

VR, AR, AW
After 'wow'

P. Dillenbourg, EPFL

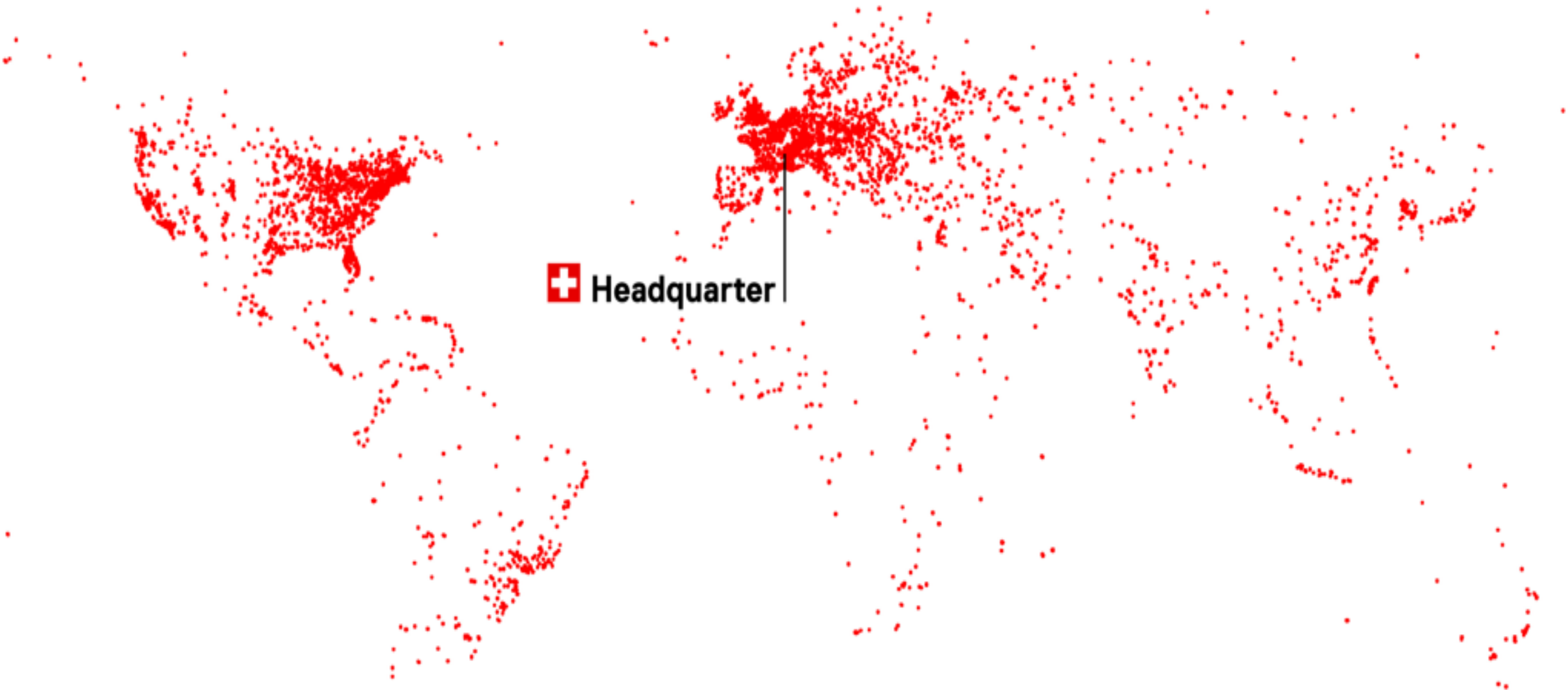


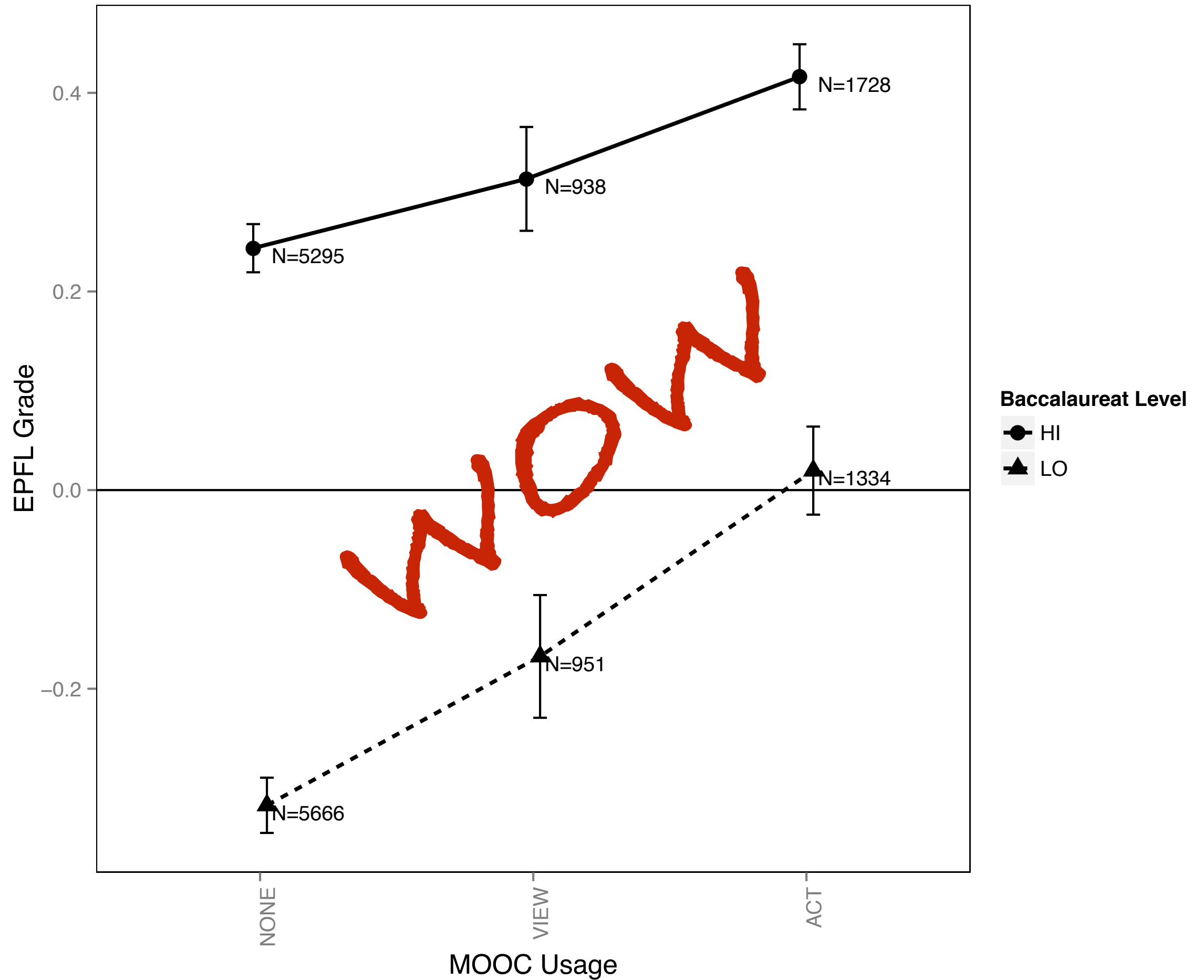






