

Experimenting with Chemical Reactions in Virtual Reality

Propusă de
Alina Duca

Coordonator științific
Prof. Dr. Adrian Iftene
Colab. George-Gabriel Constantinescu



Cuprins

01

Motivație

03

Tehnologii
utilizate

05

Teste de
usability

02

Aplicații similare

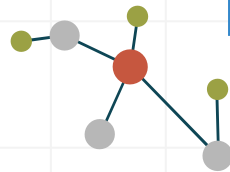
04

Arhitectura și Scene
Principale

06

Imersivitate



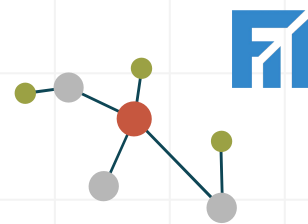


Motivație

Probleme existente

- Lipsa atractivității chimiei în rândul elevilor
- Numărul mic de ore de chimie practică în școli
- Pericolul la care sunt expuși elevii
- Imposibilitatea realizării experimentelor chimice în afara unui laborator
- Lipsa substanțelor și ustensilelor necesare





Motivație,

- Mediu sigur
 - protejat, izolat și inofensiv
- Fără restricționarea lucrului într-un laborator
- Oferă o modalitate interactivă, plăcută și ușor de utilizat de a facilita învățarea chimiei



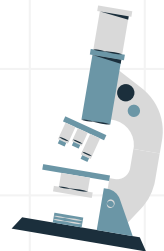
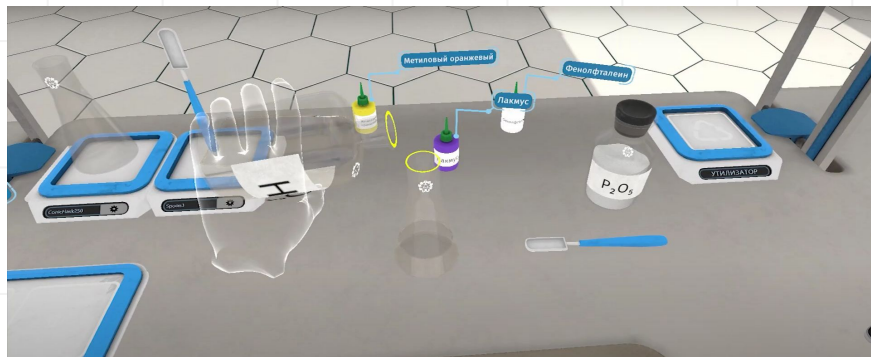
Aplicații similare





The VR Chemistry Lab

VR Chemistry Lab





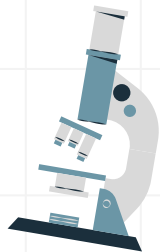
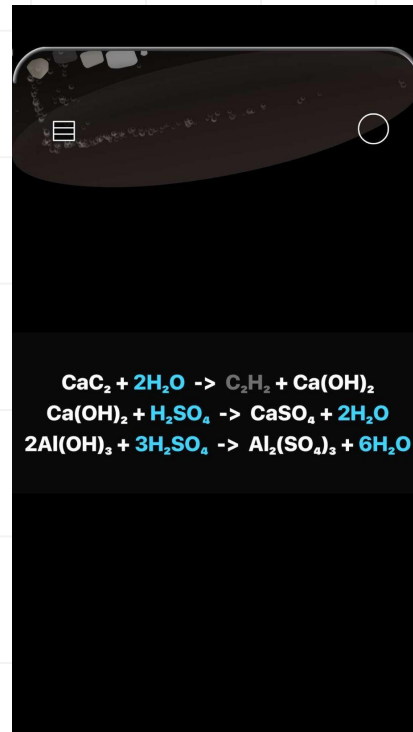
Unreal Chemist - Chemistry Lab



