



RISE CoE YEAR-ROUND PAID INTERNSHIP PROGRAM

Internship Topic: Virtual and/or Augmented Reality Multiuser educational interactive system.

Short Description:

Students interested to work in this project will develop a multi-user real time setting that would allow tutor–student and student-student engagement in the tutoring about creation and co-creation/co-construction of artifacts, respectively. A real-time AR/VR service would be developed for collaborative use/creation of shared artifacts (e.g., a circuit solution for an electronic teddy bear), in the form of tutor- or peer-support from more capable peers.

A multi-user real time setting could also address problems due to, typically, a small number of facilitators available to support learners in a one-to-many or many-to-one interaction, which often raises concerns about the learners’ level of interaction, participation, and engagement. For example, an instructor may demonstrate the use of an artifact and many students can watch and interact by posing questions on different steps of the process (one-to-many). On the other hand, a student may seek assistance and multiple peers (other students or the instructor) may connect to its virtual device in order to assist with his/her questions (many-to-1).

The idea has value in a variety of courses and disciplines which need to promote hands-on collaboration and interaction between distributed learners and instructors, from learning circuitry in engineering education to learning programming.

Students involved with this project will mostly work on the content creation and on the development of scenarios on platforms that support multi-user and real time processes.

Type: Adaptable towards a work placement, a BSc thesis, or an MSc thesis.

Responsible MRG:

Successful candidates will be based at Interactive Media and Education/Edutainment (EdMedia) MRG.

For more information please contact:

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