

Virtual Reality Materials Educational Laboratory

Project Abstract

by

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ABSTRACT

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The two main factors of this project are virtual reality and education. Education has long been overdue with today's technology. With today's virtual reality software, virtual reality can be a vital tool for learning comprehension. Virtual reality has the ability to teach students and consumers to learn in a hands on simulation. This is useful since it allows students to work in a safe, simulated environment and allows students to make the necessary mistakes in order to learn.

Virtual reality technology has become cheap and reliable, allowing consumers to enjoy entertainment from their chair or workspace. There has not been enough educational sources to allow students to learn using the capabilities of virtual simulation. This is an important issue because technology has advanced so rapidly that the learning environment has fallen behind. The learning environment of today still uses the classic in person approach. But with technology today-- stream and online learning courses --virtual reality will put a new aspect into today's learning environment. With virtual reality technology, students can enter a game like simulation with a step by step tutorial, recording, and a testing feature. All of these will allow an educational grading environment for students and instructors.

The traditional learning environment is now far behind in today's technology. With the advancement made in virtual reality technology and the increased availability of this to the public, this project will be an example to show how effective virtual reality learning can be. This project will allow users to learn in a safe hands on interaction.