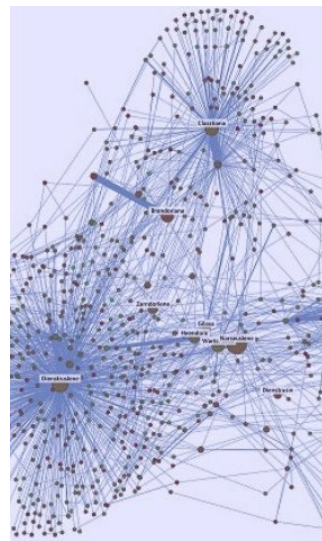
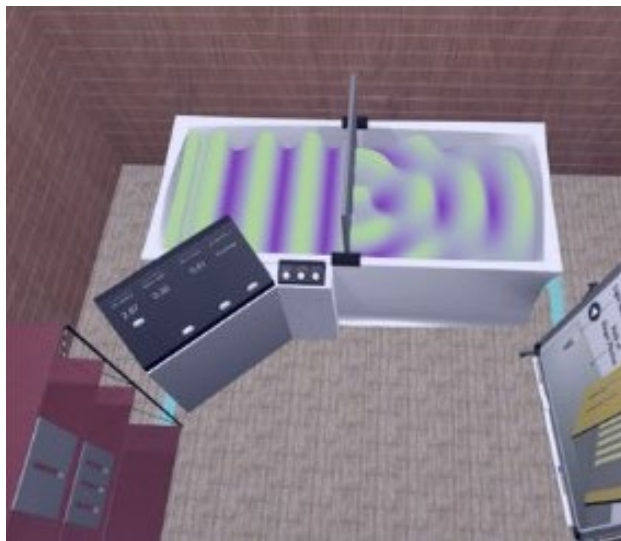


# POSTMORTEM: 'MAROON' AN EDUCATIONAL VR EXPERIENCE

Johanna Pirker  
Graz University of Technology

# Hello.

- Johanna Pirker
- Graz University of Technology
- Game Lab Graz



**GameLabGraz**



# Game Lab Graz

- Johanna Pirker



# Maroon

- Interactive, immersive learning laboratory
- HTC Vive (Mobile VR)
- Procedural Generation
- Realtime Simulations
- Open Source
- Unity
- [maroon.tugraz.at](http://maroon.tugraz.at)

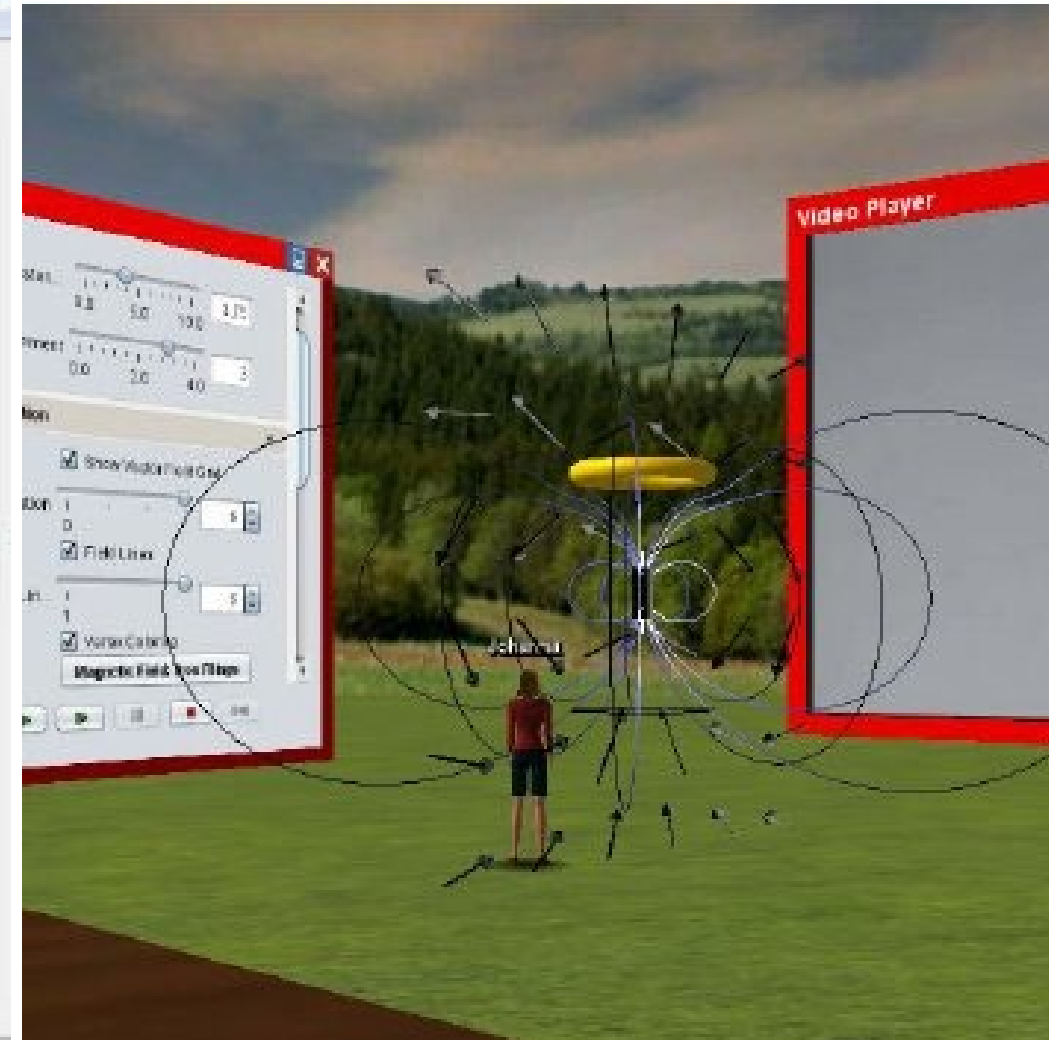
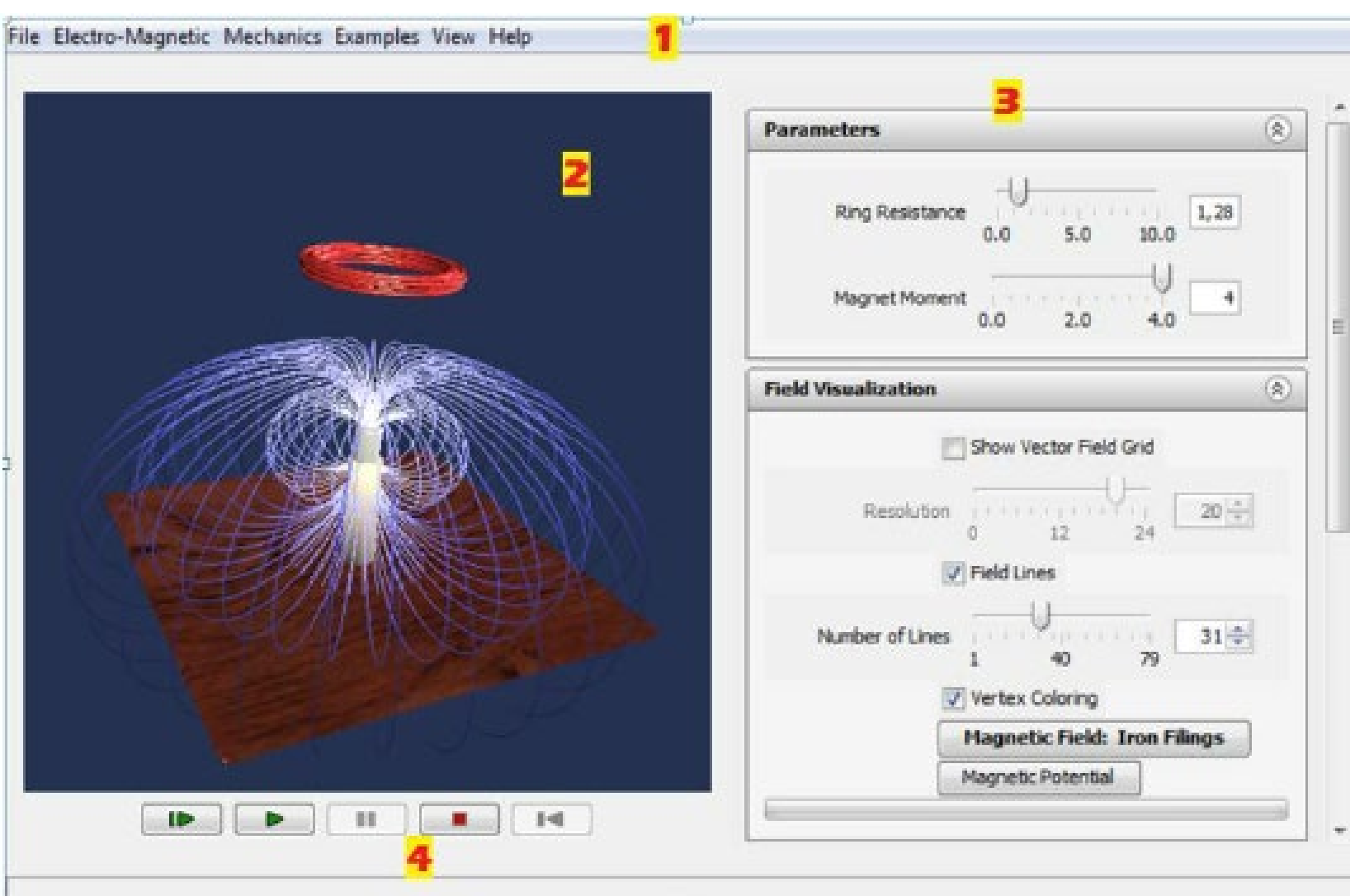


