1M1B Project Team 6

by Skshm

on 2021-10-19 Tue

Immersive learning through Virtual Reality and Gamification

* Positives
* Negatives

Concepts

* Subjects coverage
    Science
    Social sciences
    Abstract Concepts
* Building said Class
    Hardware
    Software

Ideal Case Senario: Hook students up to a VR headset in class and attend it in the VR World. Not a replacement of classes, rather a replacement of the classic chalk board and notebook teaching ??

* Bringing immersive learning to schools in an innovative way.
* Letting children gasp abstract and practical concepts more easily.
    * By Visuallizing said concepts in a VR Class.

Have a sandbox where they can build their own experiments and interact in their free time, share with eachother and learn. Get Children excited about... tech?

* Visualizing Atoms
* Combustion Engines
* Electric Diagrams
* Biological life, evolution, aquatic life
* Civilizations
* Historical Events
* Museums

- Mathamatical calculations
  - Arithmetic
  - Volume and Suface Area

- Music Theory (cant elaborate, I only play the guitar for fun)

1. VR Headsets

2. Decision of handheld controllers or HoloLens style control

Would need to build a proof of concept in Unity (requires basic C# and 'creative problem solving'?) - 5 hours to learn Unity + VR builds (ie 3D world building) Graphics in Blender (Requires 3D designing abilities) - 3 hours to learn minimum Could also just build a 2D concept sketch version if less time?

* 'Concept Shop' - Similar to something like the (Microsoft store)? for students categorized by Concepts
    * Children can then create their own games using said concepts the way they do in Indreams (Looks comfortable for VR building elaborate to not say Indreams)