

AR/VR ANALYSIS

Synthesis of findings

Final Conference

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České Budějovice

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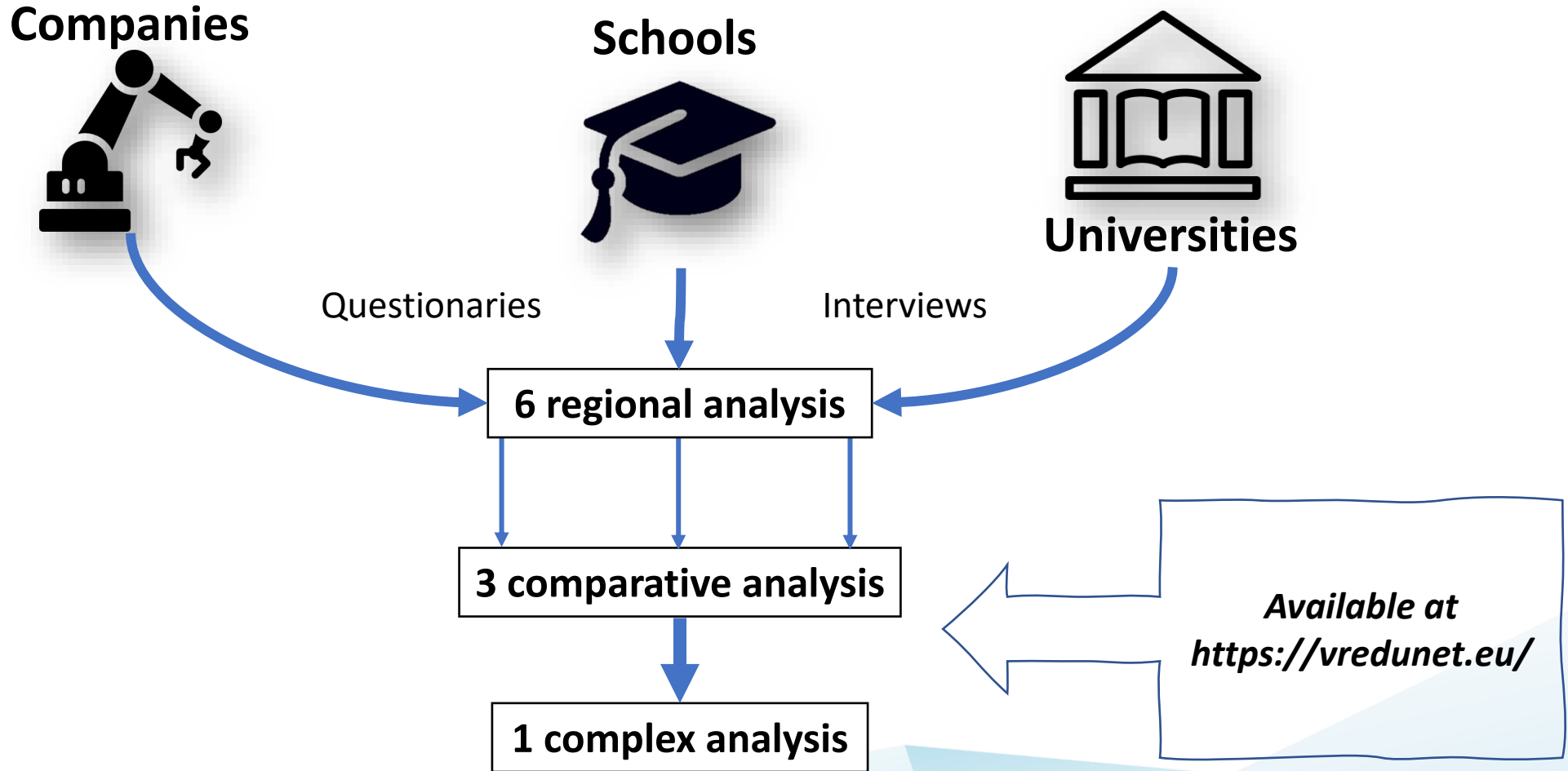


