

# MINDSPACE

INTEGRATION OF VIRTUAL REALITY  
AND PERSONALITY-BASED ARTIFICIAL  
INTELLIGENCE IN ENHANCING THE  
QUALITY OF EDUCATION



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# BACKGROUND

## Low Quality Education

Education quality ranks 67th out of 203 countries according to topworld20

## Low Average IQ

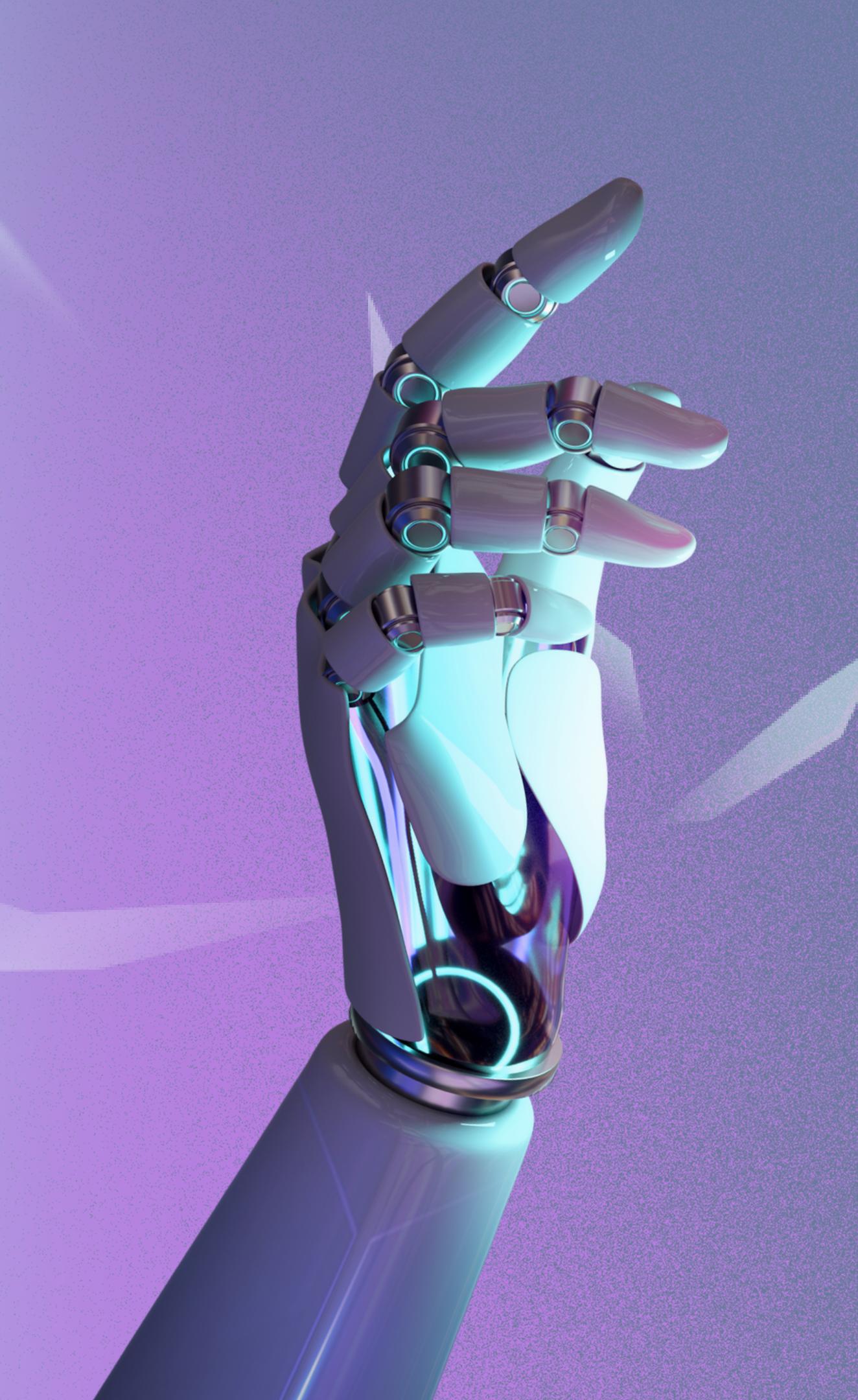
The average IQ of Indonesians is only around 78.49

