HoloLearn: Transforming Textbooks into Immersive Holographic Educational Experiences

Dev Kalavadiya, Mohammad Hassan Hamdani Hussain
Computer Science, NYUAD
dk3936@nyu.edu,mhh410@nyu.edu

Advised by: Azzam Mourad, Domna Banakou

ABSTRACT

HoloLearn is an innovative educational tool that transforms traditional textbooks into holographic representations. It aims to address the challenge of engagement in traditional learning methods by providing an immersive and interactive learning experience. With HoloLearn, students can learn through a combination of text, interactive 3D models, videos, and quizzes. This technology has the potential to revolutionize education by providing an exciting approach to learning. HoloLearn can be used as a supplement to traditional teaching methods that can be deployed in a classroom setting. This proposal aims to explore the impact of HoloLearn on knowledge acquisition and retention. HoloLearn enables students to visualize complex concepts and understand them in a more intuitive way. This proposal aims to identify any challenges that arise with this new technology and explore its potential as a tool for education.

KEYWORDS

Mixed reality, Metaverse, holographic content, immersive, security, students, knowledge acquisition, information retention, data analysis, sensor data, federated machine learning, user testing.

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1 INTRODUCTION

Exploring the Impact of HoloLearn on knowledge Acquisition and Retention.

Education is a fundamental component of society, providing individuals with the necessary skills and knowledge to thrive in the world. However, traditional teaching methods can often fall short of engaging students and retaining their attention. The center of our traditional education is books, and it has been the tool of education delivery for thousands of years. While tools have evolved around the classroom, books have remained largely unchanged. This capstone aims to address this challenge by introducing an innovative educational tool that transforms traditional textbooks into holographic representations.

The HoloLearn application addresses the problem of engagement in traditional learning methods by providing an interactive and immersive learning experience that transforms traditional textbooks into holographic representations. With HoloLearn, students can learn through a combination of text, interactive 3D models, videos, and quizzes. This technology has the potential to revolutionize education by providing an innovative and exciting approach to learning. HoloLearn can be used by educators as a supplement to traditional teaching methods or as a standalone tool that can facilitate remote learning. This proposal aims to explore the impact of HoloLearn on knowledge acquisition and retention.

Traditional textbooks have been the primary tool for delivering education for thousands of years. However, they often fail to engage students in the learning process and lack interactivity. HoloLearn aims to transform traditional textbooks into holographic representations that provide an immersive and interactive learning experience. By bringing 2D surfaces to life, HoloLearn enables students to visualize complex concepts and understand them in a more intuitive way. While metaverse technologies are still relatively new, HoloLearn has the potential to revolutionize the way education is delivered, making it more interactive, immersive,

and engaging for students. This proposal aims to explore the potential of HoloLearn to be used as a tool for education and identify any challenges that arise with this new technology.

1.1 Metaverse

The Metaverse is a concept that refers to a shared virtual space where users can interact with a computer-generated environment and with each other in real time. It allows for the creation of immersive experiences and simulations that can be accessed from anywhere in the world using internet-connected devices, such as virtual reality headsets, smartphones, or computers. The Metaverse has the potential to transform the way we learn, work, and socialize by enabling collaborative and experiential learning opportunities that are not possible in traditional classroom settings [7]. The potential for the Metaverse to revolutionize education has been the top domain in this field, as shown in Figure 1.

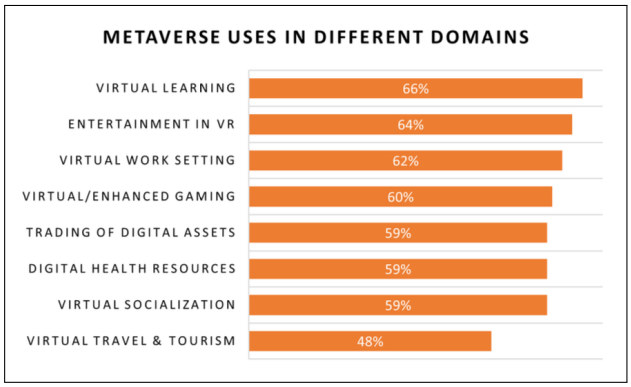

Figure 1: Human Perception of Metaverse Uses in Different Domains, May 2022 [4]

1.2 Mixed Reality

XR is an immersive technology combining AR and VR that extends the physical world into the virtual realm. The XR framework is essential for creating a decentralized Metaverse for AR and VR devices, enabling developers to create and develop applications using open-source tools and engines. Developing an XR framework requires considerations for technology, hardware devices, visualization and client-server communication [7]. XR prioritizes object rendering over the entire scene and is a good approach for environments in the Metaverse.

