

Additive Reality - Virtual, Practical Training in the Digital Twin for Additive Manufacturing

Enabling Industries Through Virtual Reality Training Experience



Motivation and Relevance

- **VR technology** can improve learning outcomes, such as retention and engagement, compared to traditional learning.
- Understanding VR's potential in education **can help educators and institutions** make informed decisions about incorporating immersive technologies in training.

Approach

- Students were divided into **three groups**:
→ Paper-based / Computer-based / VR-based
- After studying, all groups completed the same quiz, which measured their **answer accuracy** and **response speed** to compare each method's effectiveness.

Results

- **Higher answer accuracy**: rate of correct questions
- **Higher response speed**: rate how fast the students have answered

Research Area

- Educational Technology
- Immersive Learning
- VR in Education with low-cost infrastructure
- Remote Learning

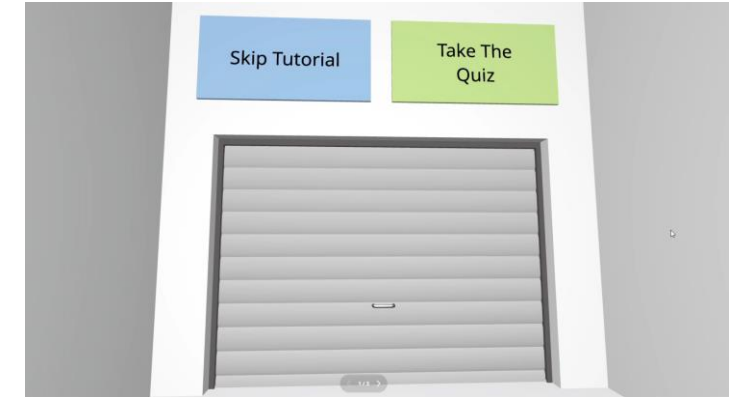
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