The outer Universe and the inner... -What is the connection?

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Space 'n stuff

2

Space 'n stuff

- Astronomy is exciting regardless of age and backgound!
- But also hard to understand...
- It is so **BIG** and **EMPTY!**
- 3D (or 4D?)
 LOOK UP!
 DISCERN!

2

CREAT MEANING!



Some exemples



Don't we just love all these images ?!







• Distance determination!

4



Distance determination!
Vision - to see
binoculär and monocular







Distance determination!
Vision - to see
binoculär and monocular







Distance determination!

• Vision - to see







• The brain







• Distance determination!

Vision - to see



binoculär and monocular

• The brain

Perception!









- Distance determination!
- Vision to see



- binoculär and monocular
- The brain



- <u>Perception!</u>
- Motion parallax



Motion

parallax

Fixation star

A

Observer movement

B

What has been done?

What has been done?

 Very much research on human <u>difficulties</u> concerning perception connected to the 3D structure of the Universe focusing on <u>The Earth, the Moon and the Sun.</u>

What has been done?

COGNITIVE SCIENCE 18, 123-183 (1994)

Mental Models of the Day/Night Cycle

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University of Athens, Greece and University of Illinois at Urbana-Champaign

WILLIAM F. BREWER University of Illinois at Urbana-Champaign British Journal of Educational Psychology (1998), **68**, 505–516 Printed in Great Britain © 1998 The British Psychological Society

Pupils' explanations of seasonal changes: age differences and the influence of teaching

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This article presents the results of an experiment which investigated elementa school children's explanations of the day/night (

children were asked to explain certain phenome

the sun during the night, the disappearance of st movement of the moon, and the alteration of dc

that the majority of the children in our sample us

number of relatively well-defined mental model

moon to explain the day/night cycle. These menwere empirically accurate, logically consistent c the part of the children to issues of simplicity of e formed initial mental models which provided exp

based on everyday experience (e.g., the sun clouds cover up the sun). The older children cons

(e.g., the sun and the moon revolve around the

the earth rotates in an up/down direction and

opposite sides) which represented attempts to sy

Background. Pupils have consistent everyday astronomical explanations, some of which, e.g., distance theory, are very resistant to change. The reasons

PHYSICS EDUCATION RESEARCH SECTION

The Physics Education Research Section (PEES) publishes arkines (electibing important results from the field of physics science) in Research. Manuscripts should be submitted using the web-based system that can be accessed via the American Journal of Physics heme page, http://ajp.dick.mson.edu, and will be forwarded to the PERS editor for consideration.

Learning about the scale of the solar system using digital planetarium visualizations

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(Received 29 August 2016; accepted 19 March 2017)

We studied the use of a digital planetarium for teaching relative distances and sizes in introductory undergraduate astronomy classes. Inspired in part by the classic short film *The Powers of Ten* and large physical scale models of the Solar System that can be explored on foot, we created lectures using virtual versions of these two pedagogical approaches for classes that saw either an immersive treatment in the planetarium or a non-immersive version in the regular classroom (with N = 973students participating in total). Students who visited the planetarium had not only the greatest learning gains, but their performance increased with time, whereas students who saw the same visuals projected onto a flat display in their classroom showed less retention over time. The gains seen in the students who visited the planetarium reveal that this medium is a powerful tool for visualizing scale over multiple orders of magnitude. However the modest gains for the students in the regular classroom also show the utility of these visualization approaches for the broader category of classroom physics simulations. 0.2017 Aston(i). All under comm. scopt where element acces, is licensed under a Creative Common Arribution 4.0 Unperted Leonse. [http://dx.doi.org/10.1119/1.4984812]

omical

view with aspects of their initial models. A few c have constructed a mental model of the day/nig one. A theoretical framework is outlined which synthetic, and scientific models of the day/night tation of a hierarchy of constraints, some of whic life, and others which emerge later out of the stru The research reported in this article was supported Science Foundation, BNS-85-10254, from the Office of E under Connection Associate No. 20087 CION 100 with

under Cooperative Agreement No. G0087-CI001-90 with Center and from the Cognitive Science Group, Beckma publication does not necessarily reflect the views of the a

We would like to thank the principal, teachers and chi Illinois for their help in carrying out this project. We also Dorfman, and Ann Jolly for their help in testing the chiland Christos Ioannides for their comments, and Delore and beyond the call of duty.

