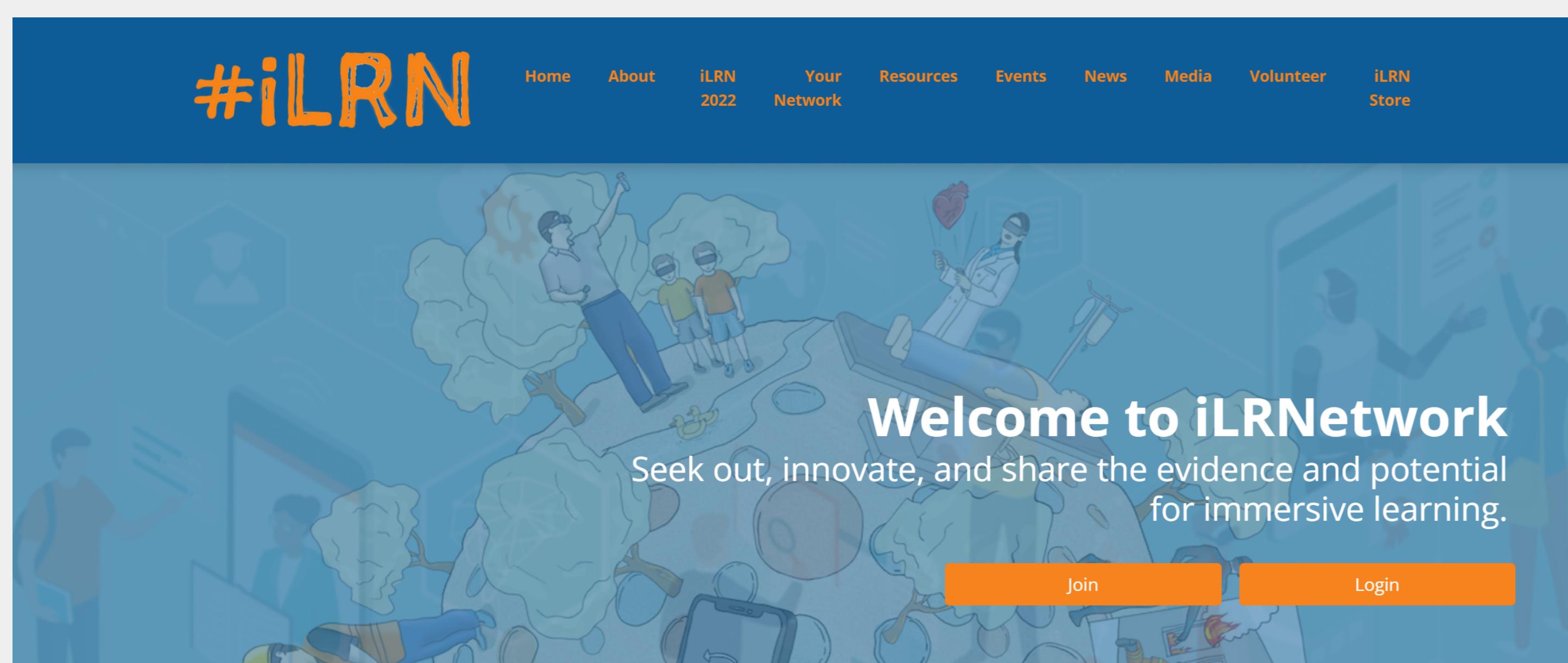
