

Optimized Learning with Virtual Reality

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Project Goal

The goal of the Optimized Learning with Virtual Reality project was to gather evidence on whether skills can be better learned using virtual reality technology over conventional media.

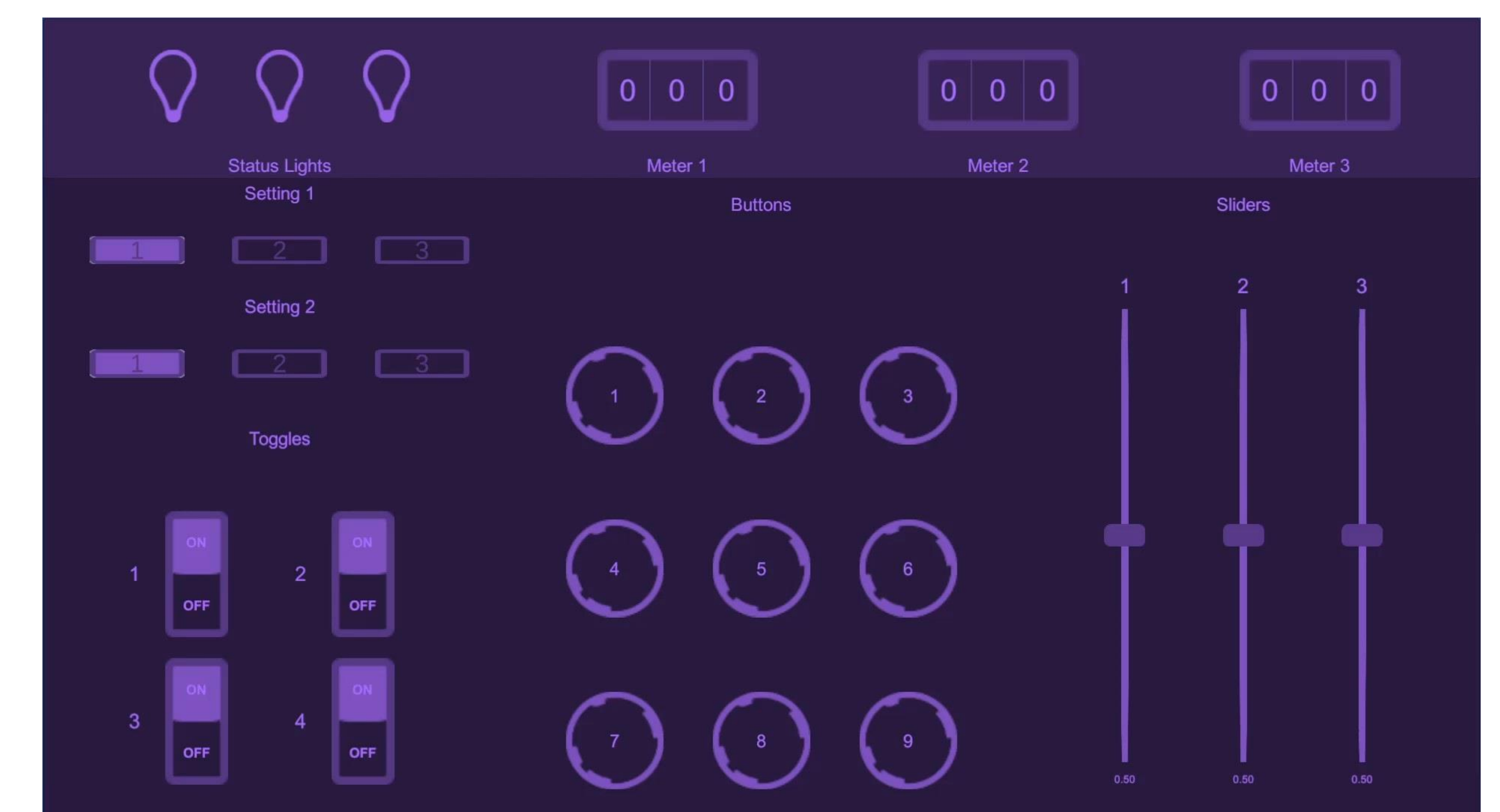
What is Virtual Reality?

- Virtual reality (VR) is a technology that allows a user to view a virtual world in 3D using a stereoscopic display headset with motion and position tracking
- Users feel immersed in the environment
- Hand tracking using VR controllers allow a higher degree of interaction with the virtual world

Project Process

- Discussed and planned project scope and expectations, and designed experiment
- Researched technologies and previous studies in the field
- Designed application used in experiment
- Prototyped, tested, and refined application
- Refine experiment design
- Acquire IRB approval for experiment
- *In progress: perform experiment and gather data*
- *In progress: analyze and interpret data*

Touchscreen Interface



Touchscreen in VR



Experiment

- 3 procedures for participants to learn
- Experimental group learns using VR application
- Control group learns by watching video
- Participants must perform procedures by memory on touchscreen

Contact

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