Chemistry Lab



BEAKER - Mix Chemicals





Tehnologii utilizate

Unity

pentru crearea
mediului virtual

Blender

pentru modele
3D

Visual
Studio

pentru scripturi C#

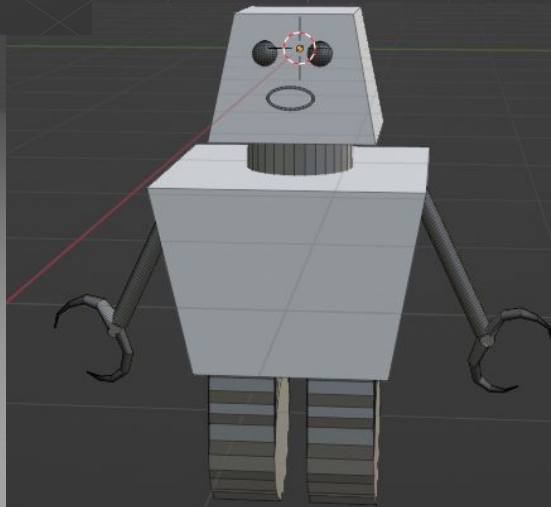
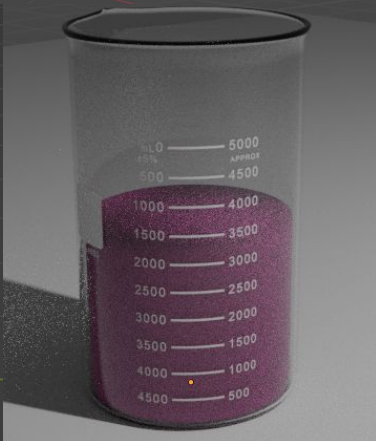
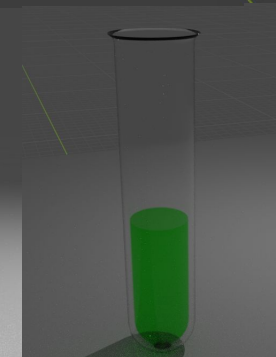
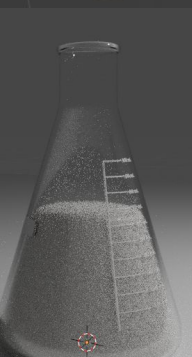
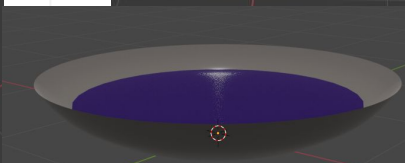
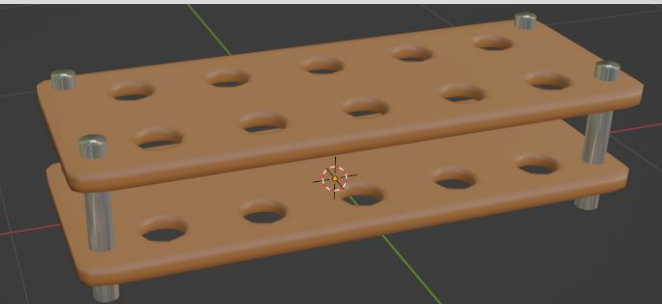
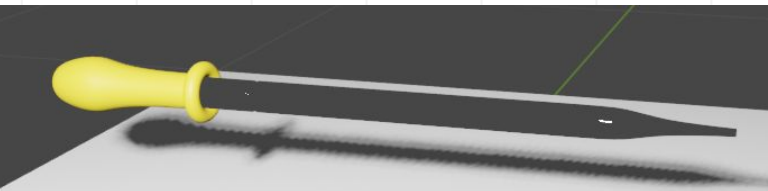
Meta
Quest 2

headset





Modele 3D





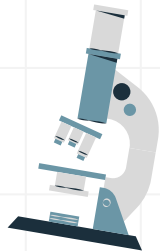
Modele 3D

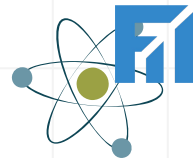




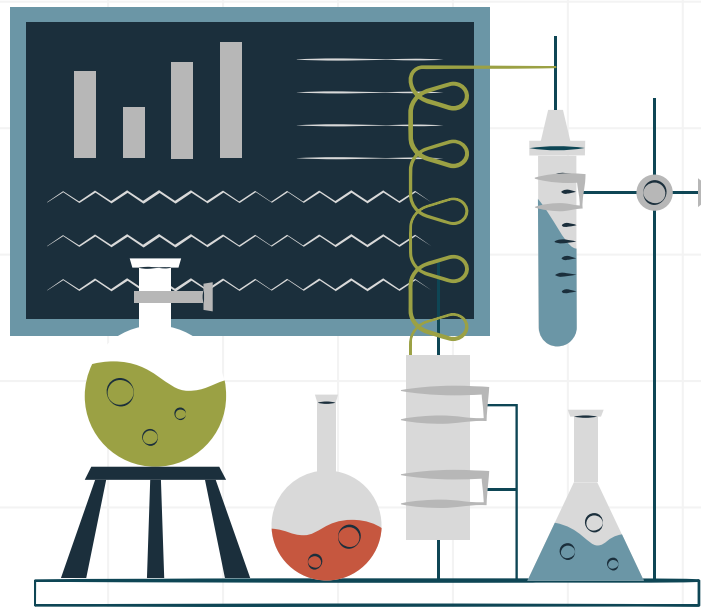
Alternativele headset-ului

- HTC Vive Focus 3
- Google Cardboard
- Sony PlayStation VR
- Pico Neo 3 Pro
- Valve Index
- HP Reverb G2