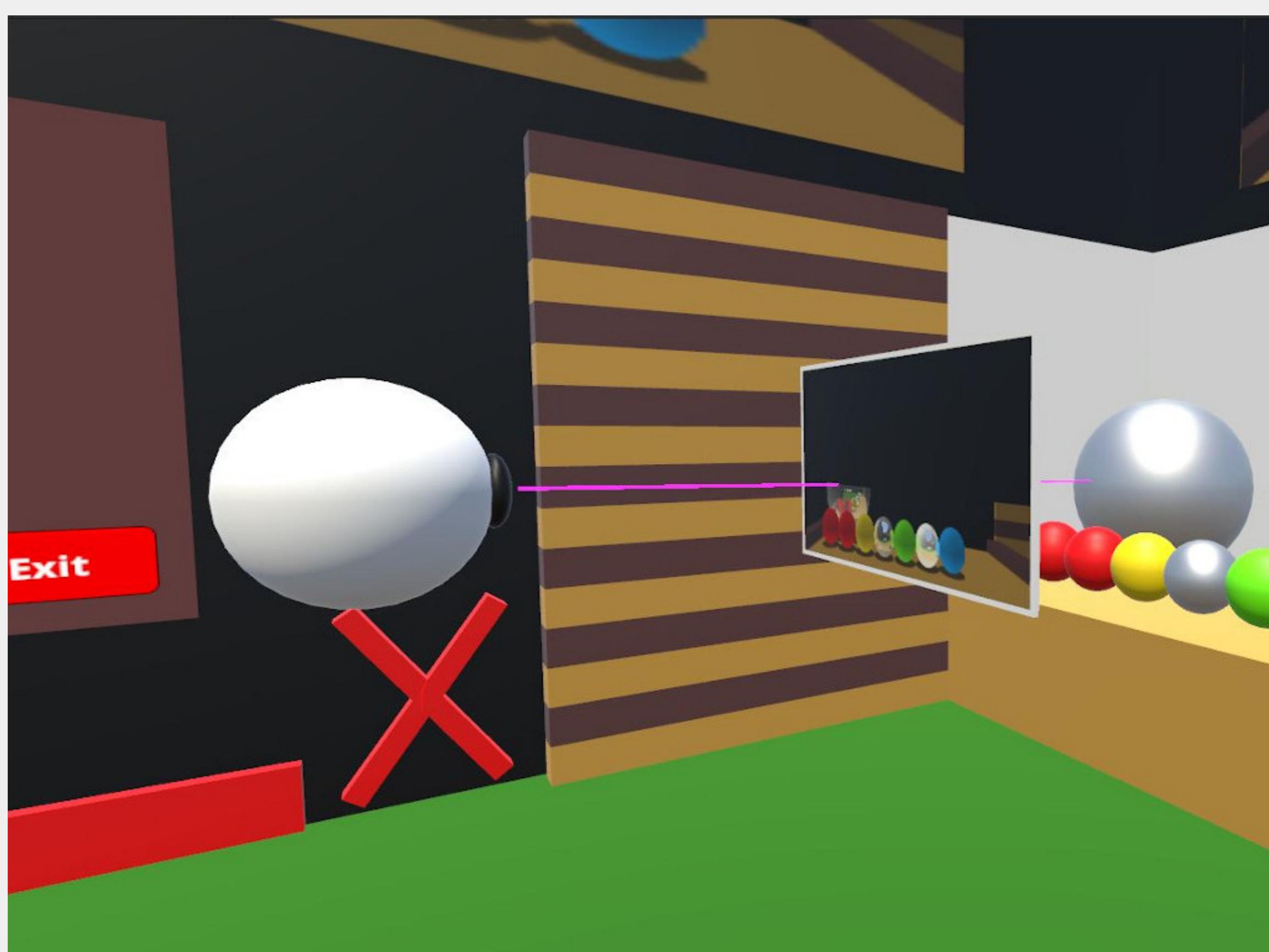


