



VIRTUAL REALITY BASED ON EDUCATION PLATFORM

My Team Members



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OBJECTIVE

The objective of a virtual reality-based education platform is to create immersive, interactive learning experiences that enhance student engagement, improve retention of knowledge, and provide practical, real-world simulations. It aims to make learning more accessible and personalized, enabling students to explore complex concepts through visual, hands-on experiences, regardless of their physical location.

WEEK-1

ACTIVITY

BRAIN -STORMING





KEY WORDS

Online learning

Virtual lab

Real-Time feedback

Digital Classroom

Interactive content

Learning analytics

Content creation

Life long learning

Distance Education

Education stimulation

Impressive learning

Gaming Education



KEY WORDS

VR classroom

VR courses

Stem Education

Educational
Technology

Accessibility in
Education

3D learning
Environment

360 Degree Videos

Gamification

Interactive lesson

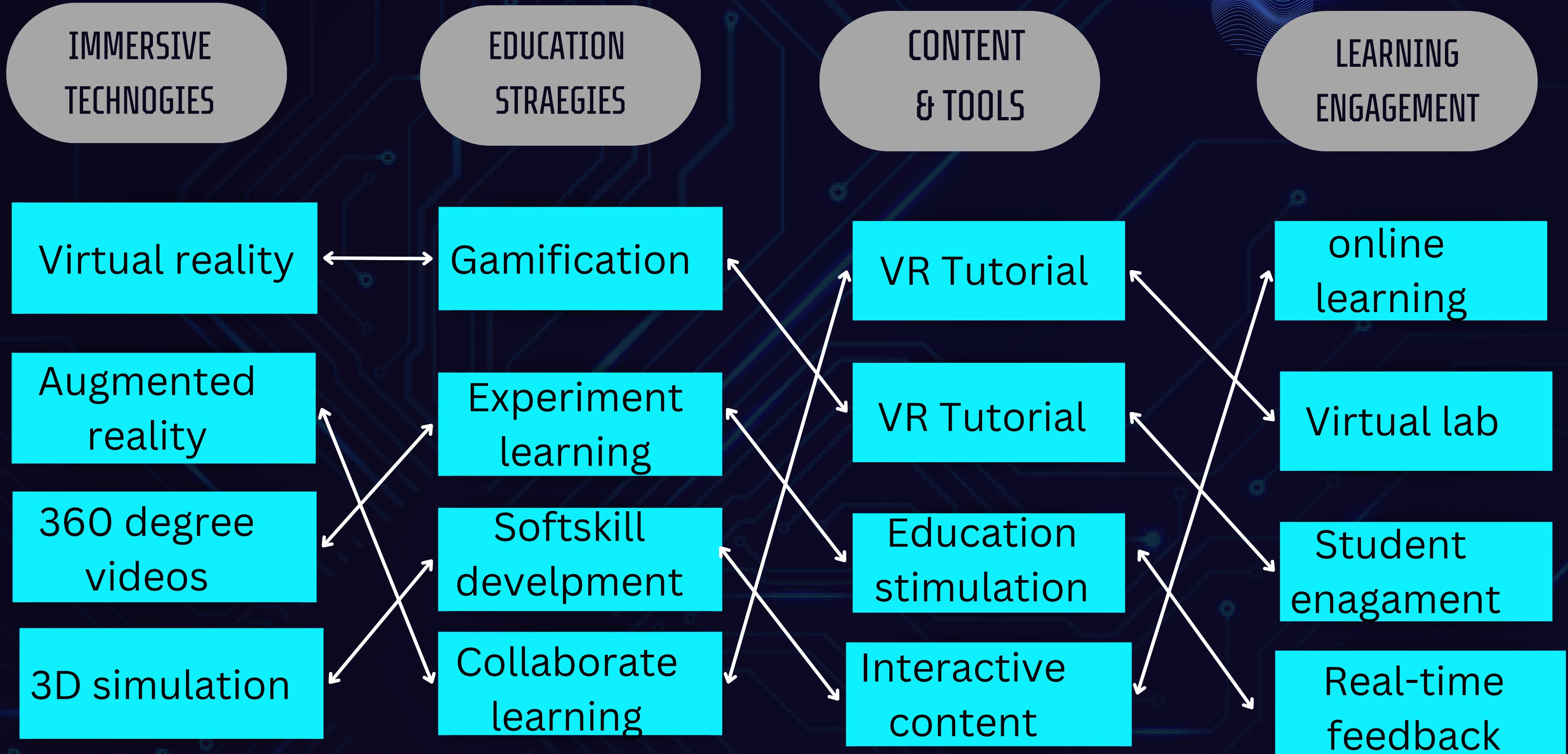
VR Tutorial

VR traning

Teacher Tools



SORTING AND AFFINITY LINKS



WEEK-2

ACTIVITY

MIND MAPPING





Online learning

Various Platforms

Real-time feedback

VR Tools

VR training

VR CONTENT

CONTENT & TOOLS



LEARNING ENVIRONMENT & ENGAGEMENT



VIRTUAL REALITY BASED ON EDUCATIONAL PLATFORM

INNOVATIVE TECHNOLOGY



360 Degree

32 stimulator

Interactive version



VIRTUAL REALITY BASED ON EDUCATIONAL PLATFORM

CONTENT & TOOLS

VR CONTENT

VR training

 WEEK-3

ACTIVITY

5W's & 1H's + MATRIX TABLE





TABLE CONTENTS	IMMERSIVE TECHNOLOGIES	EDUCATIONAL STRATEGIES & APPROACHES	CONTENT AND TOOLS	LEARNING ENVIRONMENT & ENGAGEMENT
