



Augmented and Virtual Reality in Education

Open Bachelor/Master Thesis

Background

Augmented and Virtual Reality can be used in education to change the way lectures are conducted at universities. Augmented classrooms can be possible as well as virtual learning environments where students and teacher can work together independent of their physical location. Nevertheless, for the profitable use of AR and VR applications, the concrete conditions of success are still largely unclear.

Research Goal

The aim of this thesis is to investigate how much virtuality is appropriate for students and in which scenarios AR/VR can provide cognitive as well as motivational benefits. A related work research should be conducted and interdisciplinary, learning psychological, didactic and information science approaches should be considered.

An education prototype should be designed and implemented that investigates several of these aspects. Finally, the defined hypothesis should be evaluated by conducting a study.

Based on bachelor/master level the scope is adapted.

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