

# James Smith

**PROFILE** Mechanical Engineer

**GENDER** Male

**AGE** 55

**LOCATION** Melbourne, VIC

**OCCUPATION** Professor, Lecturer



*Learning a new tech,  
costs so much*

## MOTIVATION

As a Mechanical Engineering Professor at UniMelb, John Smith is deeply motivated by his passion for education and innovation. He believes in providing his students with the best possible learning experiences to prepare them for real-world challenges in the field.

## GOALS

- Enhance student engagement: John aims to create immersive learning experiences using VR/AR technology to captivate his students' interest and foster active participation in his lectures and lab sessions.
- Improve learning outcomes: He seeks to leverage VR/AR simulations to help students visualize complex engineering concepts more effectively, leading to deeper understanding and retention of course material.
- Stay at the forefront of educational innovation: John aspires to integrate cutting-edge technologies into his teaching practices, positioning himself as a leader in educational innovation within the mechanical engineering department at UniMelb.

## FRUSTRATION

- Lack of technical expertise: John finds it challenging to develop VR/AR content due to his limited knowledge and experience in software development and design.
- Time constraints: Balancing teaching, research, and administrative duties leaves John with limited time to explore and implement new teaching technologies effectively.
- Resource limitations: John faces difficulties in accessing adequate resources and support to implement VR/AR initiatives within the university's budget constraints.