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# History: TEAL



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Forbes

LEADERSHIP INVESTMENT TECH LIFE LISTEN WOMEN'S SUMMIT  
30 UNDER 30 FORBES DAILY SMART CITIES

TECH

## LERNEN MIT VIRTUAL REALITY



GameLabGraz

Maroon



VIRTUAL REALITY DEVELOPERS CONFERENCE | July 19-20, 2021 | #GDC21

# Challenges

- Funding
- Research/Development Project
- Platform Choice
- Interdisciplinary Collaboration
- Open Source Project
- Testing



# What went well

- Interdisciplinary collaboration
- Open Source Project
- Lab Design
- Hardware Choice
- Testing Setup



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# What went wrong

- Interdisciplinary collaboration
- Open Source Project
- Lab Design
- Hardware Choice
- Testing Setup

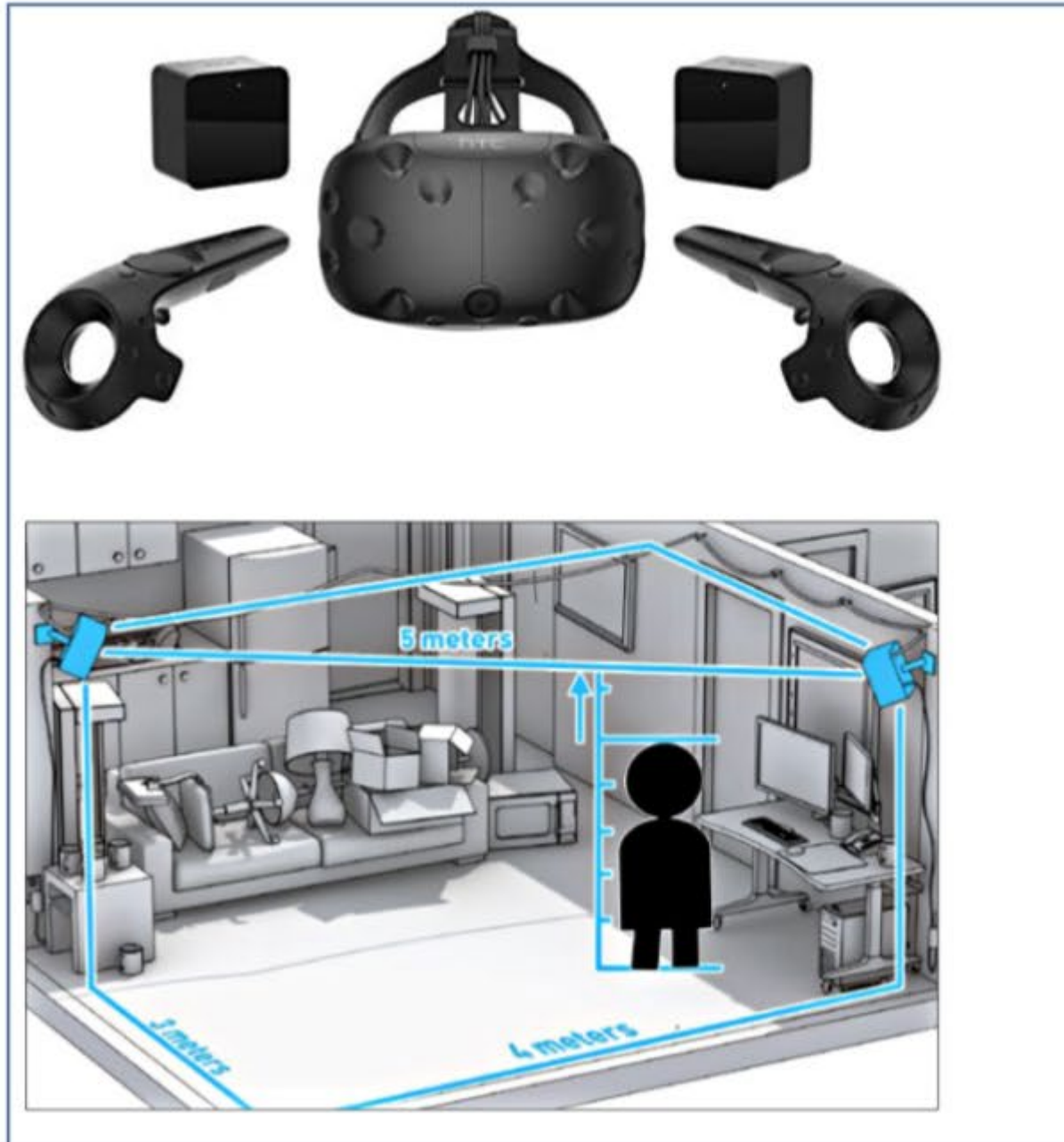


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# Versions



★★★★★ | Art.-Nr. 1796736 | OCULUS  
OCULUS Quest 2 64 GB VR-Headset mit Controller und integriertem  
Soundsystem

