

VIRTUAL REALITY ENVIRONMENT SYSTEMS

Gabriel Henrique da Silva ⁽¹⁾, Gustavo Lopes da Silva ⁽²⁾, Rafael Damasceno dos Santos ⁽³⁾, Erick Spinardi Furmanski ⁽⁴⁾, Rodrigo Hernandes ⁽⁵⁾, Nome Professor-Orientador: ME Ranieri Marinho de Souza ⁽¹⁾ 1 - CCOMP - 00353567, ⁽²⁾ 1 - SIS - 00354265, ⁽³⁾ 1 - SIS - 00354504, ⁽⁴⁾ 1 - CCOMP - 00354983, ⁽⁵⁾ 1 - CCOMP - 00353734

ABSTRACT

This work aims to develop a call-meet platform that will utilize virtual and augmented reality to meet the demands of the edtech market. In summary, the application will be able to create a lobby room for a standard user with access to a meeting that supports virtual reality and augmented reality, facilitating the client-company relationship.

Keywords: Virtual Reality; Virtual Environments; Call Meeting; EdTech.

1. Project Description and Target Audience

The creation of a virtual reality environment for implementing classes, meetings, or any type of meeting primarily addresses an accessibility issue. When considered in the context of classes, it promotes simple interaction among students who cannot physically attend school or university (such as wheelchair users or individuals with other mobility impairments), thus making access to information (classes) more accessible. Following the previously stated points, our initial target audience will be higher education institutions that use distance learning (EaD) platforms and are open to adopting new technology resources aimed at education (EdTech).

2. Materials and Methods

We developed the project in two major stages: User Levels and Virtual Room Layout. Within these stages, we will develop our product based on how it will be accepted by the end user. With this in mind, we created a brief diagram with items to be addressed for the best possible performance within the proposed context. The items are: Minimum network and hardware requirements; Online user capacity; Generic application functionalities (login and password, lobby, and VR Meeting); Target audience.



3. Development:

This is a solution within the Edtech market, thus the application will meet the demand for remote meetings and classes. The concept of Edtech, still very new in the market and developed within Industry 5.0, offers the possibility to reformulate all types of instruction, whether formal or informal, and to recreate, among many things, the proposal of homeschooling but using technological means. In the QR Code beside, you can access the first web pages of our project and get an overall preview of its functionality.

Theoretical References:

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ANNEX - CONCEPTUAL AND LOGICAL DIAGRAMS

