

論文審査の要旨および担当者

報告番号	甲 第 号	氏 名	ナヴァロ フンジンスキ レアンドロ (NAVARRO HUNDZINSKI LEANDRO)				
論文審査担当者：	主査	慶應義塾大学教授 博士（政策・メディア）	稲蔭正彦				
	副査	慶應義塾大学教授 博士（工学）	砂原秀樹				
	副査	慶應義塾大学専任講師 博士（メディアデザイン学）	佐藤千尋				
	副査	慶應義塾大学専任講師 博士（政策・メディア）	ヴ レ タオ チ				
<p>(論文審査の要旨)</p> <p>The dissertation submitted by Leandro Navarro Hundzinski presents a novel design framework on the integration of immersive media technologies for collaborative fieldwork learning in higher education.</p> <p>The dissertation is written as a design dissertation consisting of six chapters.</p> <p>Chapter 1 introduces the field of collaborative fieldwork and immersive media technologies in education to set the stage of design research.</p> <p>Chapter 2 reviews theories and best practices related to the fieldwork learning, including the area of collaborative fieldwork. The chapter examines immersive media technologies in the context of fieldwork learning, and extends the discussion to identify challenges in integrating immersive media technologies in fieldwork learning.</p> <p>Chapter 3 presents a design framework to integrate immersive media technologies for collaborative fieldwork learning. It consists of conceptualization phase and integration phase. Both phases consider the needs and perspectives of three stakeholder: the fieldwork designer (professor), the technologist and the learner. In the conceptualization phase, collaborative approach is defined and immersive media technology to be used is chosen. In the integration phase, the five learning steps in fieldwork programs (observation, interpretation, substantiation, presentation and storytelling) are linked to the immersive media experience to design and plan the fieldwork. The technological readiness of learners is also taken into consideration.</p> <p>Chapter 4 discusses the validation of the proposed design framework through 3 collaborative fieldwork-based activities: 1) a Virtual Interactive Map for Remote Fieldwork Activities, 2) 360 Video as an Expanded View of the Field; and 3) Poster Presentation Session with Virtual Reality. designed prototypes. The result shows how immersive media technologies had impacted the collaborative fieldwork approaches. By utilizing different formats of immersive media, learners were able to collaborate in different scenarios.</p> <p>Chapter 5 further discusses the validity of the proposed design framework, highlighting limitations and extensibility of the framework.</p> <p>Chapter 6 concludes the dissertation.</p> <p>There are two major contributions of the dissertation. First, the proposed design framework takes holistic approach, from conceptualization to integration, incorporating perspective of three stakeholders. Second, three collaborative approaches for fieldwork learning are presented: “One sees for all” to share the collected data by a fieldworker or group, “Together we see more and better” to share collected data by many fieldworkers to achieve a shared view of the whole, and “Different eyes different views” to create a diversity of interpretations from the same field.</p> <p>The review committee came to conclusion that the contributions of the dissertation in relation to social impact, research output and quality meet the requirements for a PhD in Media Design.</p> <p>審査経過</p> <p>2020年5月25日 予備口頭試問審査会が開催され、2020年6月13日に審査の結果合格した。 予備口頭試問審査委員：大川恵子君、Kai Kunze 君、Matthew Waldman 君</p> <p>2023年7月12日、18:00-20:00 博士論文公聴会がオンラインのZoomにて開催された。同公聴会終了後、同会議室で博士論文審査会が開催され、全会一致で合格を決した。なお、公聴会出席者は以下の通りであった：</p> <table border="0"> <tr> <td>博士論文審査委員</td> <td>4名</td> </tr> <tr> <td>来場者</td> <td>14名</td> </tr> </table>				博士論文審査委員	4名	来場者	14名
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