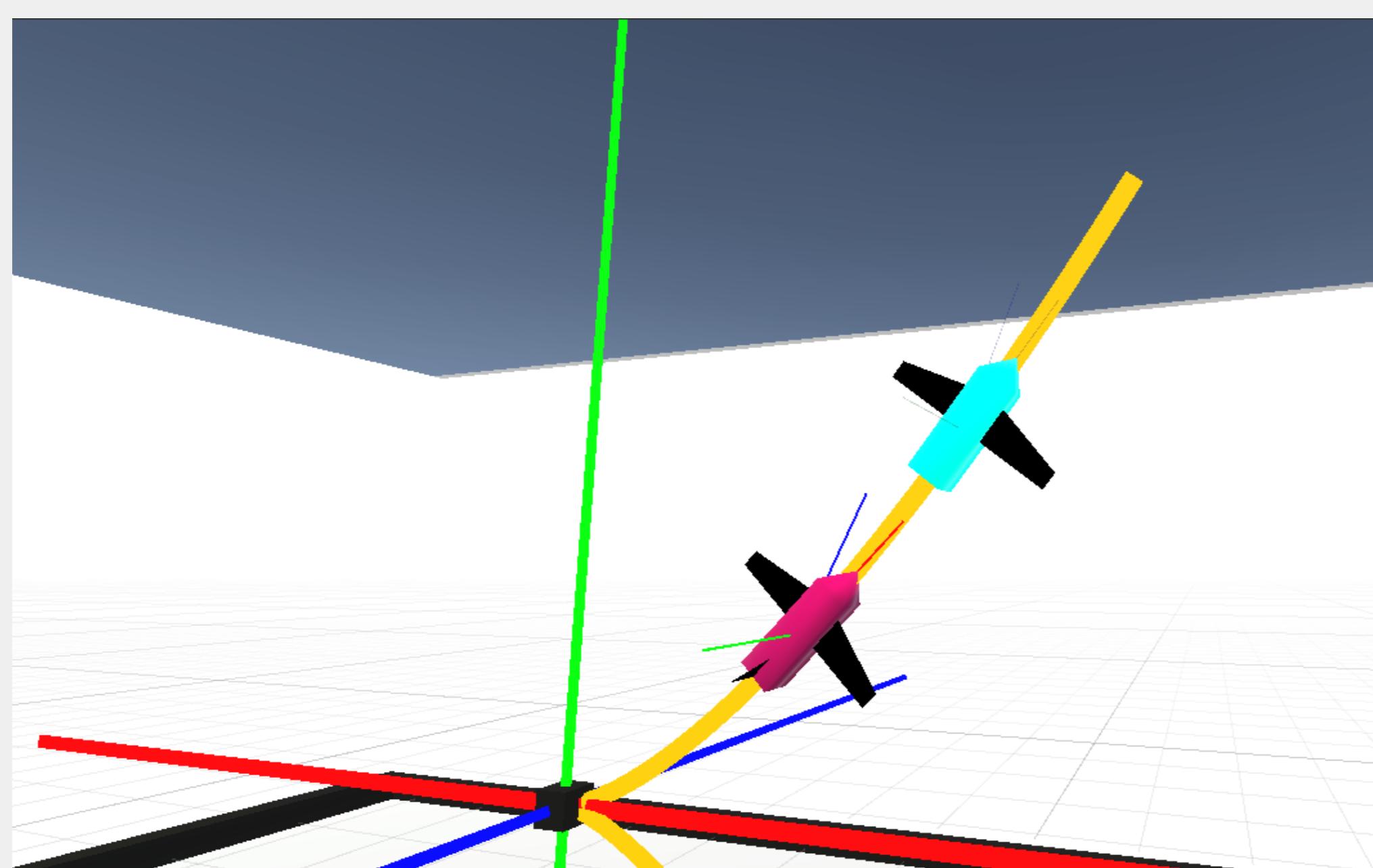
immersivelrn.org



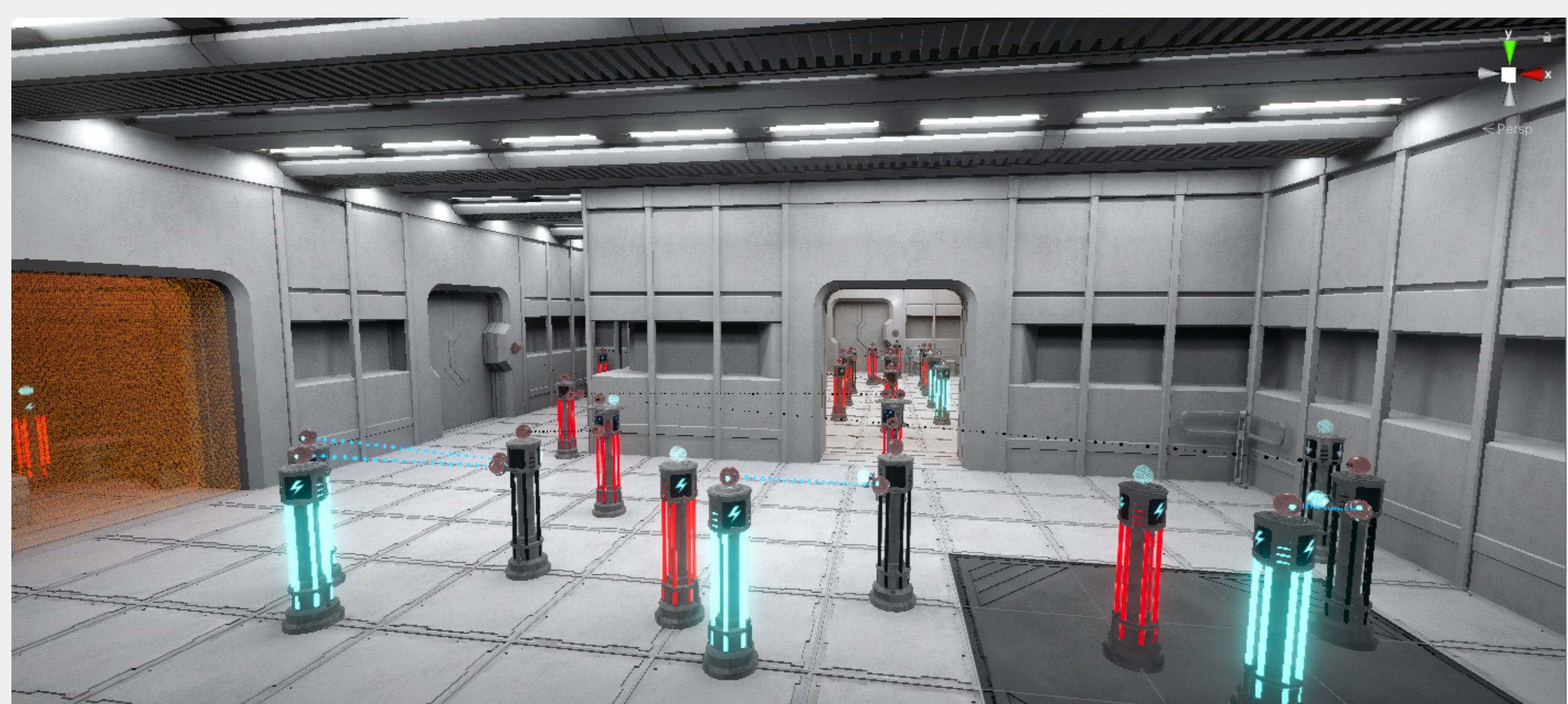
Visual Raytrace — Benedict Särota



ParamCurve — Benedict Särota