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t has been do

h research on human <u>diffi</u> g perception connected t ure of the Universe focus <u>The Earth, the Moon and the Sun.</u>

 All results show that the representations used in eg. books are insufficient, inadequate (2D) and incorrect...

Sometimes it gets really confusing...





confusing...





COSMIC EPOCHS

Galaxy A1689-zD1: ~700 million years after the Big Bang

Big Bang

Radiation era

~300,000 years: "Dark Ages" begin

~400 million years: Stars and nascent galaxies form

~1 billion years: Dark ages end

Salaties exolve ~4.5 billion years: Sun, Earth, and solar system have formed

13.7 billion years: Present



is what it takes!



is what it takes! 3D models or simulations. Preferably both! Planetaria provides these possibilities!

Possibilities!

 Astronomical objects must be possible to see from different angles and in motion => Motion parallax! • Planetaria provides! Not to forget: Physical 3D objects...

Possibilities?

What about 3D renderings in planetaria using 3D glasses?
Not much research on that jet...



- Easy to simulate e.g. the Sun, the Earth and the Moon
- Phases of the Moon...
- Seasons...



• ... but only few have experienced our universe's 3D structure firsthand...



• But is it really 3D?

- 2D on a curved surface
- Immersive

 So, the visitor will need to extrapolate three-dimensionality in their minds from the 2D immersive input.

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 So, the visitor will need to extrapolate three-dimensionality in their minds from the 2D immersive input.

• How good are people at doing that?

- What do people notice, or **discern**, when looking at our planetarium presentations?
 - Very little...
 - Motion; Distance; Relative sizes; Structural detail; Change of perspective; and 3D.

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- What do people notice, or **discern**, when looking at our planetarium presentations?
 - Very little...
 - Motion; Distance, Relative sizes; Structural detail; Change of perspective; and 3D.
- BUT! With a little help (scaffolding) people discern much more and build a better understanding of the multidimensional structure of the Universe.

Disciplinary discernment

- What is important to look at and discern?
- How do one know?
- Very large differences in what movies and experts discern
- The Anatomy of Disciplinary Discernment (ADD) (Eriksson et al. 2014)



Spatial thinking

- Very hard to imagine what an object in space look like in 3D(4D).
- Again large differences between novice and expert
- Extrapolating 3D in ones mind from a 2D representationer
- Motion parallax may be the key to success!



An example from the planetarium -the Solar System

Exempel på vad man kan göra

• Från simuleringsprogrammet Uniview

- Solsystemet
- Galaxen
- Planetariebesök



An example from the planetarium -Our galaxy



Intergalactic journey



Intergalactic journey



What did you discern?

- What does a planetarium visit offer?
 - Astronomical object?
 - Properties?
 - 3D?
 - 4D?
- Differences between inner and outer universe?

The Spiral of Teaching and Learning



Eriksson (2014)

Discussion

- How can planetaria be used for formal learning of astronomy and astrophysics?
 - Research informed approaches exist (Eriksson, 2014; Yu et al., 2015, 2016, 2017)
- Astronomy education research (AER) is a growing field -However, not much done on formal learning in planetaria.
- The questions is how to use the technology in the best possible way to create learning experiences and avoid cognitive overload (Mayer, 2009) - the "Star War" effect...

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- To understand the Universe one need experiences and disciplinary knowledge!
- To experience the Universe one need to open ones' mind and "look up"!
- It is first then that one starts to notice things and differences between things and build a 3(4)D understanding of the Universe in ones mind.
- Then the gap between the outer and inner Universe diminishes.

Finally...



Finally...



Thanks for discerning!

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