

Auswertung Results

Literature:

- higher involvement, better outcome, location indecent, low in cost, AI
- technical set-up & equipment, access restrictions, ethics& morality
- creator education, frameworks/rules, impact of immenseness, AI

Students:

- supportive Role
- expansion by immersive scenarios
- individual offers
- tailored contents
- collabroration focus

Lecturer:

- more communication & collaboration
- improved learning / knowledge transfer, engagement (gamification)
- museum walk through
- conceptual, visualization, showcasing
- train & support
- nice USP (digitalization)
- ONLY conpelemntary
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- less personal interaction, loss of reality
- not for IS / unitversities
- no education, high costs
- no knowledge or resources
- no request of working market
- worsened in-person teaching