WHAT	Simulated environments created by technology Such as virtual & augmented reality.	Techniques and methods to improve teaching effectiveness. Approaches like gamification, blended learning, & differentiated instruction.	Materials like books , digital content ,& software. Tools such as LMS , educational apps & interactive whiteboards.	Physical & virtual settings where learning occurs. Methods to foster active student participation & interaction.
WHO	Software Developers & Engineers. Educators & Students using immersive tools for learning.	Teachers and Instructional Designers. Students. School Administrators & Policy Makers.	Content Creators , Publishers & Educational Technology Developers. Teachers & Students.	Students engaging in the Learning Process. Teachers. Administrators.



TABLE CONTENTS	IMMERSIVE TECHNOLOGIES	EDUCATIONAL STRATEGIES & APPROACHES	CONTENT AND TOOLS	LEARNING ENVIRONMENT & ENGAGEMENT
WHY	To enhance engagement and retention of information. To provide practical , hands-on experiences without physical constraints.	To improve student learning outcomes. To address diverse student needs & learning styles.	To provide diverse & rich learning resources. To support different learning paces & preference. To enhance accessibility.	To create a supportive and stimulating learning atmosphere. To cater to difference learning preferences & needs.
HOW	Through the use of VR headsets and AR applications. By developing interactive simulations and Virtual environments.	Implementing student centered learning activities. Using technology to facilitate interactive learning.	Integrating multimedia and interactive elements into lessons. Using educational software & online Platforms.	Designing interactive & Collaborative activities. Using technology to facilitate engagement & Communication.

