LEARNING SPACES TECHNOLOGY

VR AR MR XR.......

UBIT Tech Review
30 July 2019

POSSIBLE APPLICATIONS IN HIGHER EDUCATION?

POSSIBLE APPLICATIONS IN HIGHER EDUCATION

- Law School: Clinical practice, moot court analysis, argument practice

- Medicine: Anatomy, Surgical Applications, (AR and VR)

  - Merge Cube Example

- GSE: Public school orientation, classroom observations

- Geology: plate tectonics, simulation of erosion

EQUIPMENT/HARDWARE

- Headsets: $200-$1500

  - Google Cardboard, Merge, other low end devices to enable use with smartphone: $20-$50

- Gaming PC: $2500 (for the higher end headset)

- Cameras: $200-$15,000

- Gyros/Tripods/Mic systems

NOT YOUR FATHER'S VIDEO PRODUCTION!

- No boom mics!

- Syncing audio with consumer grade equipment, no SMPTE time code is not fun!

- No cue cards, have to use props!

- No backstage, camera control via phone app/Wi-Fi

- Tripods must disappear or be edited out

- Preferably, no cables or cords

BUT…

- Editing in 360 environment is fun: add menus, jump points, not a linear process.

- ENDLESS opportunities for UBIT:

  - On-boarding new staff

  - Tours of facilities normally not open to all

  - Training students for classrooms, capture rooms, TR rooms?

  - What else?

- Once a process is developed, the editing and output get easier.

Link