Gatter — Dennis Hüther und Kevin Keßler



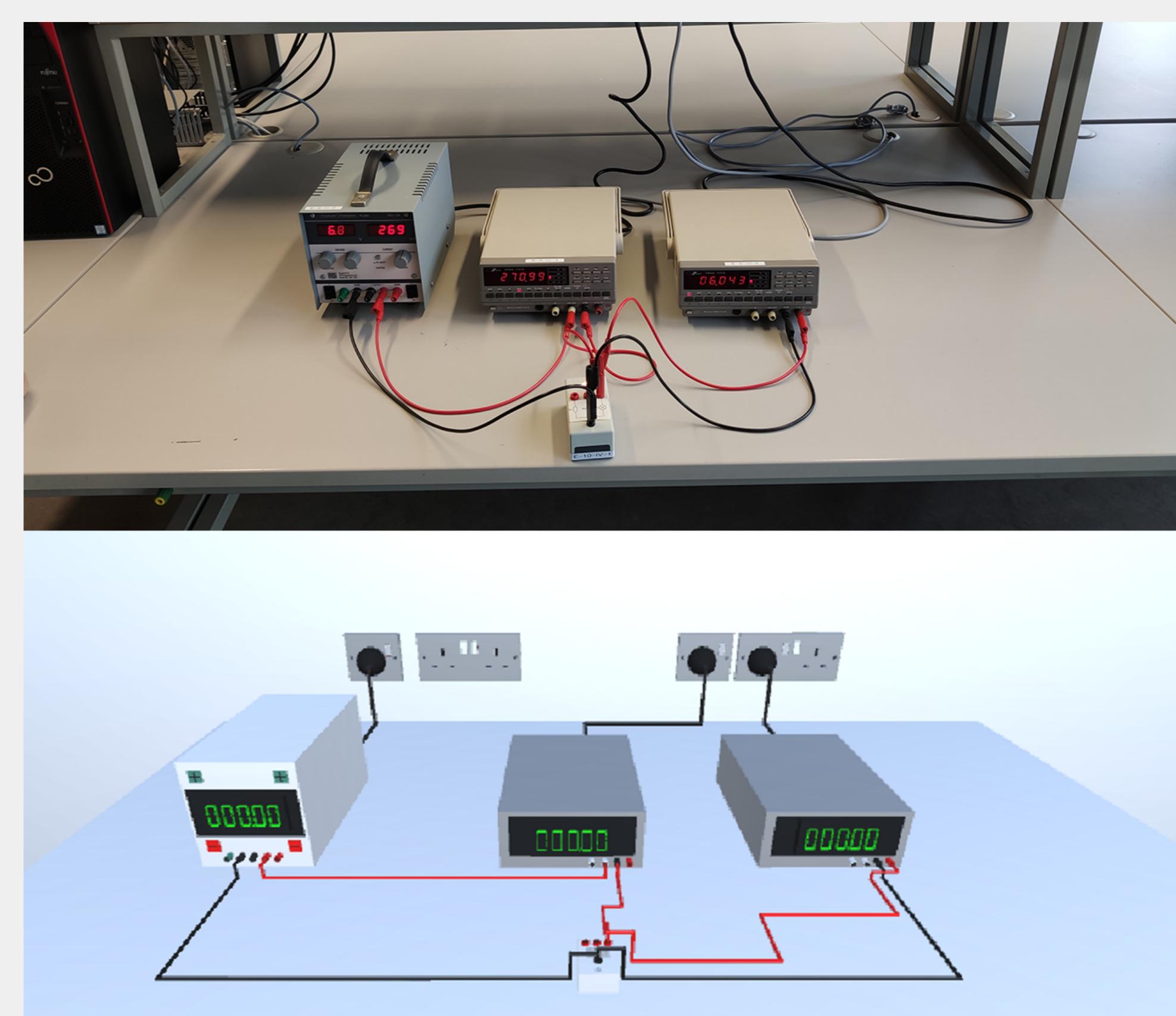
Immersive Learning

Immersive learning is a learning method which students being immersed into a virtual dialogue, the feeling of presence is used as an evidence of getting immersed. The virtual dialogue can be created by two ways, the usage of virtual technics, and the narrative like reading a book.