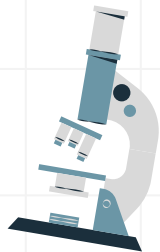
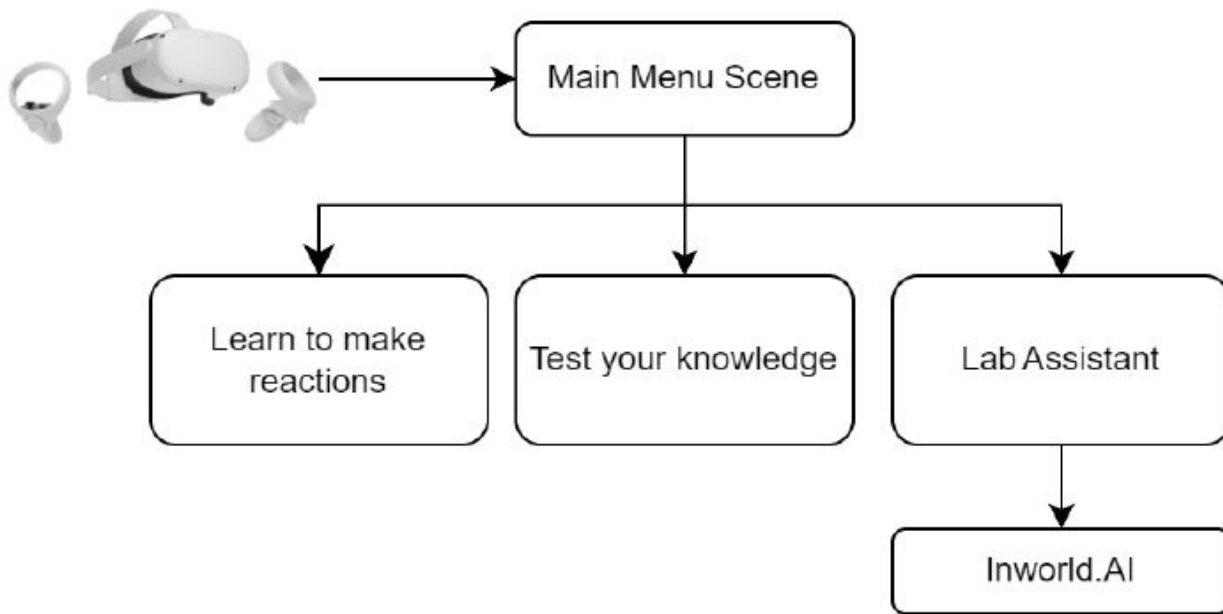


Arhitectura și Scene Principale





Arhitectura





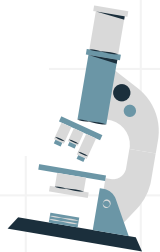
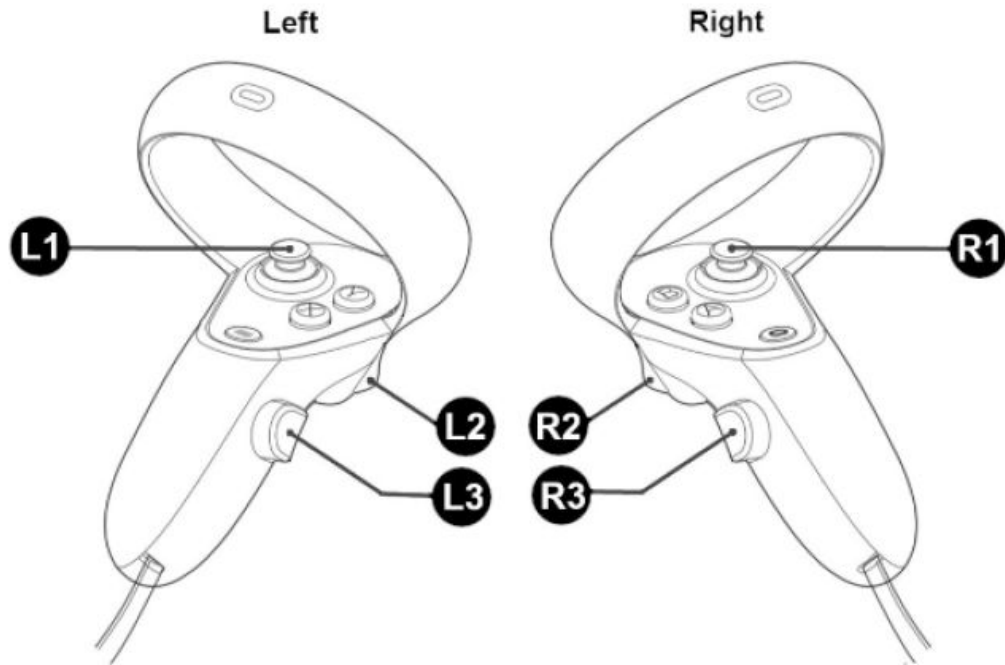
Arhitectura