2 RELATED WORK

2.1 Case Study: Effectiveness of AR Learning

According to this study, AR technology was found to enhance the learning experience by providing an interactive and visually rich alternative to traditional tools, stimulating several sensory modalities and improving kinesthetic learning. As it allows students to manipulate 3D models and see them from all angles, they have total control over their learning experience. Furthermore, the study shows that the use of AR technology resulted in increased knowledge retention compared to traditional learning methods. The study evaluated the impact of the AR tool on knowledge acquisition and retention through a validation protocol, which included an initial assessment and two follow-up assessments after two and four weeks, and concluded that AR-based teaching and learning has proven to be more effective than standard approaches, at least in the specific context of primary school level for the digestive and circulatory system. [3]

2.2 Addressing Pitfalls and Ensuring Accessibility in XR-Based Learning

When using XR technology for learning, it is crucial to define specific learning goals and be realistic about what XR can achieve, as it may hinder certain learning goals. Potential pitfalls such as increased cognitive load, time constraints, lack of accessibility, affordability, privacy, and safety concerns can be avoided by providing inclusive design, creating or finding high-quality learning content, and testing early prototypes with targeted learners for feedback. Educators and designers should consider the mental processes that lead to learning and ensure accessibility and inclusivity for all learners. Universal Design for Learning frameworks can be used to make sure all media and activities are accessible. It is also important to address privacy and safety concerns by keeping learners' data and identities secure. [5]

2.3 Designing XR into Higher Education

According to this paper, when designing XR experiences, several considerations should be taken into account to ensure their success. These include conducting extensive user testing during the design process, ensuring that interactions within the experience are action-oriented to maximize user engagement. To prevent any potential issues with user privacy, administrators must inform users of the data collection and privacy protection features available within the experience. By taking these factors into account, instructional designers can create successful and engaging XR experiences for higher education institutions which are in line with the UN's Education for Sustainable Development Initiative. [6]

3 METHODOLOGY

3.1 Methods

The application will be developed using Unity as this is the most robust platform for XR currently. Our chosen platform will be the Oculus Quest PRO in XR mode to provide an immersive learning experience. XR has been selected over VR due to the lower computational requirements and better performance [7]. We aim to create a prototype for biology to facilitate the learning process by incorporating holographic models.

We have chosen the field of biology as this is a subject which can leverage XR technology in multiple ways such as visualizing biological structures, virtual dissections, and memorization assessments [8].To ensure the educational content is relevant and aligned with the biology curriculum, we will utilize educational books on biology as a foundational resource. Additionally, we will seek insights and expertise from biology peers and professors to identify specific areas where holographic models can enhance the learning process. Through this collaborative approach, we will select appropriate holographic models from online resources such as the Unity Asset Store and CGTrader, allocating a budget primarily for the acquisition of high-quality holographic content.

The arrangement of the assets will be crucial to ensure an ergonomic and user-friendly design. We will use best practices in UX/UI design for XR prototyping and apply ergonomic principles to create an optimized design [1].

To validate and refine the design, we will conduct a comprehensive user-testing phase. During this phase including students and educators, will be invited to interact with the application and provide feedback on its usability, functionality, and overall learning experience. By collecting and analyzing the feedback, we will iteratively refine the application's design and address any identified shortcomings or areas for improvement. The goal of this user-centred approach is to ensure the application is user-friendly, meets the specific needs of learners, and enhances the learning process.

