Geosci. Commun. Discuss., https://doi.org/10.5194/gc-2020-46-RC2, 2021 © Author(s) 2021. This work is distributed under the Creative Commons Attribution 4.0 License.



Interactive comment on "A role for Virtual Outcrop Models in Blended Learning: improved 3D thinking, positive perceptions of learning and the potential for greater equality, diversity and inclusivity in geoscience" by Clare E. Bond and Adam J. Cawood

Edward McGowan (Referee)

emcgowan1@hotmail.co.uk

Received and published: 27 January 2021

This manuscript brings the attention of using virtual outcrop technologies to improve students in their understanding of 3D aspects within field-based geoscience.

In all, the manuscript is well produced with solid data to back the author's claims. I strongly believe that it will serve as a very useful reference for any future authors writing about the application of virtual outcrops and field trips.

C.

I only recommend a few minor revisions. Most of these are technical corrections (addition of commas, etc.), but also cover in-text figure references. Please find these comments in my supplement.

I hope this feedback is useful.

Please also note the supplement to this comment: https://gc.copernicus.org/preprints/gc-2020-46/gc-2020-46-RC2-supplement.pdf

Interactive comment on Geosci. Commun. Discuss., https://doi.org/10.5194/gc-2020-46, 2020.