Pedagogická
fakulta
Faculty
of Education

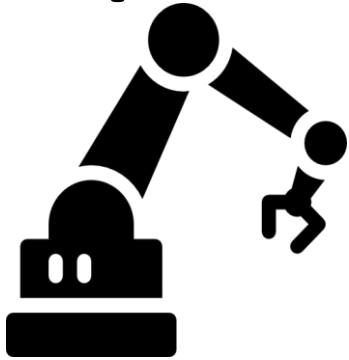
Jihočeská univerzita
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Analysis VR/AR

Identify and describe current state of art



Companies



- Lack of interest in cooperation (Roundtables 76 participants)
- 40 participants (20CZ + 20AT)
- Automotive, IT, Mechatronics
- 19 using AR/VR, 21 not -> 8 plannig
- Motivation for using:
 - Product development
 - Marketing
 - Training
 - Meeting
- Problems in VR/AR implementation
 - Lack of qualified personnel
 - Financial resources
 - Complexity of implementation
- Needs in field of AR/VR
 - Appropriate software
 - Human Resources
 - Partners for cooperation



Schools



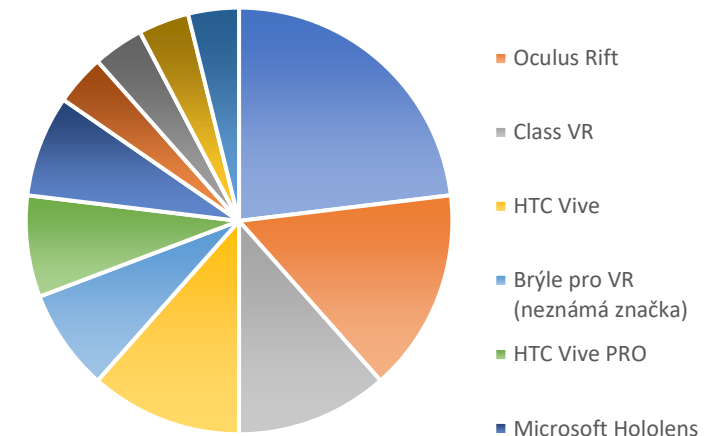
- 66 participants (44 CZ + 22 AT)
- Good awareness about AR/VR
- Differences in cooperation
- Differences in equipment
 - Numbers of headsets (single vs. sets)
 - Different technologies (Class VR x Oculus)
- Needs in field AR/VR
 - Training (technology, know-how)
 - Amount of HMD + transfer
 - Example of good practice

EXPERIENCE

COLLABORATION

EQUIPPED

TECHNOLOGY





Universities

- Similar teacher training system
 - Austria – Digi.komP
 - Czechia - Framework educational program (digital competences)
- Digital technologies are part of the training
- The topic of AR/VR is not directly introduced in specific subject
- Mention about AR/VR in technology subjects
 - Media Education, Technology in Education
- Potential in specifics subject (bBiology, Chemistry ...)
 - Lack of examples

Learnings/Findings

- Great potencial in AR/VR
 - The growing influence of VR/AR in fields of human activity
 - New opportunities in school, science and industry
 - Great interest in further information, knowledge, know-how and training
 - Cooperation between schools and companies
- Threats for implementing AR/VR
 - Benefits and value of AR/VR are still not widespread
 - Few examples of meaningful use (best practice)
 - Human resources
 - Financial resources

What next?

- Networking
 - Connecting schools
- Training
 - Educational programs
- Research
 - Creating and testing



Rozvoj komunikačních kompetencí učitelů v prostředí virtuální reality

Projekt PF JU v roce 2023 je zaměřený na učitelský trénink ve virtuální realitě.

Projekt má za cíl posílit kompetence učitelů v oblasti managementu třídy – komunikace se žáky a zvládnání pedagogicky náročných situací.

www.VRteam.cz