Next, we will collect sensor data from the users to gain deeper insights and improve the XR experience. Leveraging Unity's XRInput manual, we will implement data collection mechanisms within the application to capture relevant sensor data, such as eye-tracking and movement data [9]. By analyzing this sensor data, we aim to understand user behavior patterns, examine the impact of visual stimuli on learning, explore the relationship between physical movement and information retention, and evaluate the effectiveness of different design features within the XR application.

4 EVALUATION

The evaluation process for this application prototype involves a user-testing phase. This phase will ensure that the holographic content is displayed in the most user-friendly and optimized manner for students. The evaluation will also consider the arrangement of assets within the headset, ensuring that it is ergonomic for students. To have concrete data out of our user-testing phases, we plan on incorporating surveys. A sample of such a survey can be seen below:

(1) How often have you used virtual reality technology before?
(2) On a scale of 1-5, how engaging was the holographic content in the mechanical engineering app?
(3) Did the holographic content in the app help you better understand the concepts of mechanical engineering?
(4) How comfortable was the headset during your experience with the app?
(5) Would you recommend this app to other students studying mechanical engineering?

We will also conduct research to test the effectiveness of HoloLearn in terms of user interactivity and engagement with the holographic content through sensory data collection.

5 PROJECT TIMELINE

5.1 Semester 1

- Week 1-2: Select a subject and gather educational material for biology.
- Week 3-4: Research and collect holographic models from online resources.
- Week 5-6: Start building the prototype using Unity and MRTK3.
- Week 7-8: Focus on ergonomics and user experience design.
- Week 9-10: Conduct the initial user testing phase and gather feedback.
- Week 11-12: Analyze feedback and implement necessary changes to the prototype.
- Week 13-14: Finalize the application prototype for mechanical engineering.

5.2 Semester 2

Future perspective of our capstone project is to do some research on the data to evaluate the effectiveness of not only the application but also the XR learning experience.

We aim to use eye-tracking and movement data to analyze user behavior in order to evaluate the interaction they have with holographic content. The goal is to use the collected eye-tracking and movement data to provide valuable insights into the impact of different visual stimuli, duration of gaze, physical movement, and user interaction within the virtual learning environment. By further analyzing this data using federated machine learning [2], we can explore research questions such as the relationship between visual stimuli and learning, the impact of physical movement on engagement, and the effectiveness of design features in XR applications for learning. This expansion will contribute to a deeper understanding of learning strategies and preferences, allowing for continuous improvement and optimization of the application.

6 BUDGET

Technology and Equipment - For the XR education arm of the study, specialized hardware such as VR headsets and software licenses will be required. Depending on the quantity and quality of the equipment needed. For instance, the Microsoft HoloLens costs around $3000. Fortunately, after meeting with Professor Anthony Tzes, Professor and Head of Electrical Engineering, we were able to set up an XR collaboration, and they have gracefully lent us one of their Oculus Quest Pro (which has XR capabilities) and are willing to arrange for a HoloLens along with a TensorBook.

Participant Recruitment Incentives - $300 To attract participants for the study, it may be necessary to offer incentives such as gift cards or compensation for their time. Depending on the number of participants needed and the amount of compensation offered, this expense could be $10 per hour for each participant, and we wish to have around 30 participants.

3D Models - $800: This expense would cover the cost of purchasing predesigned 3D models from online marketplaces such as Sketchfab or CGtrader. These models would help to provide visual representations of complex concepts and increase student engagement. We believe that most of our budget will be for acquiring these 3D assets in order to have a visually appealing application ready.

Animation Services - $200: Hiring professional animation services would help to create interactive and engaging learning materials for the XR education platform.

7 CONCLUSION

The HoloLearn application has the potential to revolutionize the way education is delivered by providing an immersive and interactive learning experience. The use of holographic representations in textbooks enables students to visualize complex concepts in a more intuitive way, and enhances engagement and knowledge retention. Through user testing and strict research, this capstone project aims to evaluate the impact of HoloLearn on knowledge acquisition and retention. With the support of Unity's robust framework, the HoloLearn application is expected to provide a user-friendly and optimized interface for students. While there may be some challenges in implementing this new technology, such as the cost of holographic content and potential issues with hardware and networking, the benefits of HoloLearn in improving the education system make it a promising tool for educators to incorporate into their teaching methods.

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