EPFL CAMPUS



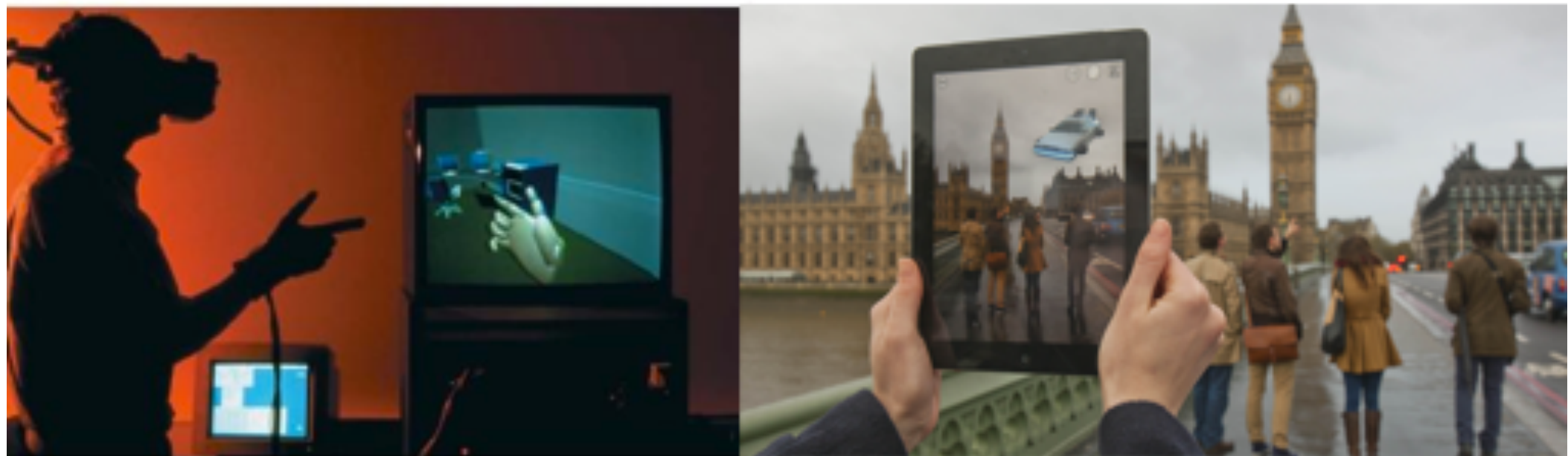


VR/AR

6 design dimensions

1) Virtual Reality **versus** Augmented Reality