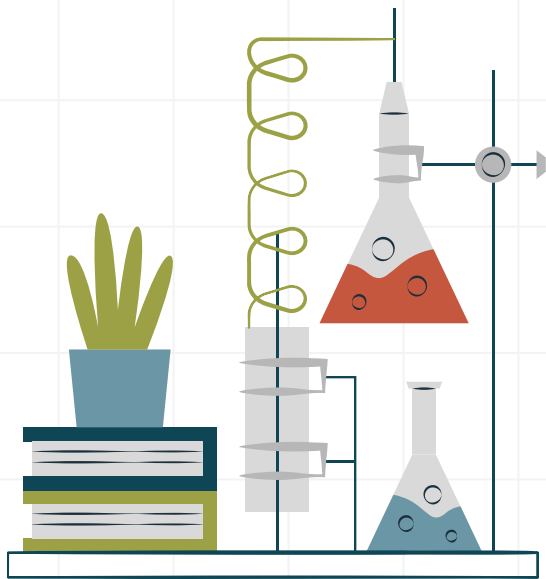
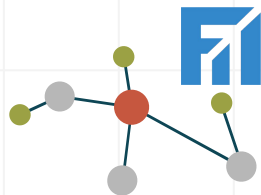
thumbstick stâng -
Locomoție

thumbstick drept -
schimbarea perspectivei

Trigger button - inițiere de
acțiuni

Grab button - prindere de
obiecte

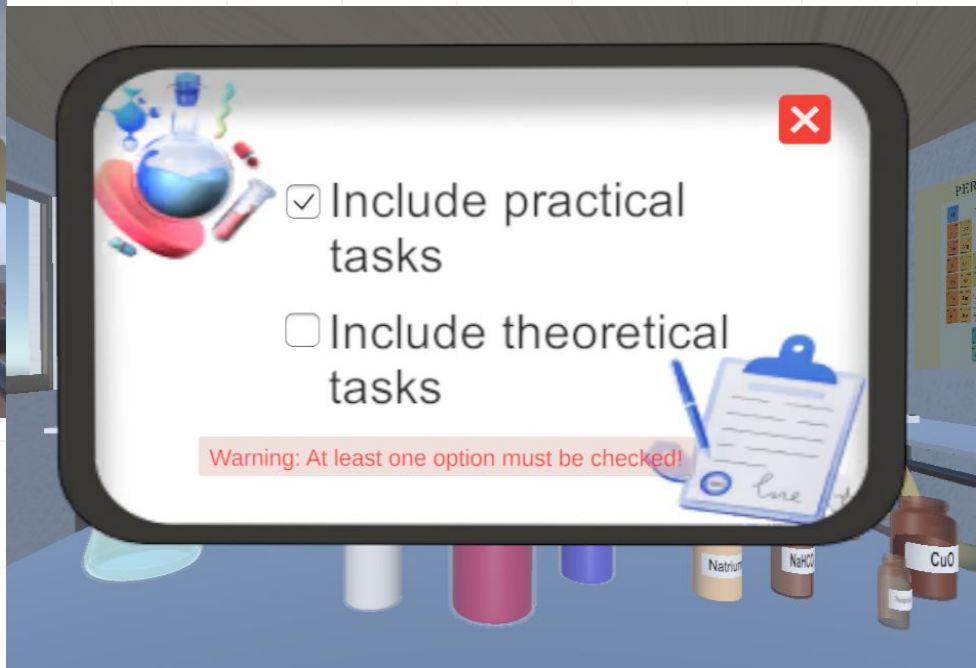
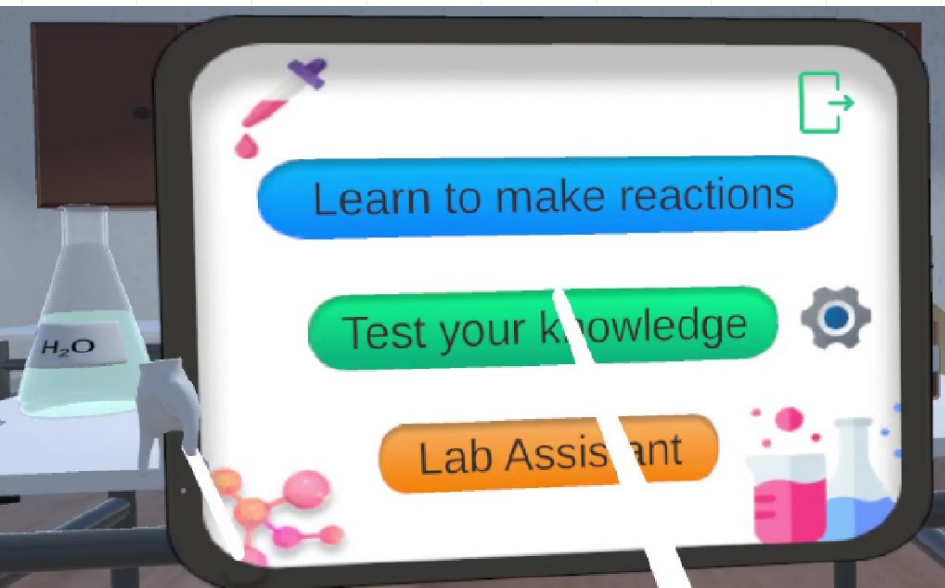