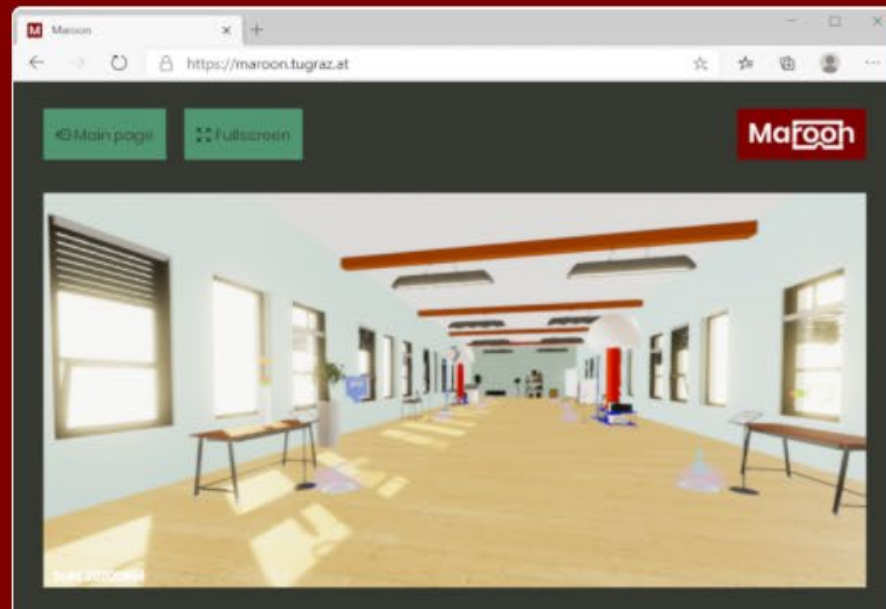
oculus  
von FACEBOOK

**349.-**

inkl. MwSt. zzgl. Versand

# Versions

## Experience



### Web

Run Maroon in your browser

 Open



### PC

Download Maroon for Windows

 Download



### VR

Download Maroon for Virtual Reality

 Download



# What went wrong



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# Press and Media