WEEK-4

ACTIVITY

USER - PARTICIPANTE

MAPPING



PRIMARY USER

- Student
- Teacher
- Training providers
- Content creator

TERTIARY USER

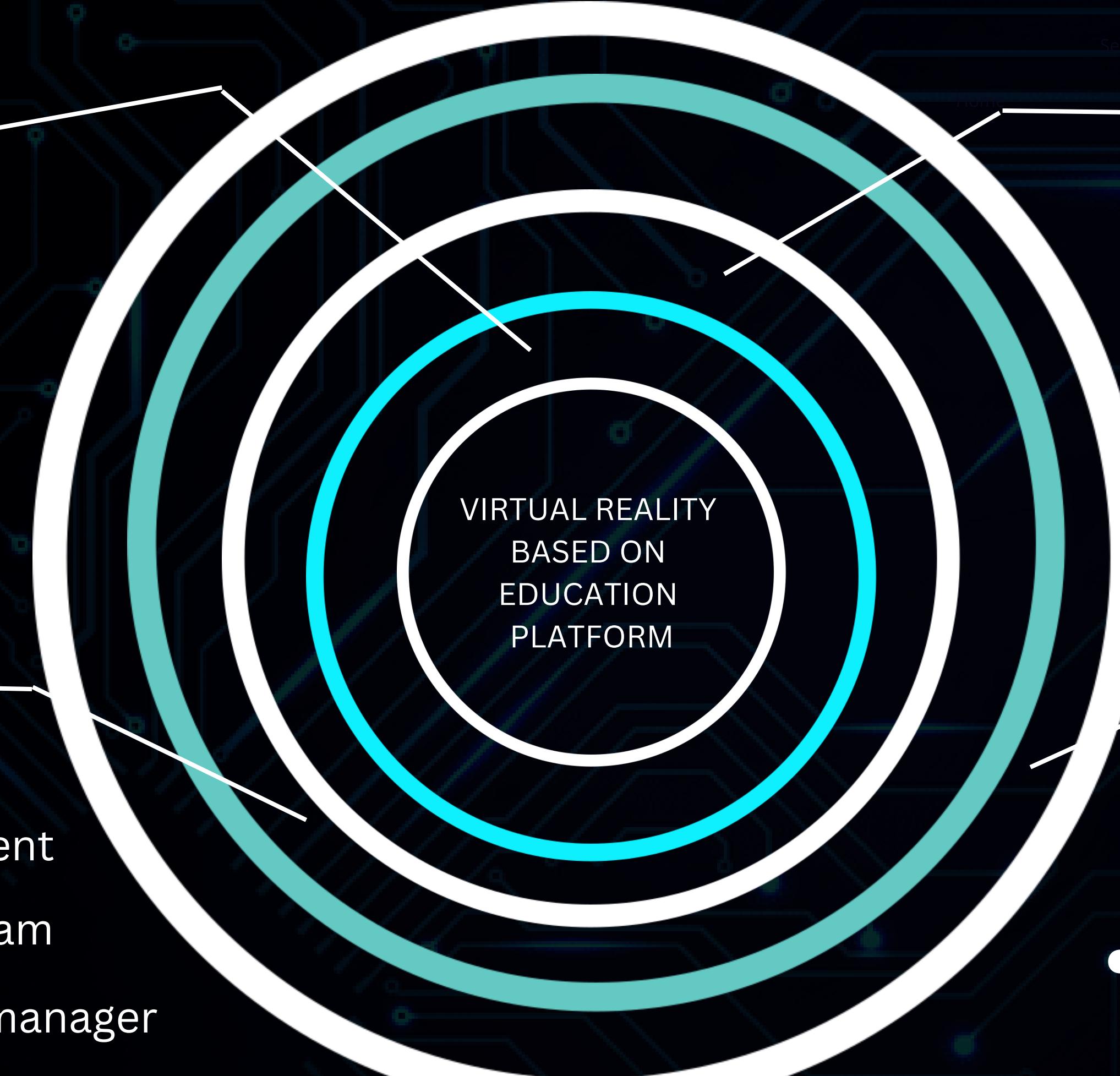
- Parents
- Education development
- Technical support team
- Classroom facilities manager

SECONDARY USER

- Education technology development
- Education research
- Education institution
- Remote technical

QUATERNARY USER

- Investors
- Policy maker
- Curriculum development
- Local school administrators



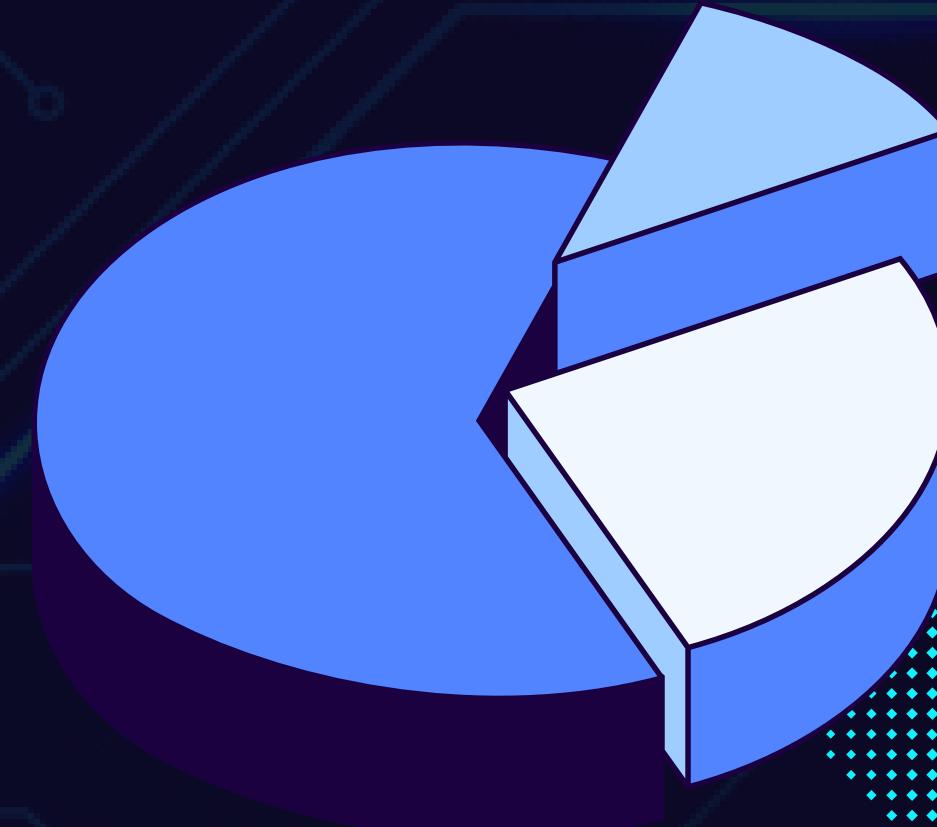
VIRTUAL REALITY
BASED ON
EDUCATION
PLATFORM



