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. Nevertheless, common game engines like Unity or Unreal are not appropriate for lecturers to create an AR/VR lecture.

Research Goal

The aim of this thesis is to investigate how lecturers can tinker AR/VR content. It could be possible to paint, use modeling clay or scan real objects to easily create virtual environments. A related work research should be conducted to investigate state of the art. Furthermore, an authoring software prototype should be created based on designed tinker techniques. This prototype can be evaluated by conducting a study.

Based on bachelor/master level the scope is adapted.