Funcționalități principale

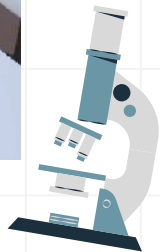


Main Menu





Learn to make reactions





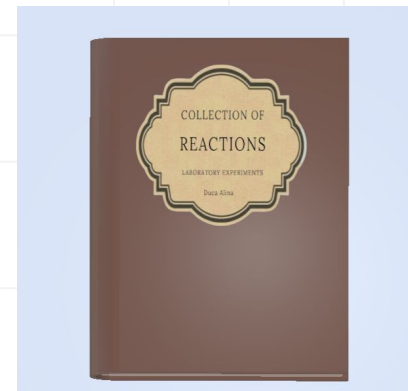
Learn to make reactions

Displacement Reactions

- ▶ $2\text{H}_2\text{O} + 2\text{Na} \rightarrow 2\text{NaOH} + \text{H}_2\uparrow$
- ▶ $2\text{H}_2\text{O} + 2\text{K} \rightarrow 2\text{KOH} + \text{H}_2\uparrow$

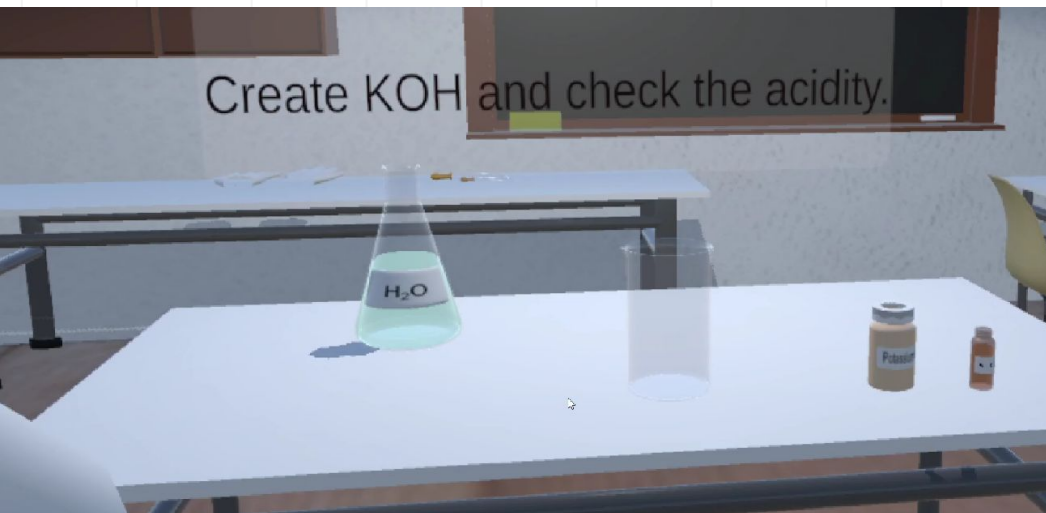
Neutralization Reactions

- ▶ $\text{H}_2\text{SO}_4 + \text{CuO} \rightarrow \text{CuSO}_4 + \text{H}_2\text{O}$
- ▶ $\text{HCl} + \text{NaHCO}_3 \rightarrow \text{NaCl} + \text{H}_2\text{O} + \text{CO}_2\uparrow$