WEEK - 5

ACTIVITY

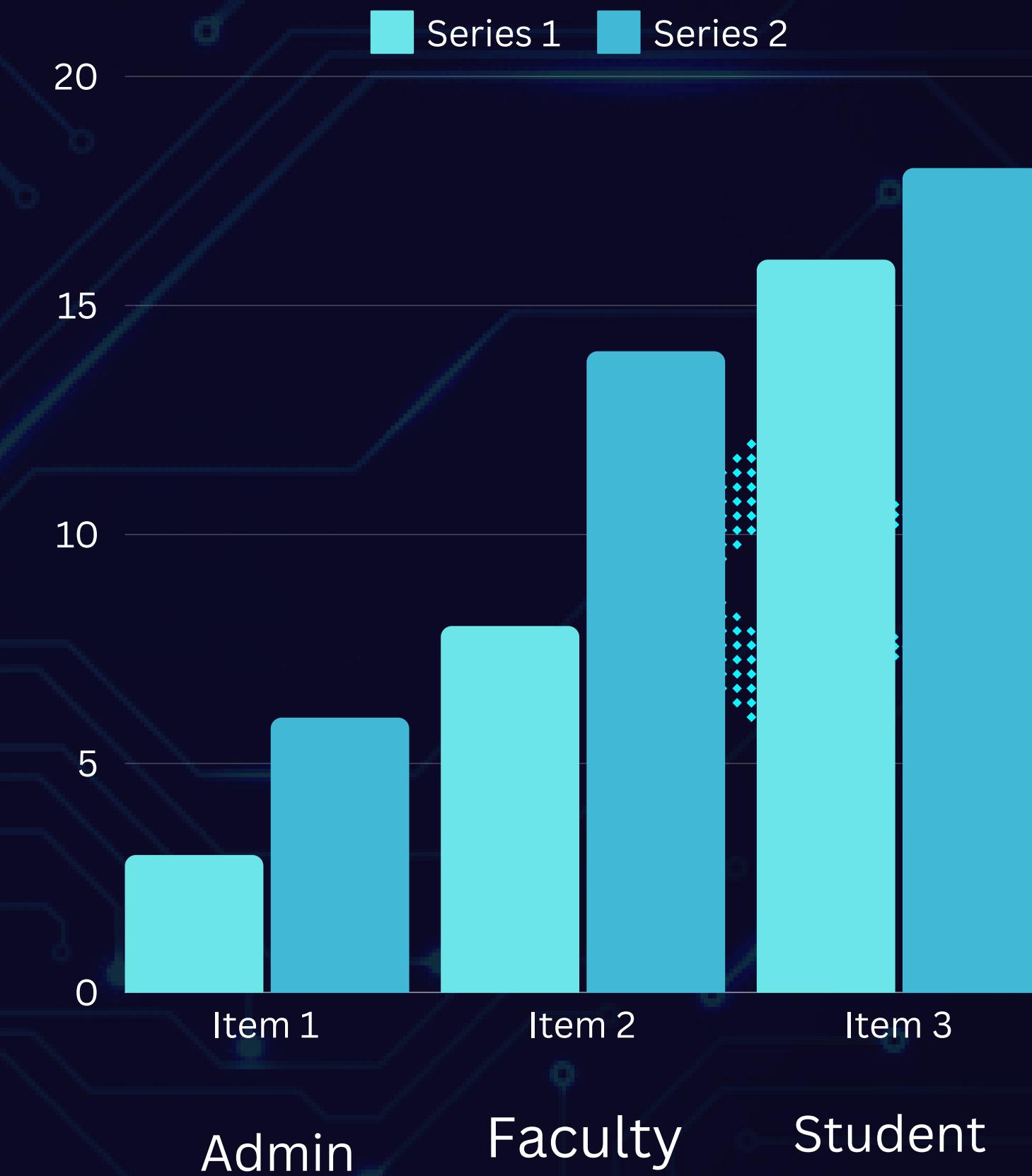
CONTEXTUAL INQUIRY





■ MALE

■ FEMALE



Admin

Faculty

Student

CONCEPTUAL MODEL

VERBAL PROCESSING

3D DESIGN
TECHNOLOGY
CONTENT

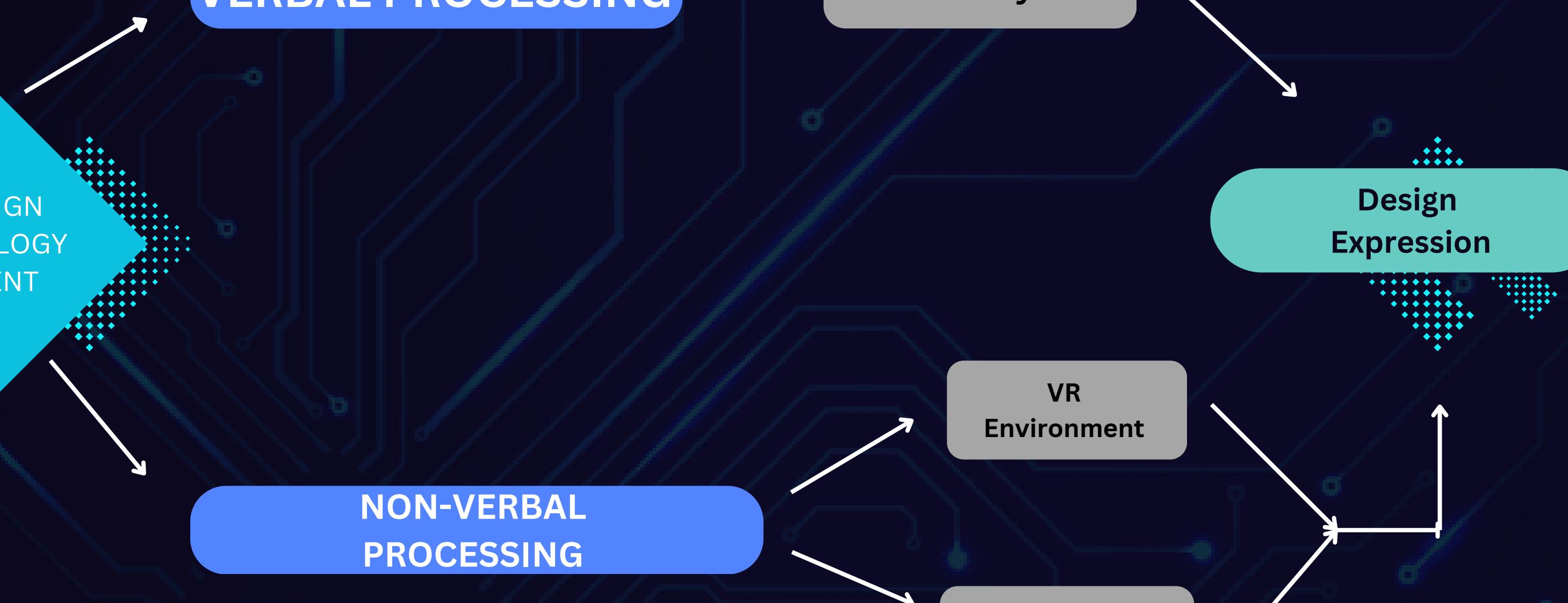
NON-VERBAL
PROCESSING

Relevant Design
Theory

Design
Expression

VR
Environment

Design



WEEK-6

ACTIVITY

QUESTIONNAIRES AND SURVEY





NAME

AREA

ACTIVITY

TASK

IDEA

SCALING QUESTIONS

How would you rate the case
of use of the VR education
platform

How immersive did you find
the virtual learning
experience

How helpful was the VR
platform in enhance your
understanding of the subject

1

Not Helpful

2

Somewhat
Helpful

3

Very Helpful

CLOSED-ENDED QUESTION

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Do you agree with the following statement answer by placing a tick mark in the place

How satisfied are you with overall experience of the VR platform

Very Satisfied

Satisfied

Neutral

Dissatisfied

How often do you use the platform for learning ?

Daily

Monthly

Weekly

Rarely

Do you find the virtual simulation useful in understanding the course material?