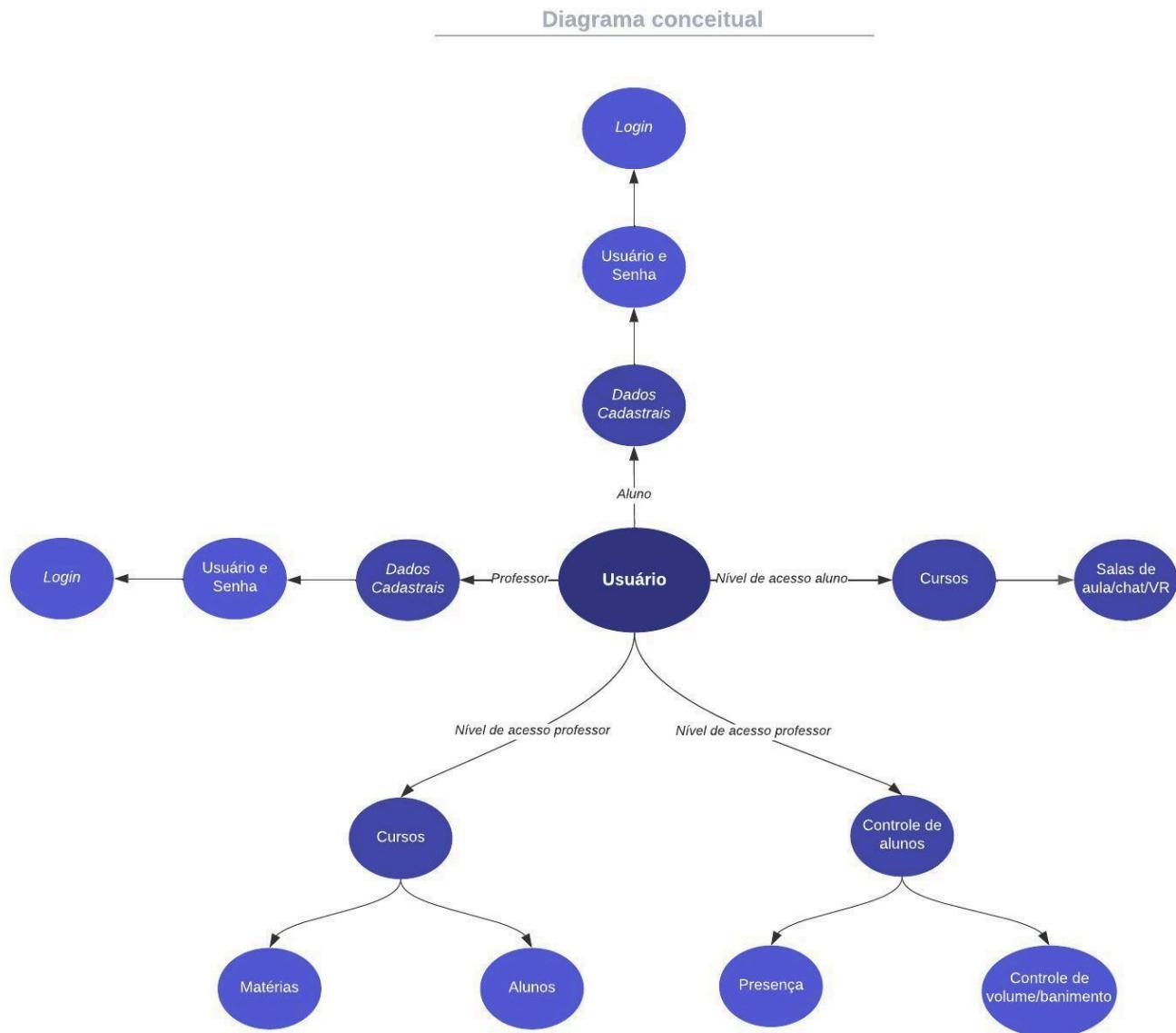
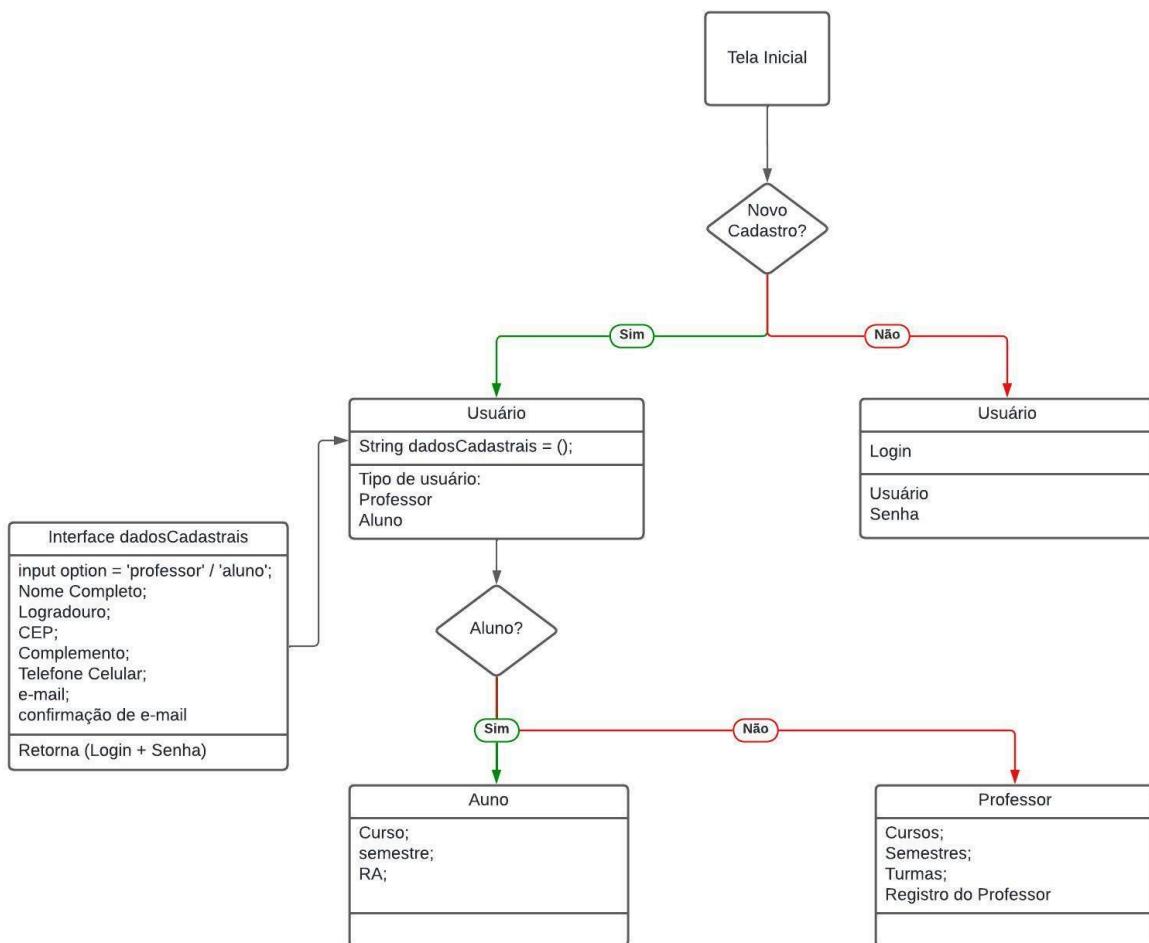