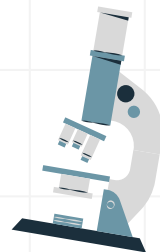
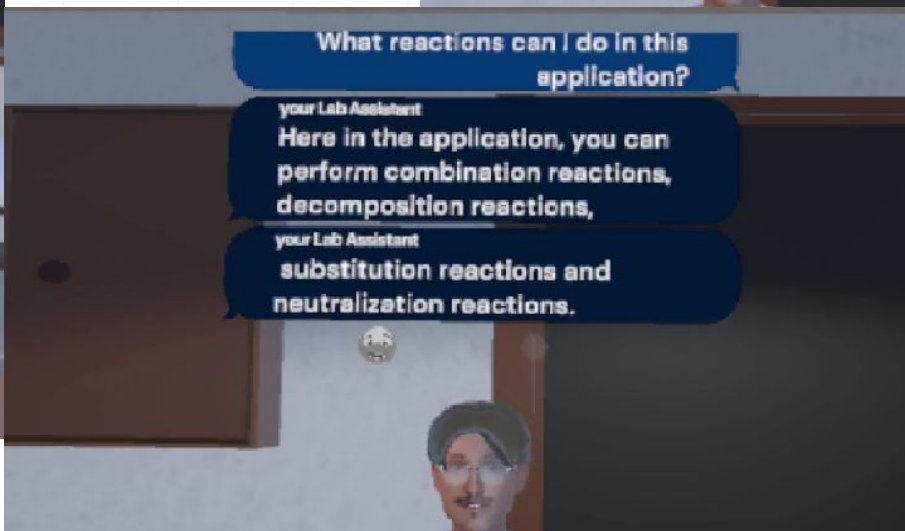
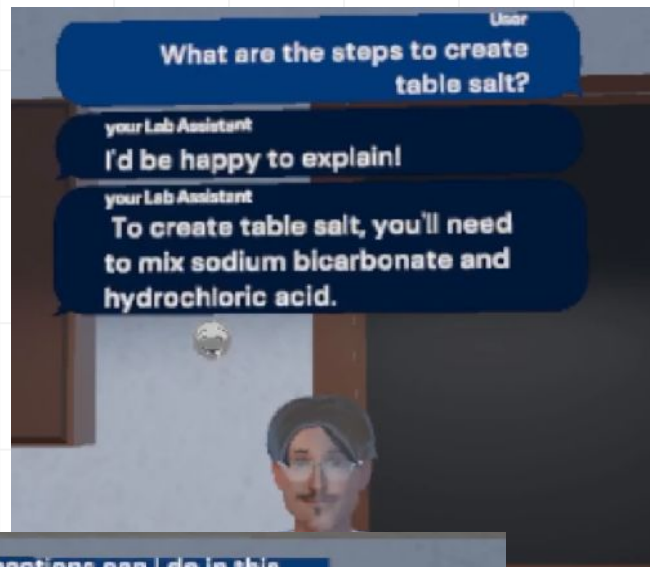


Test your knowledge





Lab Assistant



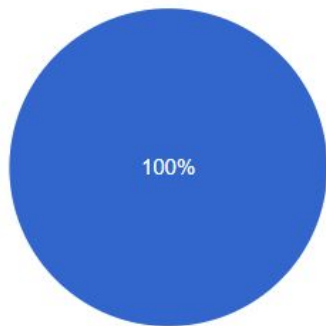
Teste de uzabilitate



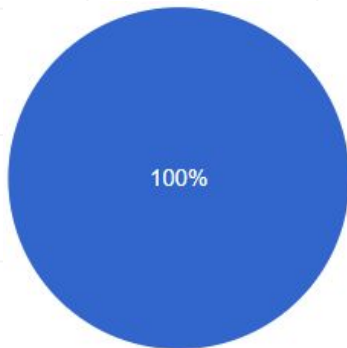


Teste de uzabilitate

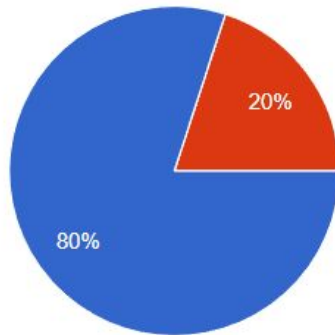
- 10 persoane cu vârsta cuprinsă între 17 și 24 de ani
- 6 de gen masculin, 4 de gen feminin
- 5 persoane tehnice, 5 persoane netehnice