Yes

No

DICHOTOMOUS QUESTIONS

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Answer the question by placing a tick mark in the corresponding box

- Did you find the VR education platform easy to use
- Did the VR platform help you understand the subject better
- Would you recommend the VR platform to other student

YES

NO

OPEN-ENDED QUESTIONS

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Make additional comments in the given space

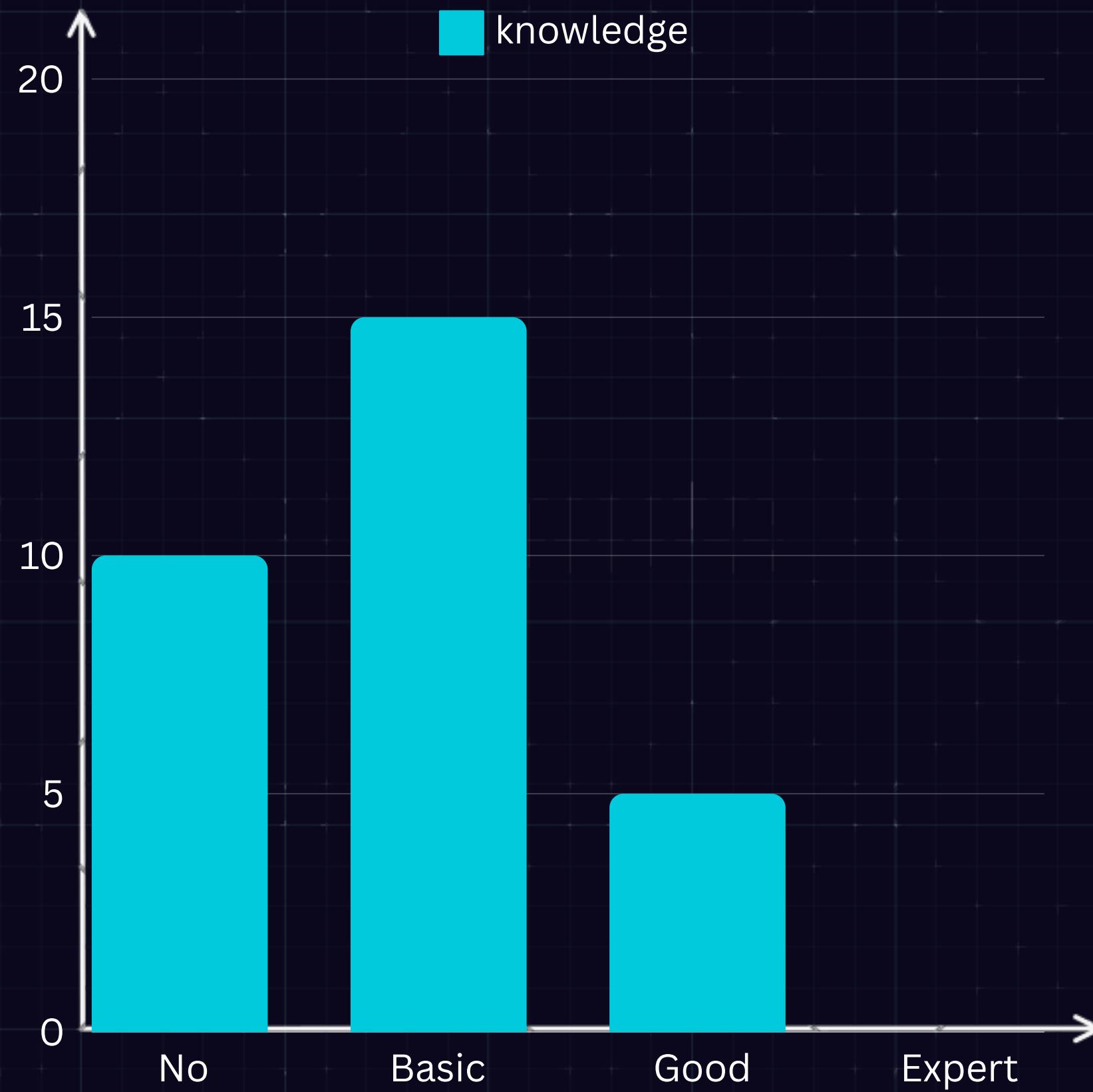
What did you like most about the VR education platform