TECH

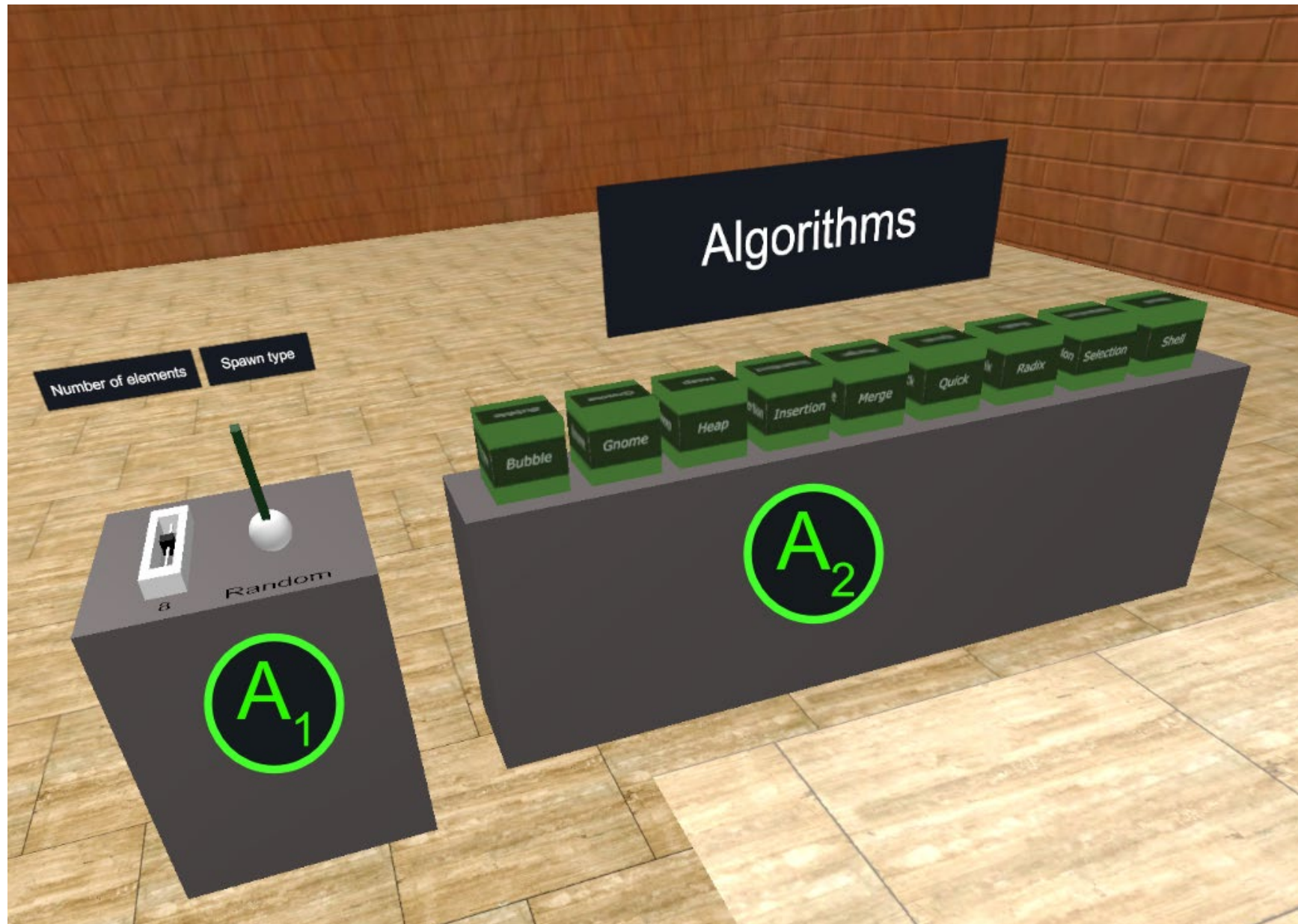
## LERNEN MIT VIRTUAL REALITY



VIRTUAL REALITY DEVELOPERS CONFERENCE | July 19-20, 2021 | #GDC21



# “Physics” Laboratory...



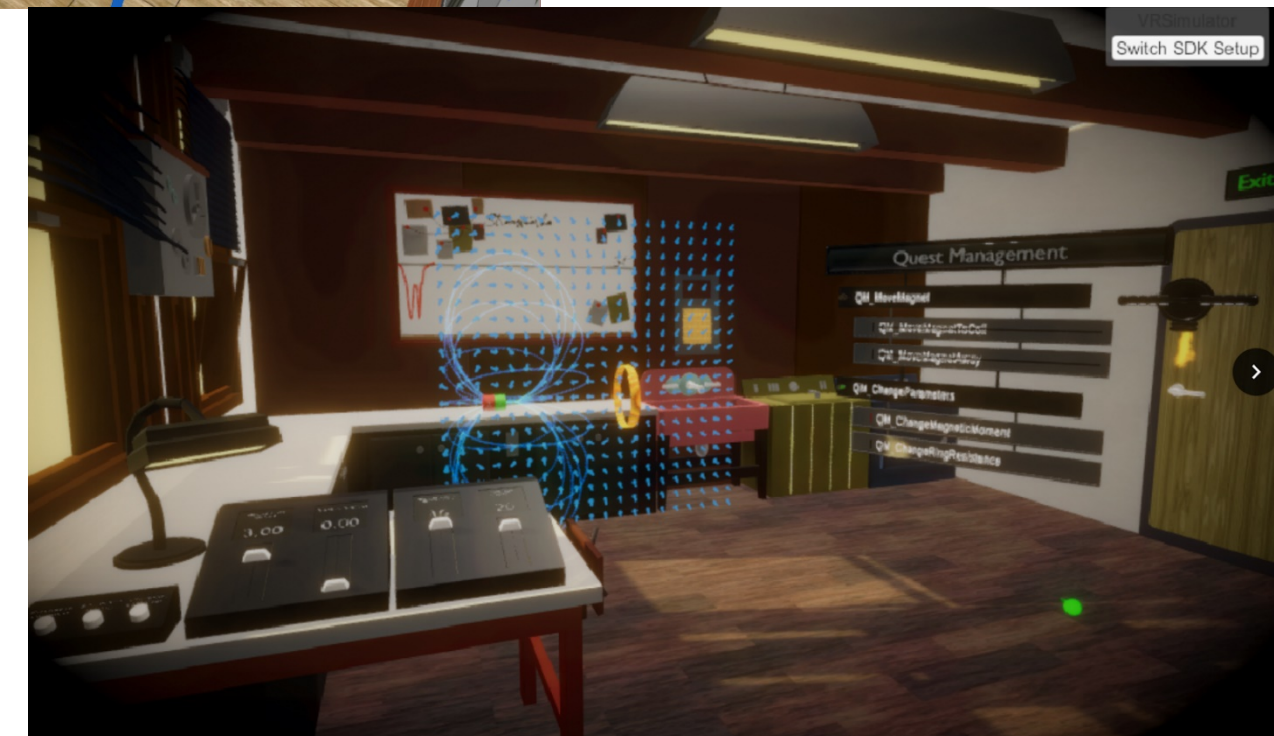
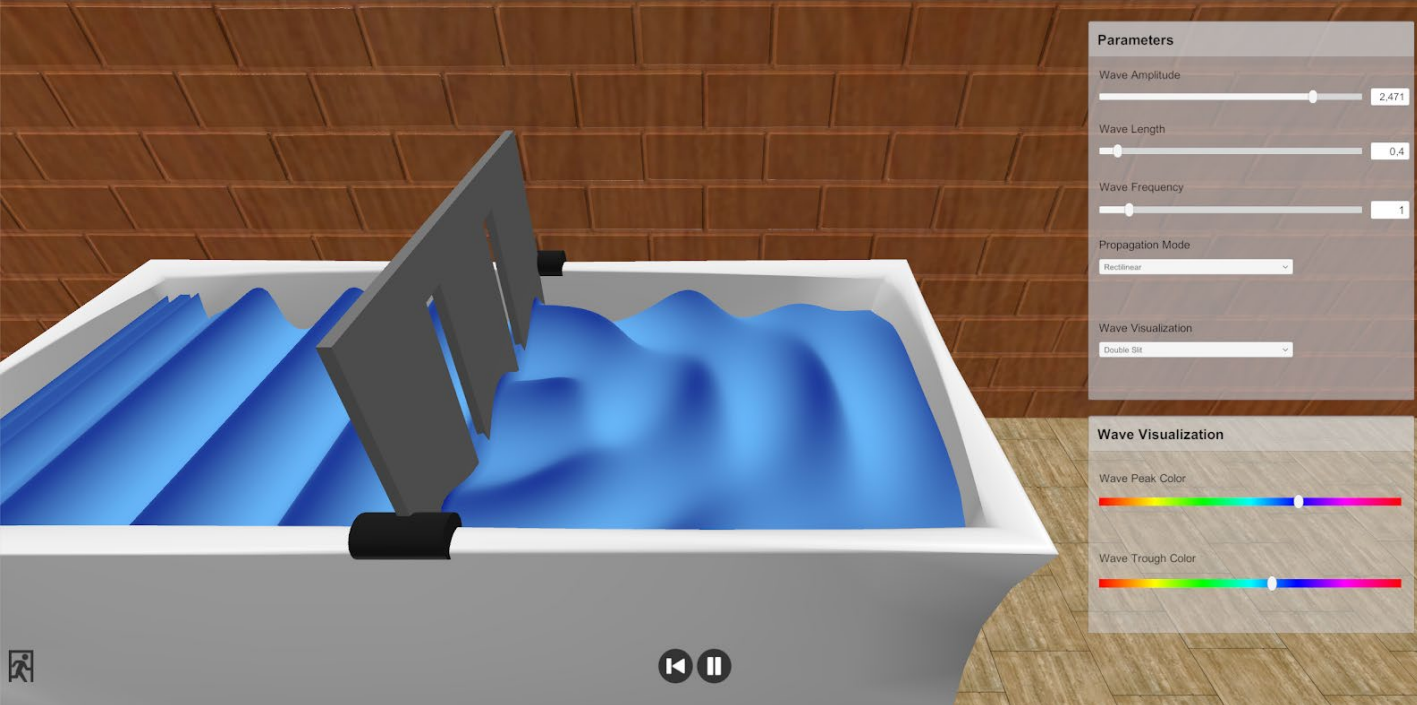
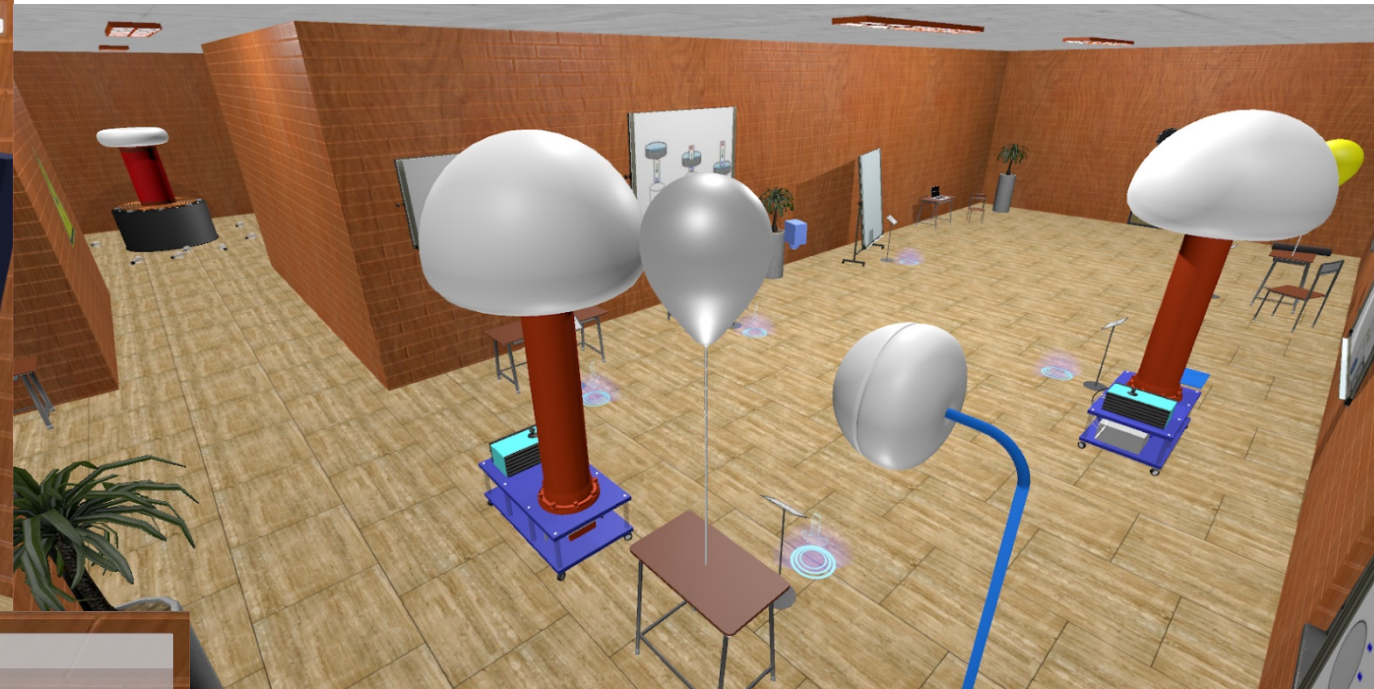
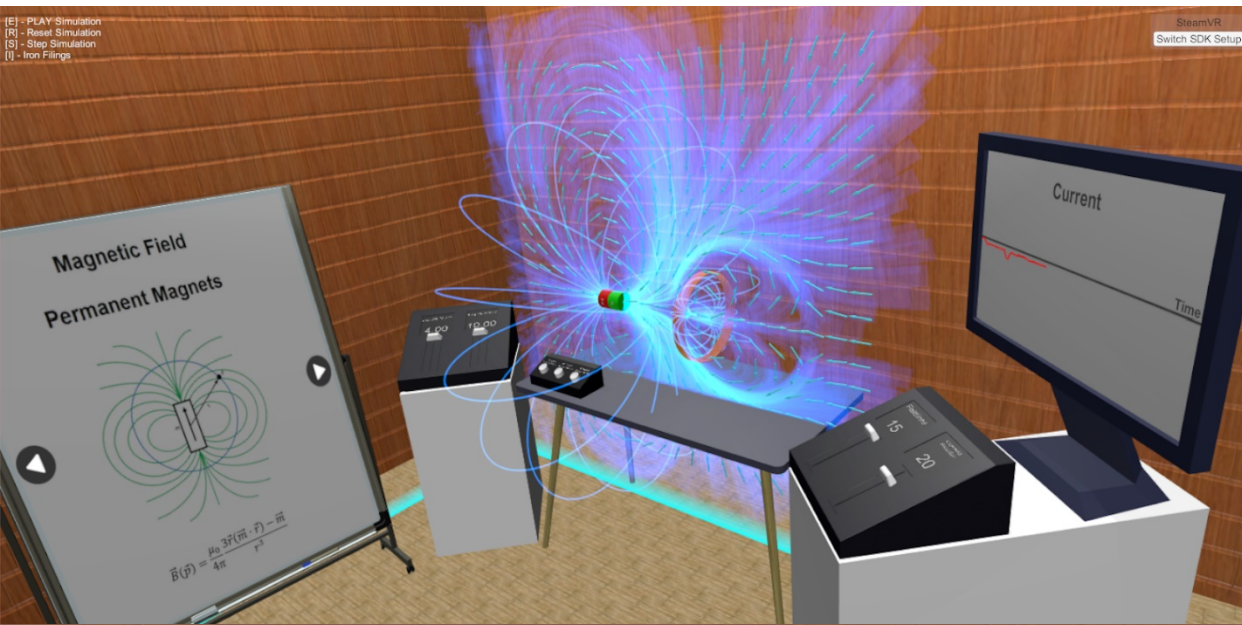


