

Technological or Digital Innovation of the Year

Institution name	University of Exeter
Submission title or project name	Interactive Virtual Environments for Teaching and Assessment (InVEnTA)
Nominee/key personnel	
URL	http://blogs.exeter.ac.uk/inventa/
Submission	At a time of an environment and climate emergency, and when affordability prevents students from accessing international destinations, academics at the University of Exeter have developed an extraordinary technological innovation to provide virtual 3D field trips to almost anywhere in the world. Current travel restrictions as a result of the Covid-19 pandemic now make this work even more relevant. The Interactive Virtual Environments for Teaching and Assessment (InVEnTA) software utilises the latest 3D visualisation and gaming techniques to take students and researchers to environments from Africa to the Arctic Circle, without leaving the classroom. The technology has huge potential and has sparked interest from a wide range of education, environmental and technology organisations. InVEnTA was nominated for an international award at the Reimagine Education Conference in San Francisco in 2018 and the team continue to develop the tool to gain further recognition and application in the year ahead.
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