What challenges did you face while using the VR platform

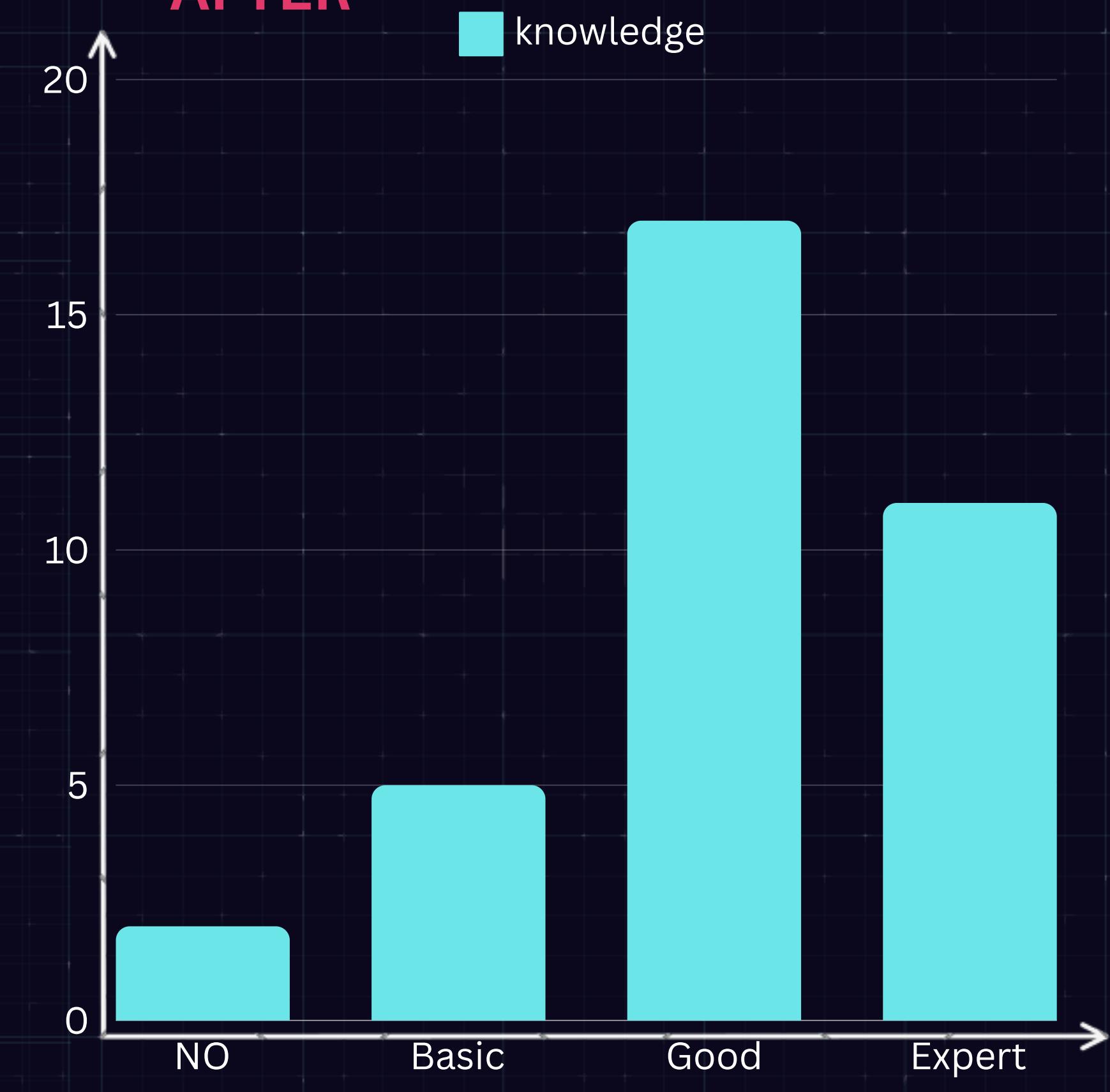
How could the VR platform be improved to enhance your learning experience