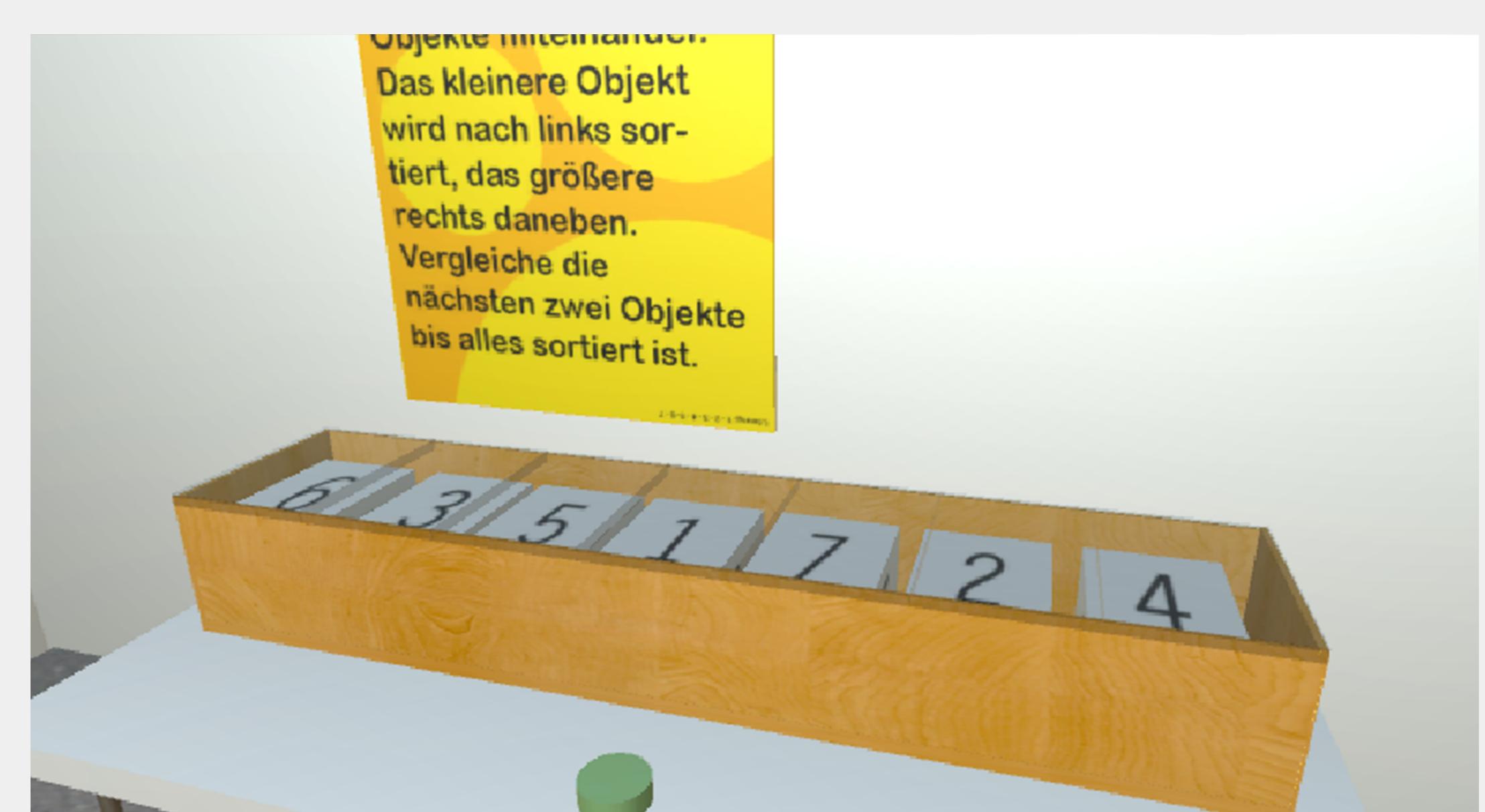
The motivations of using virtual reality (VR) for teaching contain: learning efficiency, time problems, physical inaccessibility, limits due to a dangerous situation and ethical problems.

Michela Ott, Laura Freina: *A Literatur Review on Immersive Virtual Reality in Education: State of the Art and Perspectives*, 2015.

Virtual Science Labs — Philipp Lauer und Marc Zintel



Bubblesort — Philipp Lauer und Marc Zintel



Studierende erstellen Anwendungen für Studierende

- Studentische Projekte im Masterstudiengang Informatik
- Prüfungsleistung im Fach Augmented und Virtual Reality
- Projekt Mensch-Technik Interaktion bzw. Projekt Software-Entwicklung
- Masterarbeit

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