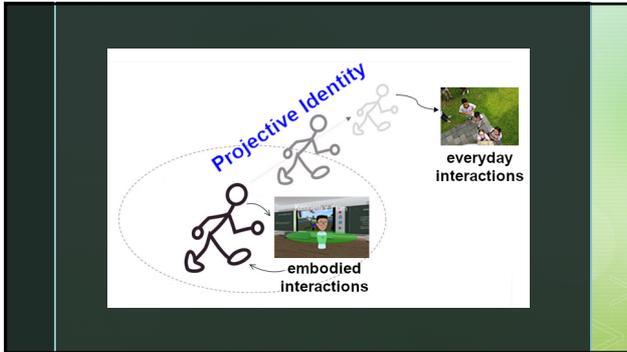
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3



4



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Theoretical foundations of the SORBET Project

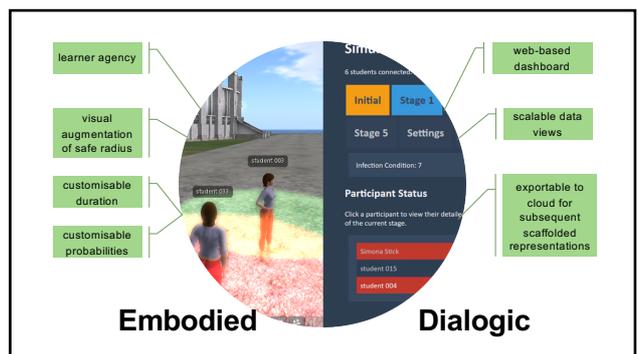
- The SORBET Project
 - Takes inspiration from Jim Gee's notions of Projective Identity; and
 - Draws from the robust body of literature on Embodied Cognition
- Its curricular underpinnings are informed by The Six Learnings Framework (Lim, 2009)

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How does the SORBET Project work?

- In its complete form, the SORBET Project comprises two complementary halves
 - A scripted system which records avatar interaction
 - Post-in-world discussion in either face-to-face or remote- / home-based-learning contexts
 - The discussion is enabled through analysis of records of interaction, accessed via a web-based interface

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▸ Motivation for the SORBET Project

- There is a disconnect between the discipline of social-distancing, and any positive or negative feedback to our efforts
 - We go about our daily business, and
 - The next day, the case numbers are reported
- There is currently also no practicable way for us to have visual augments with respect to our personal radius of safe distance

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▸ Possible applications of SORBET in formal and informal contexts of learning

- In its original form, the SORBET Project is being used in Mathematics lessons in some schools in Singapore from July 2020
- Potentially, SORBET could also be used in civics, social studies, and / or citizenship education
- In publicly-accessible spaces, SORBET could also be used without specific reference to its underlying mathematics

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▸ Thank you 😊

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