

## Designing Affect-Aware Virtual Worlds for Marine Education Using Legacy Internet of Things Gaming Devices

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**Abstract :** This study proposes a novel framework for marine education, leveraging legacy Internet of Things (IoT) gaming devices and affect-aware technology to create immersive virtual worlds. Focused on addressing challenges in fisheries and marine conflict resolution, this approach integrates the unique capabilities of these devices to enhance learner engagement and understanding. By repurposing existing technology, we aim to deliver personalized educational experiences that adapt to users' emotional states. Preliminary results indicate significant potential in utilizing these technologies to foster a deeper comprehension of marine conservation issues, promoting sustainable practices and conflict resolution skills. This interdisciplinary effort underscores the importance of innovative educational tools in environmental stewardship.

**Keywords :** Marine Education, Marine Technology, Internet of Things, Fisheries, Conflict Management

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