Immersive Training Experience Projects in High Education: feedbacks and prospective

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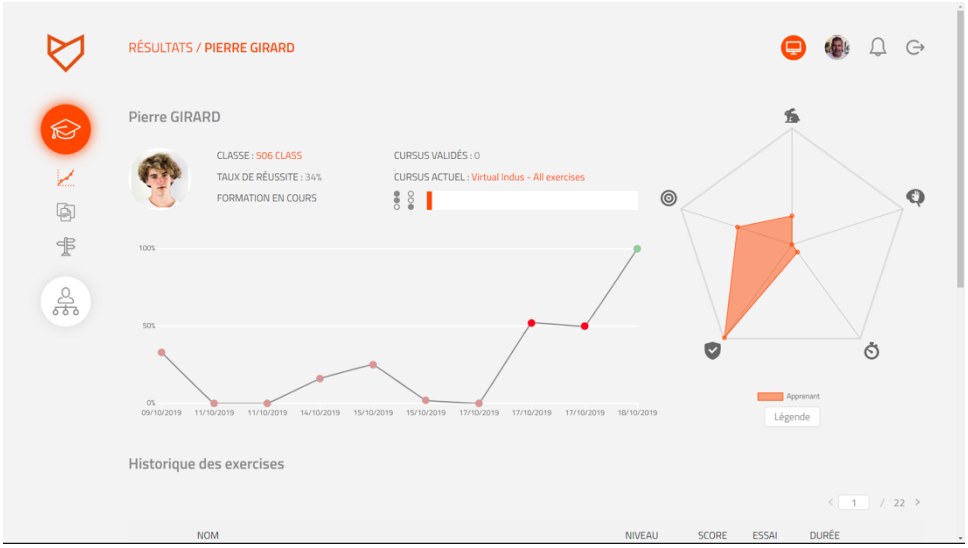
Stage 1: Extended abstract
The first submission consists of a 2-page extended abstract, accompanied by a describing text of no more than 300 words. For accepted submissions, the extended abstracts will be included in the EUNIS "Book of Abstracts" and a presentation will be allowed during the Congress. The accompanying describing text will be displayed in the congress website/application.

Abstract

This paper deals with the use of immersive technologies in Higher Education and how to set up such projects. The authors provide insights on three How's: (1) how to design, (2) how to develop, (3) how to implement. Immersive technologies such as 360° scenes, Virtual reality (VR) and Augmented or Mixed Realities (AR, MR) are interactive experiences which immerses the user in a digital environment through a sense of presence, of lived experience. Through several projects concerning the development of virtual practical works in the field of the chemical, pharmaceutical, agrifood and nuclear industries, we will discuss how teachers and instructional designers from le Conservatoire national des arts et métiers (le Cnam; The National Conservatory of Arts and Crafts) has successfully developed and implemented these innovative technologies within courses. In many aspects, the implementation of these new technologies was different for each project, giving the authors a broader vision of the processes to be implemented to develop this type of training. Other disciplines are going to be part of the project to produce new training modules. A follow up of this presentation at EUNIS 2021 congress will take place in the EUNIS AR/VR Special Interest group (request for membership to EUNIS ARVR SIG to be send to arvr@eunis.org).

Keywords : Immersive Technologies; Instructional Design; Virtual Reality; Augmented Reality; Mixed Reality

Extended abstract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