June 5, 2001

Dear Drs. Clark and Slator:

I would like to offer my strong support for the "Teaching with Immersive Virtual Archaeology" project at North Dakota State University. I have viewed preliminary work on the project, as well as the Digital Archiving Network for Anthropology project. Overall, I am very impressed with the potential these project have for developing an engaging course of instruction. The Virtual Archaeology program promises to provide an ideal mix of innovation and scholarship for a successful outcome.

At MSUM, we try to provide the best possible instruction in archaeology, geosciences, and cultural anthropology that our resources allow. We are always on the look-out for new learning experiences to offer our students. We currently offer field studies in archaeology and cultural anthropology, as well as opportunities for hands-on laboratory work. We do not, however, presently have any technology-rich options available. I am very excited by the opportunity to add a computer-based learning game/environment to our teaching inventory. I am hopeful that programs such as this, enabling outside classroom learning, will appeal to our students as a complement to the existing lecture-field-and-lab approaches.

The potential of the Virtual Archaeology learning game is particularly attractive in its ability to offer solid content in innovative ways through anytime/self-paced means. I plan to use Virtual Archaeology in at least two courses, Anthropology 115 (Introduction to Archaeology) and Anthropology 210 (Midwest/Plains Prehistory) with the possibility of use in others as well. In this way, MSUM can contribute assessment and evaluation data necessary for continued project development.

I am eager to contribute to this study. I hope to learn whether such systems can better serve our students, and I look forward to participating in and supporting the NDSU research in any way I can.

Sincerely,

Michael Michlovic
Professor and Chair
Department of Anthropology and Earth Science
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