# Experiment Design



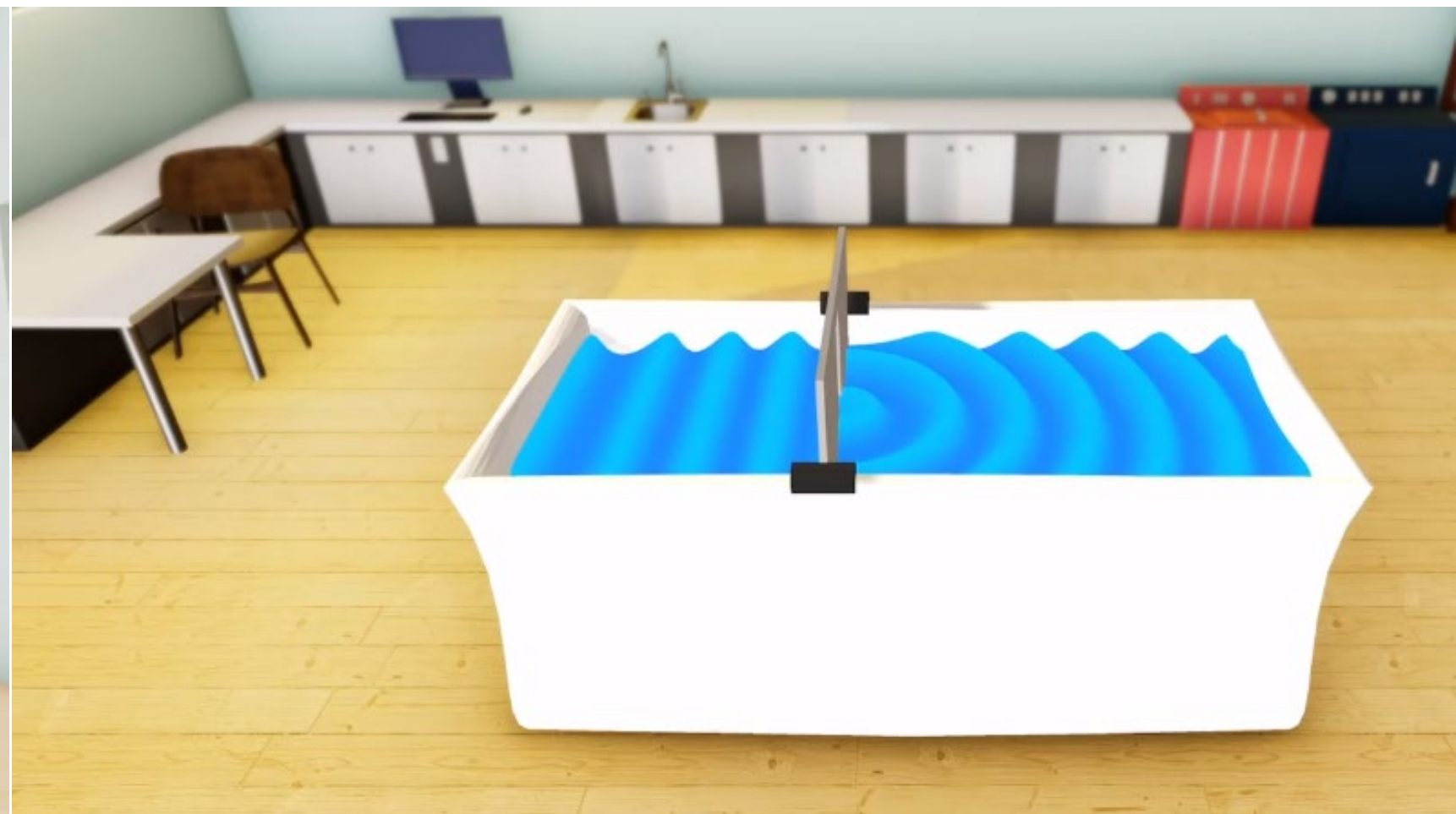


# Experiments Design



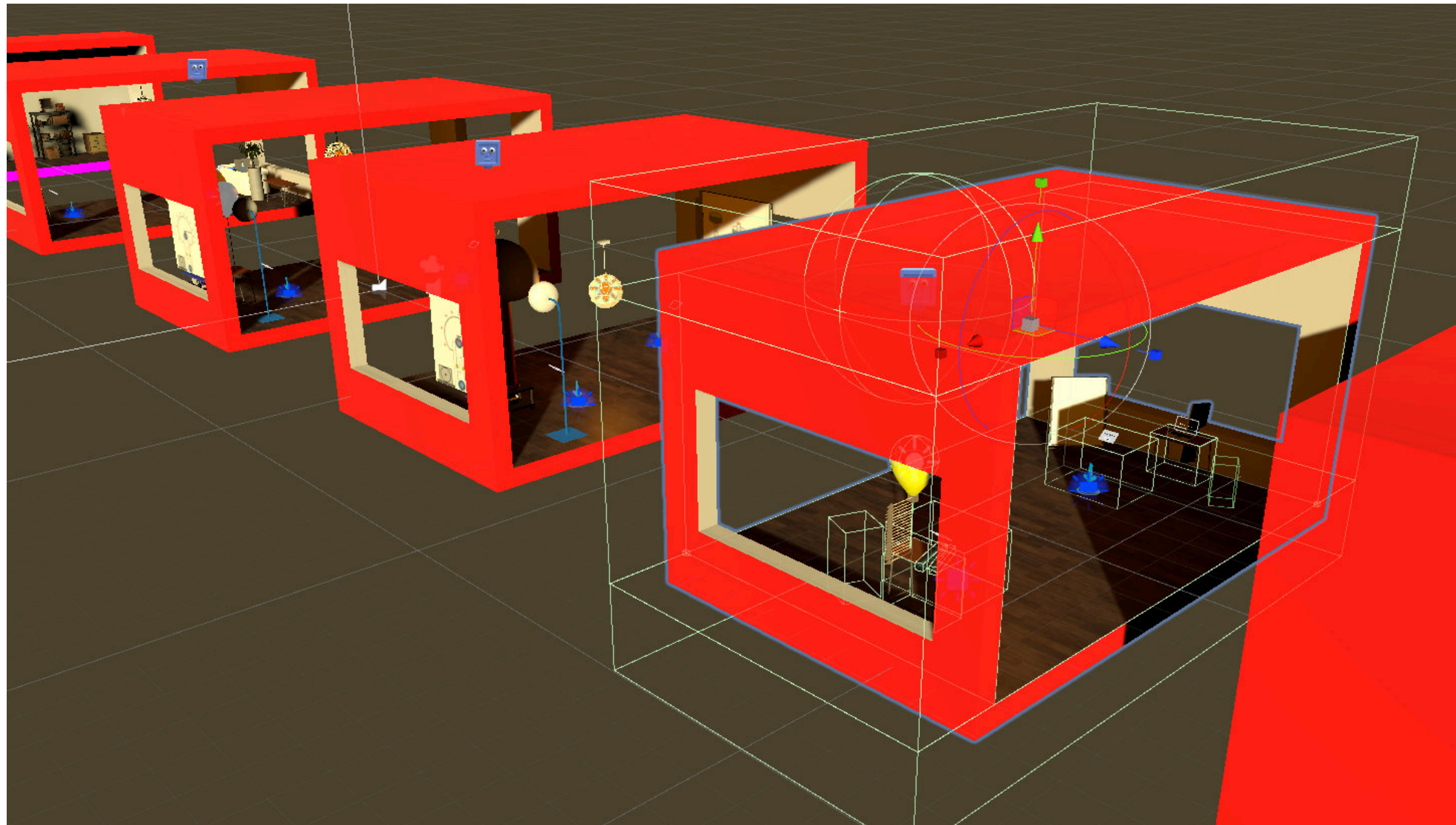


# Experiment Design



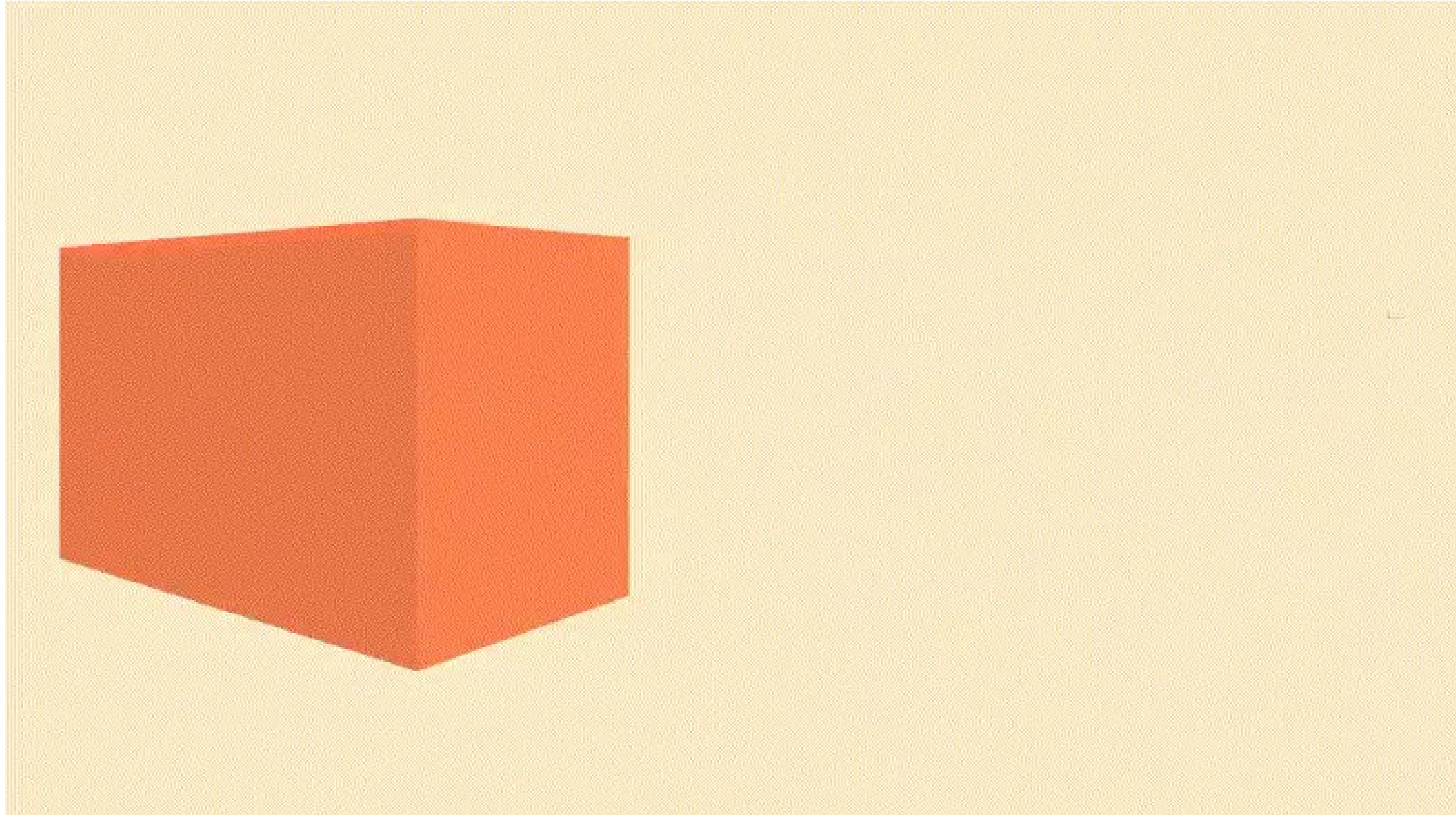


# Lab Generation





# Lab Generation



# Interdisciplinary