## Conventional Teaching Methods

The learning approach still tends to be traditional with an emphasis on one-way communication

# MINDSPACE

**A project where there is an integration between virtual reality and personality-based artificial intelligence learning. The aim of this application is to enhance the effectiveness of learning, particularly in science education, so that through the effectiveness of learning, the quality of education in Indonesia can be improved.**



# VIRTUAL REALITY

Essentially, virtual reality (VR) is a simulation of an environment capable of triggering sensations in users, making them feel as though they are interacting within a real-like reality

# ARTIFICIAL INTELLIGENCE

Rapidly advancing field of computer science focused on the development of intelligent machine systems capable of executing tasks that typically require human intelligence.



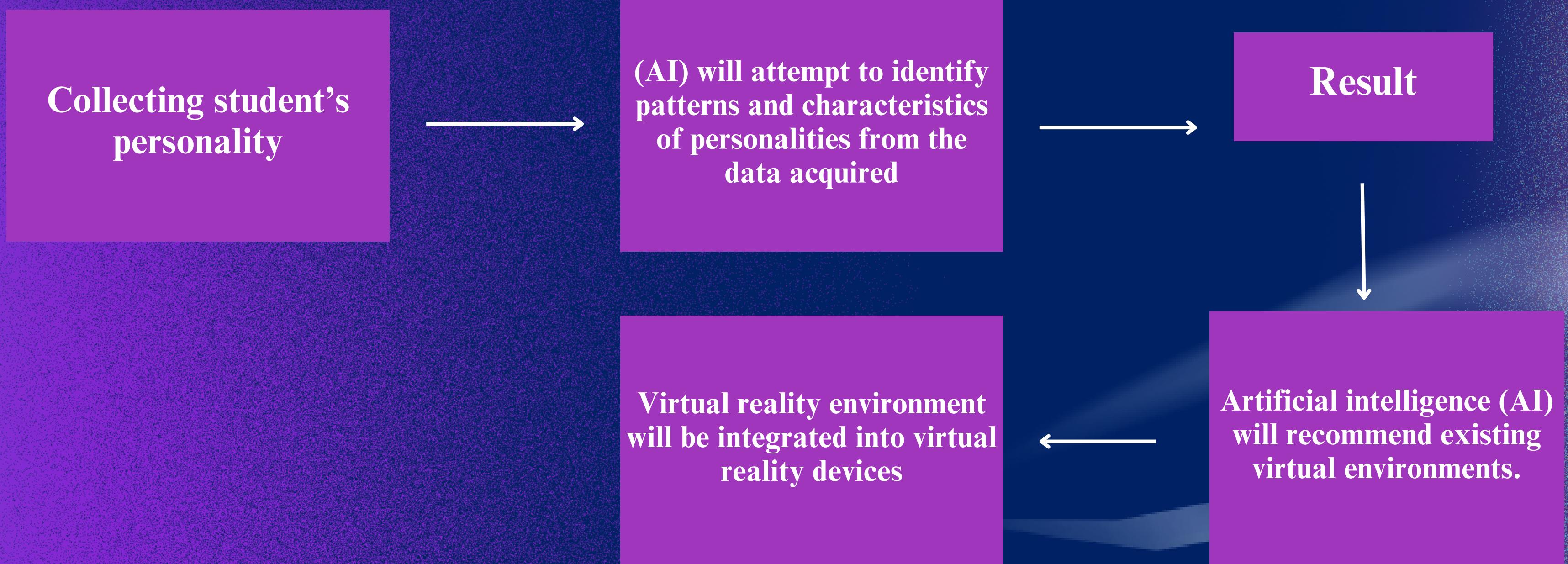
# PERSONALITY LEARNING

Personalized learning is the process in which the learning experience is tailored to meet the individual needs of students, including their interests, abilities, and learning styles.

According to Neil Fleming, there are three learning styles: Visual, Auditory, and Kinesthetic.



# MINDSPACE OPERATION



# **ADVANTAGE OF MINDSPACE**

**The advantages of this idea are as follows:**

- 1. It can tailor learning to the personalities of students, ensuring that they do not feel bored during the learning process.**
- 2. It can make learning more interactive, thereby enhancing the effectiveness of the learning process.**

# THANK YOU!

