

Case Study

Emerging 3D and VR Technologies for Education

Project Overview

Another Reality Studio's Unreal Engine development team worked on a large government contract to support traditional high school curriculum with emerging technologies. ARS developed a 3D web application and virtual reality (VR) environment to create curriculum for chemistry, physics, and mechanical building.

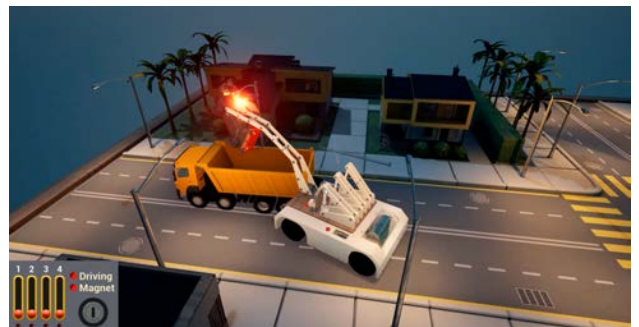
Key Educational Curriculum Features

- The application featured an immersive virtual chemistry lab for standard lab experiments to connect teachers and students during regular lab or off-campus classes
- Students can experience unseen reactions to make chemistry and physics easier to learn
- System records student steps to help teachers evaluate and understand how the students learn
- Lab experiments are safer, easier to learn and fun
- Teachers can access and manage all lab experiments remotely
- Transparent science models to understand and construct mechanical devices
- Discovery hands on training program with a customer specified story environment to build mechanics with gamification of a live science case
- 3D, virtual reality (VR), and Mobile options



Challenges and Core Considerations

- The client asked ARS to create a 3D environment for students with hands-on immersive learning utilizing traditional curriculum. Content must be engaging to improve interaction and learning



Impact: The ARS Solution

- ARS created an application with animated characters utilizing AR/VR technology, and partnered with the client to storyboard educational activities and games to engage young readers

