



DigiEduHack Solution

Emerging technologies for holistic learning (Berlin)

Challenge: Emerging technologies for holistic learning (Berlin)

advanced VR infographics education

Advanced infographics by utilizing VR

The materials delivered to students will be taught by infographics shown in VR technology.

People tend to process visualized information better than text. Most educational institutes' teaching methods are old and complicated to process.

Team: A-Team`

Members roles and background

We all work in the hightech industry as part of the information security division at our organizations.

Intel, eBay and Cybereason

Contact details

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Solution Details

Solution description

Our final product is VR-Infographics. In our vision, this product will be available in each education institute and aims to improve the traditional way of learning.

The product is designed to serve students from elementary school up to colleges and universities. The VR technology is compatible with every mobile device, and laptops, desktops, and goggles which means that our solution can be distributed and used almost by every person.

The way that the product enhances the learning process is by turning text into visualized

infographics that makes the student moving from the position of passive learning to active learning. Using this technology we even improve the way of showing infographics in a more intuitive way by separating the information into smaller chunks. Usually infographics shown as one-pager without any reading instructions and contains a lot of information which is hard to process in one piece.

The ideal way to measure the success of the solution is by performing interviews with volunteers and estimate the effectiveness of our product.

The solution will provide us with satisfaction, honor and feeling of accomplishment. Our product will leave a mark in the new education era.

Solution context

What problem are you facing? What challenge(s) are you solving?

The problem we are facing is the complicated way of teaching and mass information sharing. Human being tends to remember and to process visualized information better than text. In addition to that, we want to provide a solution for students who lose concentration learning in the tradition way. By displaying the information in an interactive method the student will be more engaged in the studying process.

The challenge we are solving is moving from an old tradition way of teaching and learning into a new modern method. Many students get bored with classic teaching methods. The modern technology of VR gets students' attention like nothing else.

Solution target group

Our target group is students - being able to see and experience extraordinary locations within the classroom is completely unique to VR and it is inspirational to students.

Solution impact

The impact will be on the user's concentration and we will measure it by comparing various groups learning with our solution versus groups learning in the traditional way. We will exam both groups and hand out questioners.

Solution tweet text

Tired from seeing walls of text on the board in your classes?? Now you can visualize the data you're learning along with VR

Solution innovativeness

The solution utilizes new advanced technologies in order to save time. We haven't seen a solution like that on the market.

Solution transferability

Using VR Technology is also possible in the military in order to simulate gun fights

Solution sustainability

We will first choose a class room in a school which wants to take part of the pilot, we will then calculate the effectiveness of the product by comparing grades in a class that uses our solution and a class that learn in the traditional way.

in case we find our solution effective, we will try to give it out for free and then with pay.

Solution team work

We worked great as a team, each one of us took a different task in thinking about the solution, it is most likely that we will be continuing working as team even after the hackathon

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