Collaboration

- Physics Meets Computer Science
- Co-Design
- Regular Workshops and Meetings

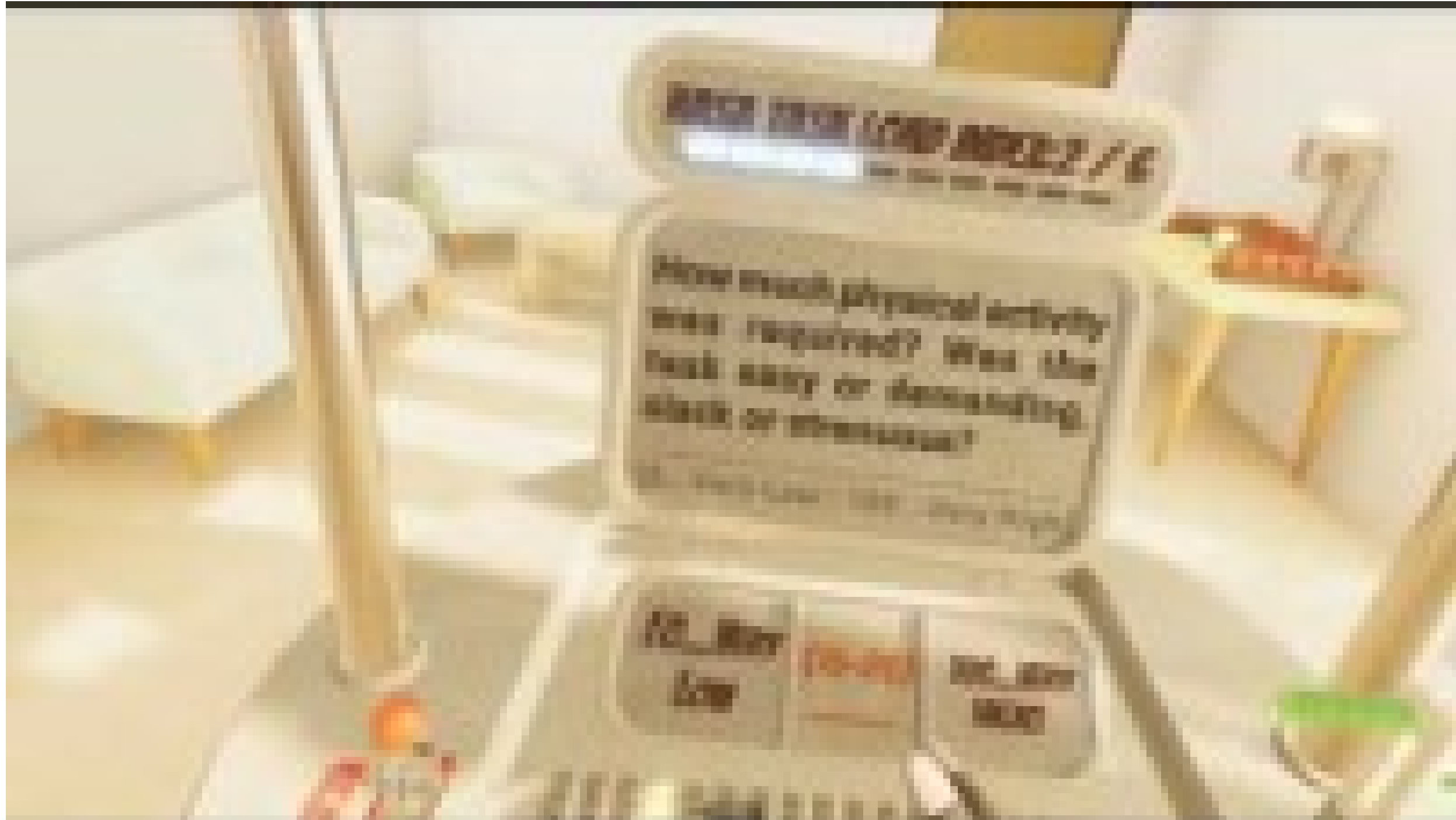


# Testing and Co-Design

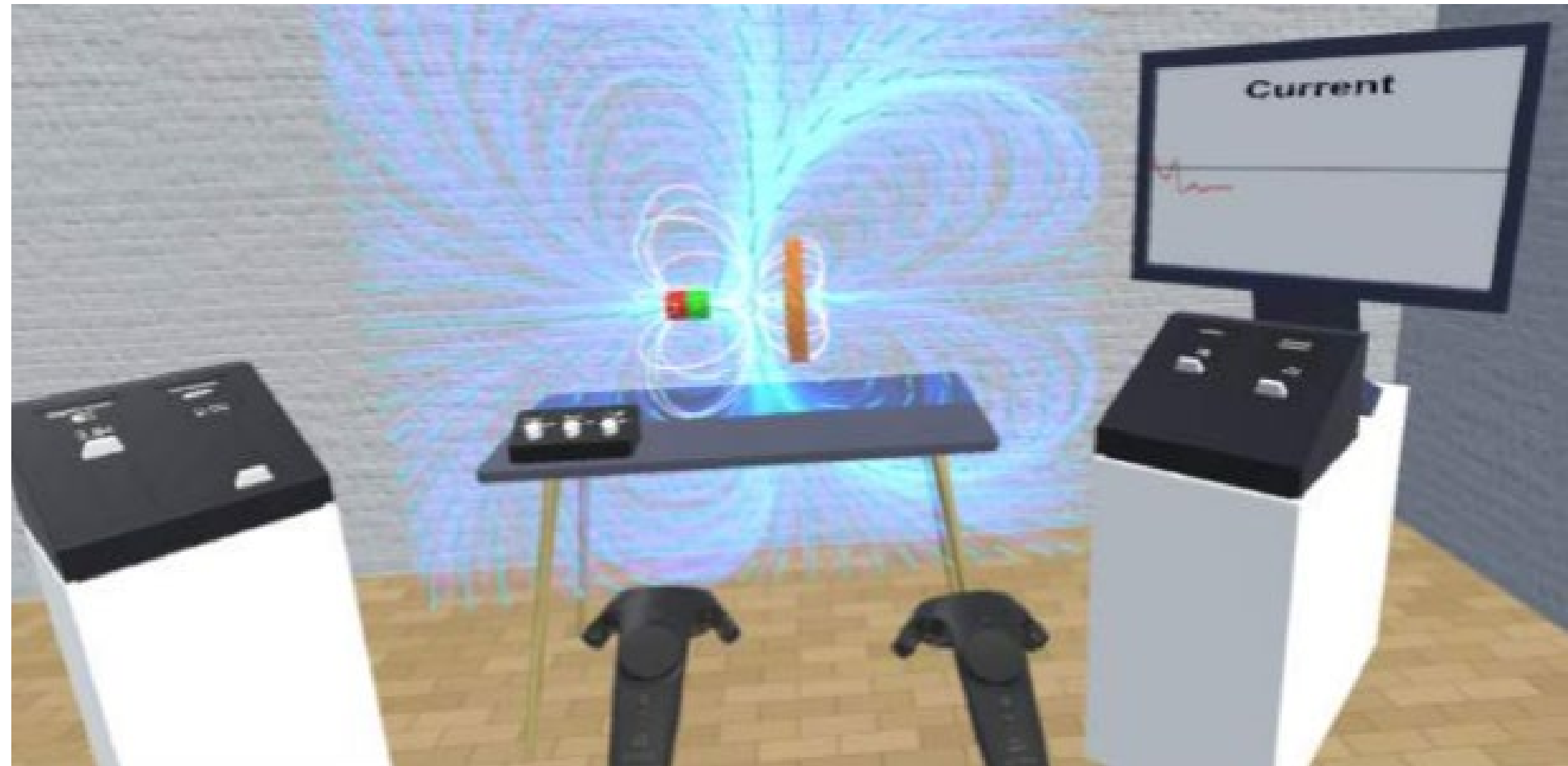




# Testing and Co-Design

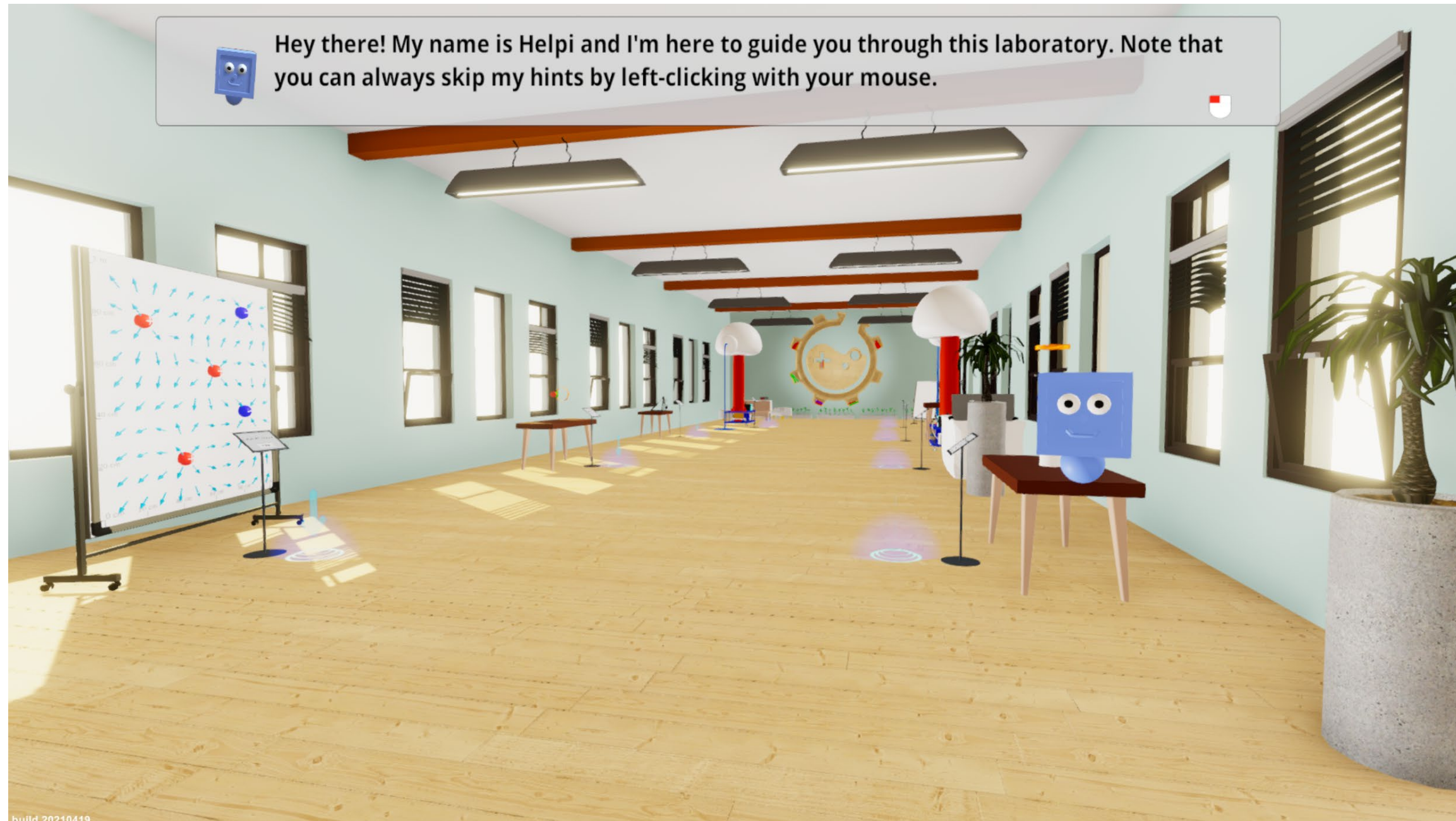