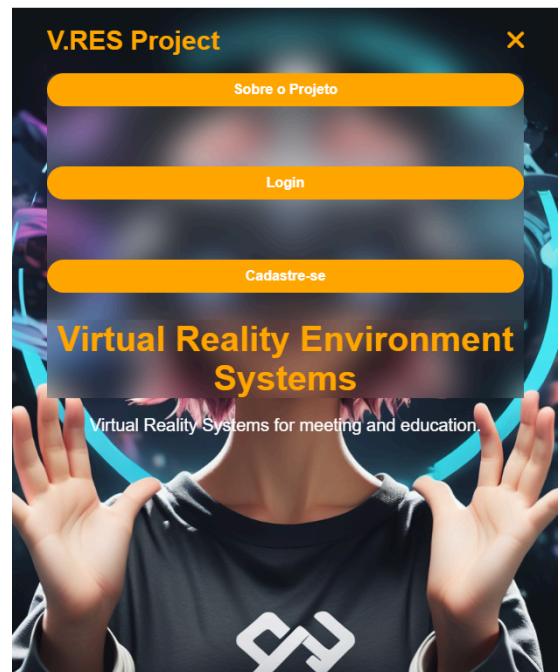
Diagrama lógico



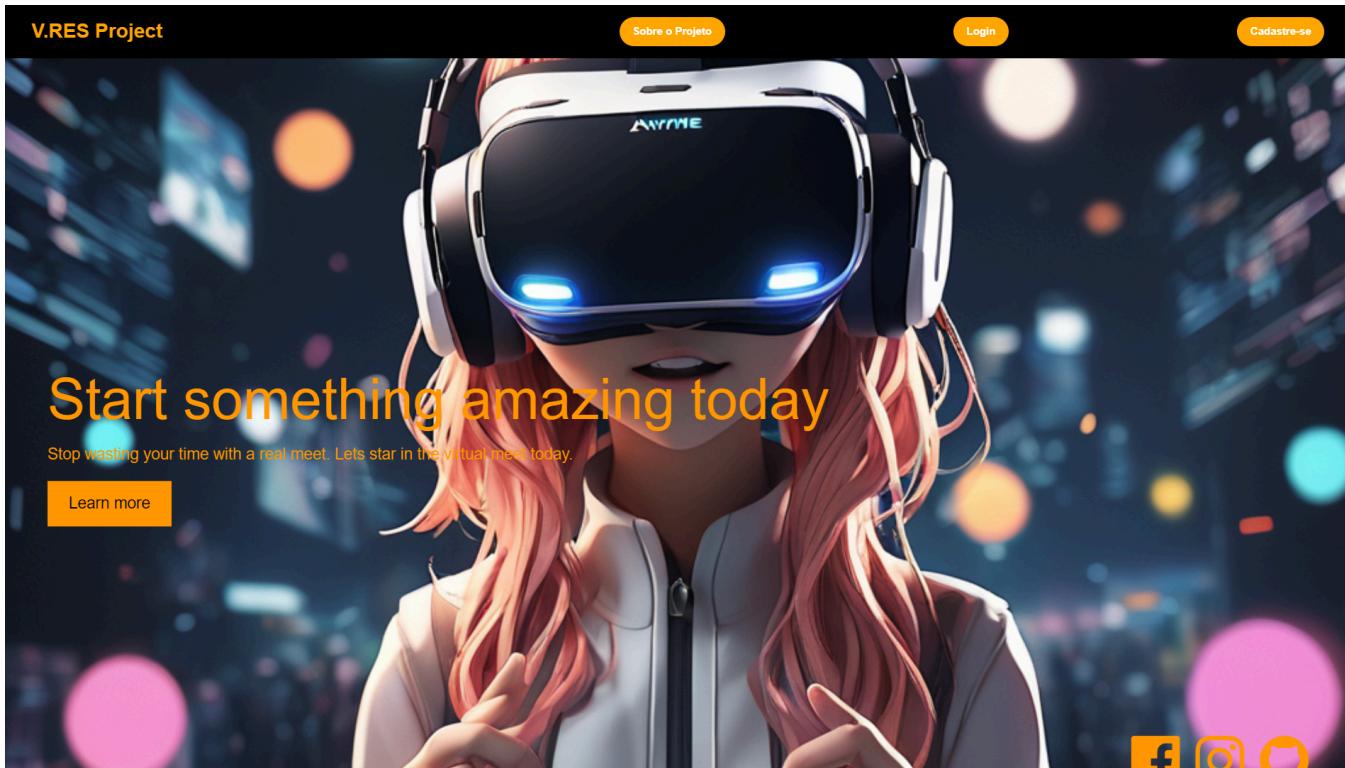
SCREENSHOTS:



Home screen



Exemple of a hamburger menu



About us screen