



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

# “Technology affordances of VR in collaborative learning in STEM ”

### Description:

With the increasing interest in the use of Virtual Reality (VR) in education, how to combine VR products with the teaching process is one trend. One research direction is using VR technology to enhance collaborative learning in STEM (Science, Technology, Engineering, and Math) education. This thesis is going to give a general picture of the usage of VR esp. Immersive VR in STEM education and as a result, a taxonomy of technology affordances in IVR usage in collaborative learning would be produced, including learning disciplines, students' characteristics, group formation, the design features of VR products used, factors that influence the learning effects, research methods used, and so on. During this process, code schemes would be suggested to choose from existing theories and do iteration during the theme coding and a rigid literature review workflow would be followed. The Research method used would be literature review 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](mailto:sunwenti@informatik.hu-berlin.de)