Assignment 3 Proposal – Digital Simulation / Augmented Reality in Aviation

Topic:

Country: Computing in Education and Learning

Province: Digital simulation and Serious Gaming

City: Digital simulation in Aviation

We have chosen the topic of computing in education and learning, specifically focusing on digital simulation and augmented reality in aviation. With the recent advancements in the fields of virtual reality, this influenced us into investigating the potential applications of this technology in the field of education.

By delving into the use of digital simulation / augmented reality in aviation, we aim to uncover the transformative role that computing can play in enhancing learning experiences and preparing students for real-world challenges in a high-risk career path such as the aviation industry. One reason this topic is of importance, with the recent pandemic and travel being halted, pilots still required practice / training.

Members:

➢ Coby: Researcher / Writer- Covering Advantages and Technology used

➢ Georgia: Researcher/ Writer - Covering Drawbacks & Challenges

➢ Jan Karlo Nito: Website –Development & General Editor

GitHub: https://github.com/CobyJM/COMP501