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Case Study

Sure, here's a case study for immersive reality for social collaboration that you can use for your project:

The National University of Singapore (NUS) implemented an immersive reality platform called IVLE Island for social collaboration and learning. IVLE Island is a virtual reality platform that allows students and teachers to meet and collaborate in a 3D environment that is similar to a real-life classroom. The platform was developed in response to the COVID-19 pandemic, which made it difficult for students and teachers to physically meet and collaborate.

IVLE Island is accessible via desktop and virtual reality headsets, allowing users to customize their avatars and interact with each other in a virtual environment. The platform offers features such as whiteboards, shared screens, voice chat, and text chat, allowing for seamless collaboration and communication. Teachers can conduct online classes, and students can participate in group projects and discussions.

The immersive nature of IVLE Island helps to create a more engaging and interactive learning experience. Students can feel more connected to their peers and teachers, and are more likely to participate in discussions and ask questions. Teachers are also able to provide more personalized attention to students and offer more creative and interactive teaching methods.

The platform has received positive feedback from both students and teachers. Students reported feeling more engaged and connected to their peers and teachers, and appreciated the flexibility that the platform offered. Teachers found it easier to conduct classes and provide feedback, and were able to offer more personalized attention to their students.

Overall, the use of immersive reality for social collaboration in the IVLE Island platform offers a promising example of how virtual reality can be used to enhance remote collaboration and communication in educational settings.