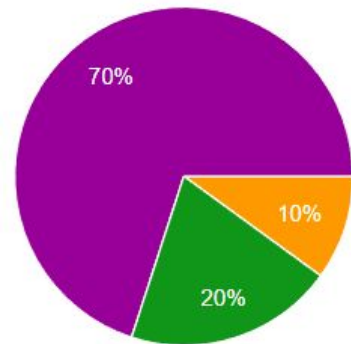
Experința cu
partea **Learn to
make reactions**



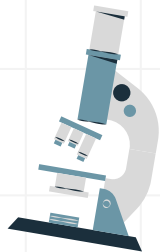
Experința cu
partea **Test your
knowledge**



Experința cu
partea **Lab
Assistant**



Cât de greu a fost să
realizezi reacțiile
chimice?
10% - neutru
20% - ușor
70% - foarte ușor

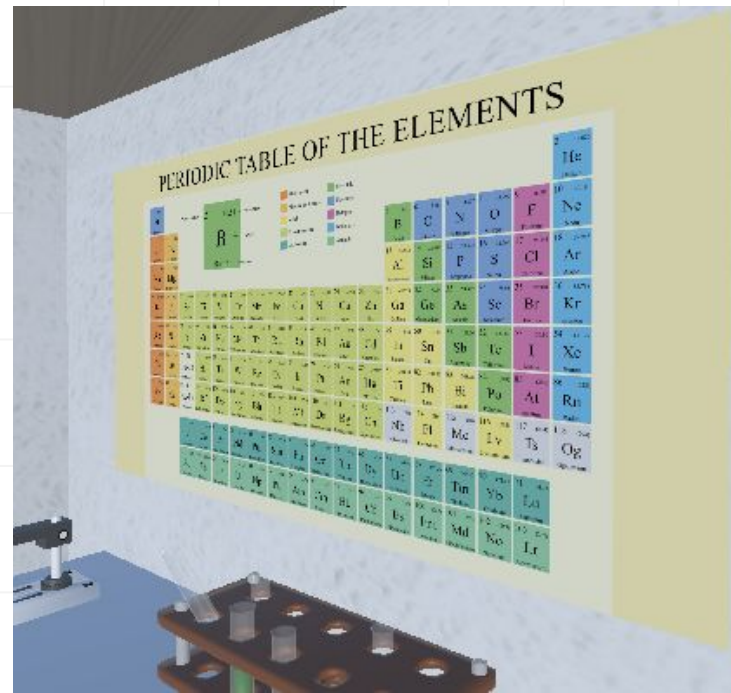




Direcții viitoare

- Implementarea unui Tabel Periodic interactiv care conține informații precum:
 - numărul atomic,
 - masa atomică,
 - numele elementului chimic,
 - simbolul chimic,
 - radioactivitatea elementului,
 - grupa de elemente la care aparține.

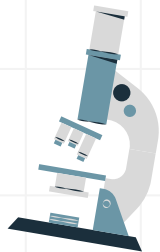
Când se interacționează cu un element al Tabelului Periodic, va fi afișat un atom modelat 3D al acelu element.