LEVEL OF KNOWLEDGE

BEFORE



AFTER



CUE CARDS

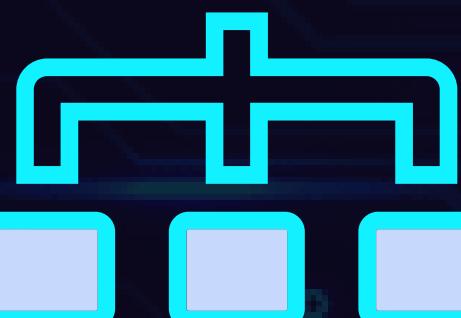
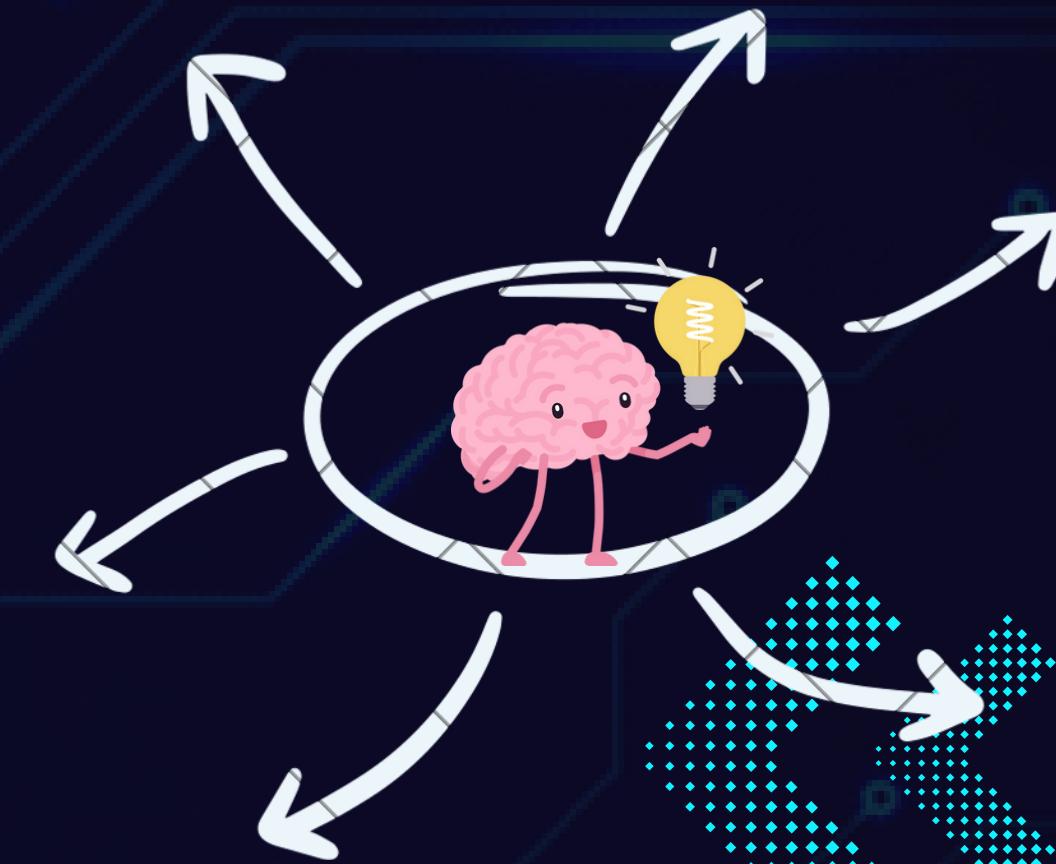




WEEK-7

ACTIVITY

PROJECT-MAPPING





Education platform

Integrating

content
Modules

Gamification

Multiplayer
Experience



Practice Use Cases

History & Archaeology

Art & Design

↓

STEM
science , Technology , Engineering Math



Personalized Learning Paths

Adaptive challenges

Learning style customization

Individual goal & Feedback

Immersive Assessment

Interactive
Quizzes

Real-Time
feedback

Scenario - Based
Learning

WEEK-8

ACTIVITY

PERSONA AND OIOR TABLE





PERSONA AND OIOR TABLE

NAME

: ALEX CHEN

AGE

: 25

OCCUPATION: Graduate student in environmental science

GOALS

:

- To gain a deeper understanding of complex environmental concepts
- To develop practice skill in environmental science
- To stay engagement and motivated in learning

**NAME**

: MAYA PATEL

AGE

: 38

OCCUPATION : High school science teacher**GOALS**

:

- To create engaging and interactive lesson plants for her students
- To increase students motivation and participation in science classes
- To stay current with the latest developments in science education

OIOTABLE

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Observation	Information	Opportunities	Recommendation
There is an increasing interest in immersive learning technologies among educators and students.	VR can enhance engagement and retention through interactive experiences.	Expanding partnerships with educational institutions can help pilot VR programs.	Investing in user-friendly VR content creation tools for educators is crucial.
The availability of VR hardware and software solutions is growing.	Studies show improved learning outcomes in subjects like science and history when using VR.	Developing content tailored to various curricula and learning objectives is essential.	Conducting research to assess the impact of VR on learning outcomes across different demographics is necessary.

OBSERVATION	INFORMATION	OPPORTUNITIES	RECOMMENDATION
There are varied levels of technological adoption across educational institutions.	Accessibility features can support diverse learning needs.	Creating training programs for educators can help them effectively integrate VR into their teaching.	Promoting awareness and training on VR technology can ensure effective implementation in classrooms.
Some educators and administrators have limited awareness about the potential of VR in education.	VR can provide experiential learning opportunities for students with disabilities.	Collaborating with industry partners can provide real-world applications and case studies.	Developing a framework for evaluating the effectiveness of VR-based educational programs is essential.



THANK YOU