



Invited Sessions Application Form

Topic: *VR, AR, and MR technologies in Higher Education*

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Abstract

Virtual 3D worlds are not only used for the visualization of complex learning matters, but get increasing importance in learning environments. Students for example act as avatars in artificially generated worlds, in which they learn, develop, and present simultaneously. Full immersion is possible by so called head mounted displays, for example the HTC Vive or the Oculus Rift. Nowadays, these are less expensive, so that many users can use this technique. Furthermore, Augmented Reality (AR) und Mixed Reality (MR) applications become more and more important in industrial application – and also in learning environments.

Topics are included but not limited to:

- Virtual 3D spaces for collaborative learning
- Teaching VR/ AR/ MR techniques in Higher Education
- Didactic and pedagogical aspects when designing VR/ AR/ MR applications
- Kinetosis in VR environments
- Evaluation of AR/ VR / MR applications

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Short Bio of Chair



Prof. Dr. Carsten Lecon

- Diploma Degree in Computer Science (Technical University Braunschweig, Germany)
- PhD thesis at University Magdeburg (Germany)
- 1993-1999: Software Quality Assurance (Siemens Transportation System, Braunschweig, Germany)
- 1999-2004: Virtual University of Applied Sciences (Lubeck, Germany)
- Since 2004: Professor for Media Computer Science (Aalen University of Applied Sciences, Germany)
- Teaching: Foundations of digital media, VR/AR technologies, audiovisual media, game programming
- Research: E-/VR-Learning, kinetosis in VR environments