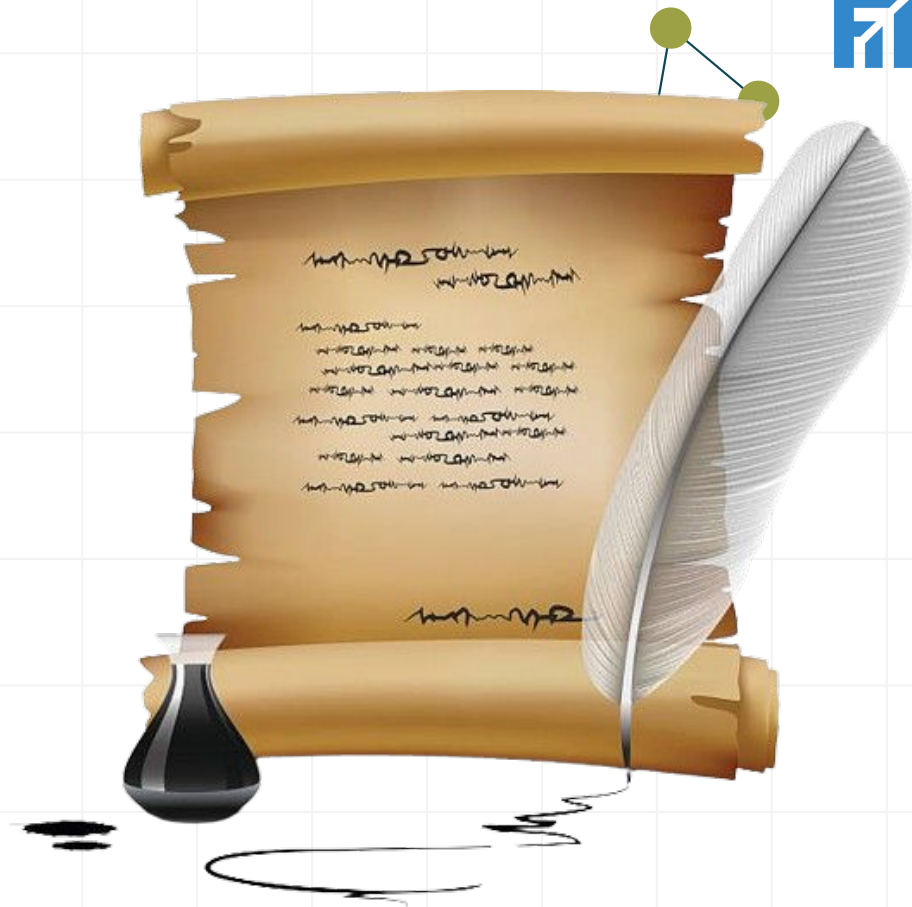
Imersivitate și metode folosite pentru îmbunătățirea experienței utilizatorului

- Sunete (turnarea lichidelor, sunet de fierbere, sunet pentru reacții efervescente, sunet pentru flacără)
- Efecte vizuale - folosind Shader Graphs și Particle System
- Testare urmată de optimizarea experienței utilizatorului





Conferințe



2024 EU-PAIR ANNUAL INTERNATIONAL

CONFERENCE – 3rd EDITION

“Challenges and Dynamics of European Administrative Area”



PROJECT NO. ERASMUS-JMO-2021-HAI-TCH-RSCH-101047526

20th – 21st of June 2024, Iași, Romania





THE 18TH INTERNATIONAL CONFERENCE ON INNOVATIONS IN INTELLIGENT SYSTEMS AND APPLICATIONS



4-6 September 2024, Craiova, Romania

Ranked C (CORE)

IEEE Conference Record Number

62901

Demo





☒ Include practical tasks

☒ Include theoretical tasks

Warning: At least one option must be checked!







Bibliografie

- [1] Macariu, C., Iftene, A., Gîfu, D. (2020) Learn Chemistry with Augmented Reality. In 24rd International Conference on Knowledge-Based and Intelligent Information & Engineering Systems. 16-18 September. Procedia Computer Science, vol. 176, pp. 2133-2142.
- [2] Iftene, A., Trandabăț, D. (2018) Enhancing the Attractiveness of Learning through Augmented Reality. In Proceedings of International Conference on Knowledge Based and Intelligent Information and Engineering Systems, KES2018, 3-5 September 2018, Belgrade, Serbia. Procedia Computer Science Vol. 126, 2018, pp. 166-175.
- [3] Iftene, A., Duca, A., Constantinescu, G.G. (2024) Future Education: Experimenting with Chemical Reactions in Virtual Reality. In 18th International Conference on Innovations in Intelligent Systems and Applications INISTA, 4-6 September 2024, Craiova, Romania
- [4] Farabi, S., Noor, A., Anjum, N., Hossain, F., Jubair, A.A. (2024) Implementation and Evaluation of Augmented Reality Technology in Chemistry for Secondary Education in Bangladesh: A Case Study. American Scientific Research Journal for Engineering, Technology, and Sciences. 97. 112-124.
- [5] Rahman, H., AbdulWahid, S., Ahmad, F., Ali, N. (2024) Game-based learning in metaverse: Virtual chemistry classroom for chemical bonding for remote education. Education and Information Technologies. 1-25.
- [6] Alrmuny, D. (2023) Middle School Students' Perceptions, Experiences, and Behaviors Towards Using a Virtual Reality Application to Build Molecules.





Multumesc!