# Interactions and Locomotion in VR





# Helpy (and Avatar Design)



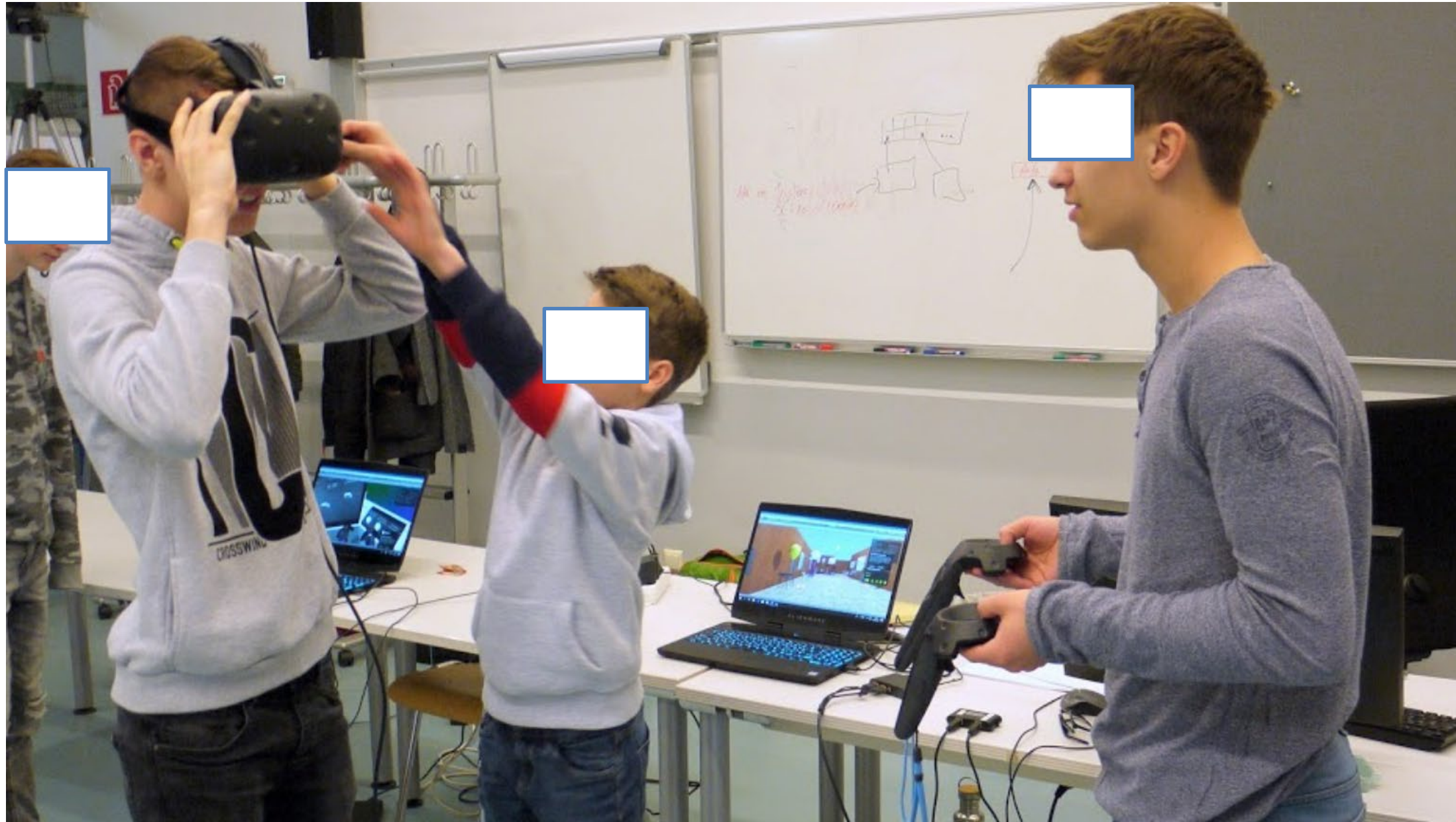


# VR in Schools





# VR in Schools – Requirements Teachers vs Learners





# VR in Schools - Setup





# Takeaways

- Interdisciplinary collaboration
- VR Design for School Setups
- Open Source Projects are interesting.
- Strong Co-Design for Learners and Teachers



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# Contact

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