Call for Bachelor Thesis (B.A. or B.Sc.)

"I think VR in education should… "

Description:

Though Virtual Reality (VR) is a buzzword in the research of technology-enhanced learning, the students' attitudes to it are still unclear. Through interviews, expectations or perceptions about whether it is accepted and how to use VR (esp. Immersive VR) from higher education students would be generated to give more clues into the design or use of VR in education. During this process, a semi-structured interview guide would be suggested to prepare first (from the existing review and empirical studies and needs to be adjusted according to the interviewees found). To help deeply explore interviewees' expectations, the interviewer is expected to be familiar with some VR product platforms (e.g., STEAM) and summarize some features of VR products (e.g., avatars and human virtual objects interactions). Then the interview audio record needs to be transcribed into text to do further theme coding in depth. Around at least 15 higher education students are recommended to be interviewed. The Research method used would be interview and theme coding.

Requirements:
Interested in the design and implementation of VR and SPSS in education. Basic knowledge of pedagogy is needed.

Supervision is provided in English.

Start:
Ideally within the range of WiSe 2023/24

Contact:
Wenting Sun, sunwenti@informatik.hu-berlin.de