Augmented Reality



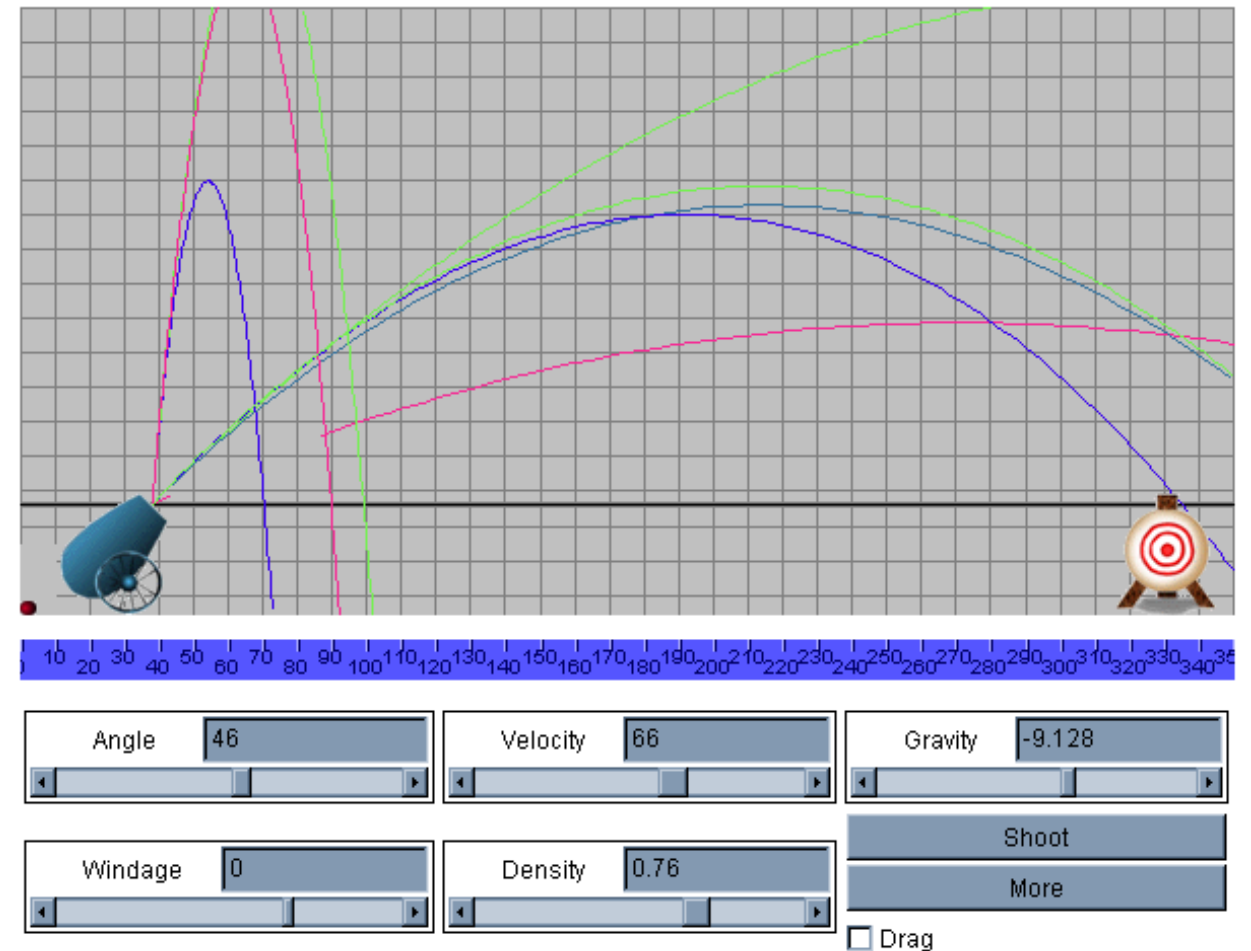
Virtual Reality

2) Performance **versus** Understanding

Simulations

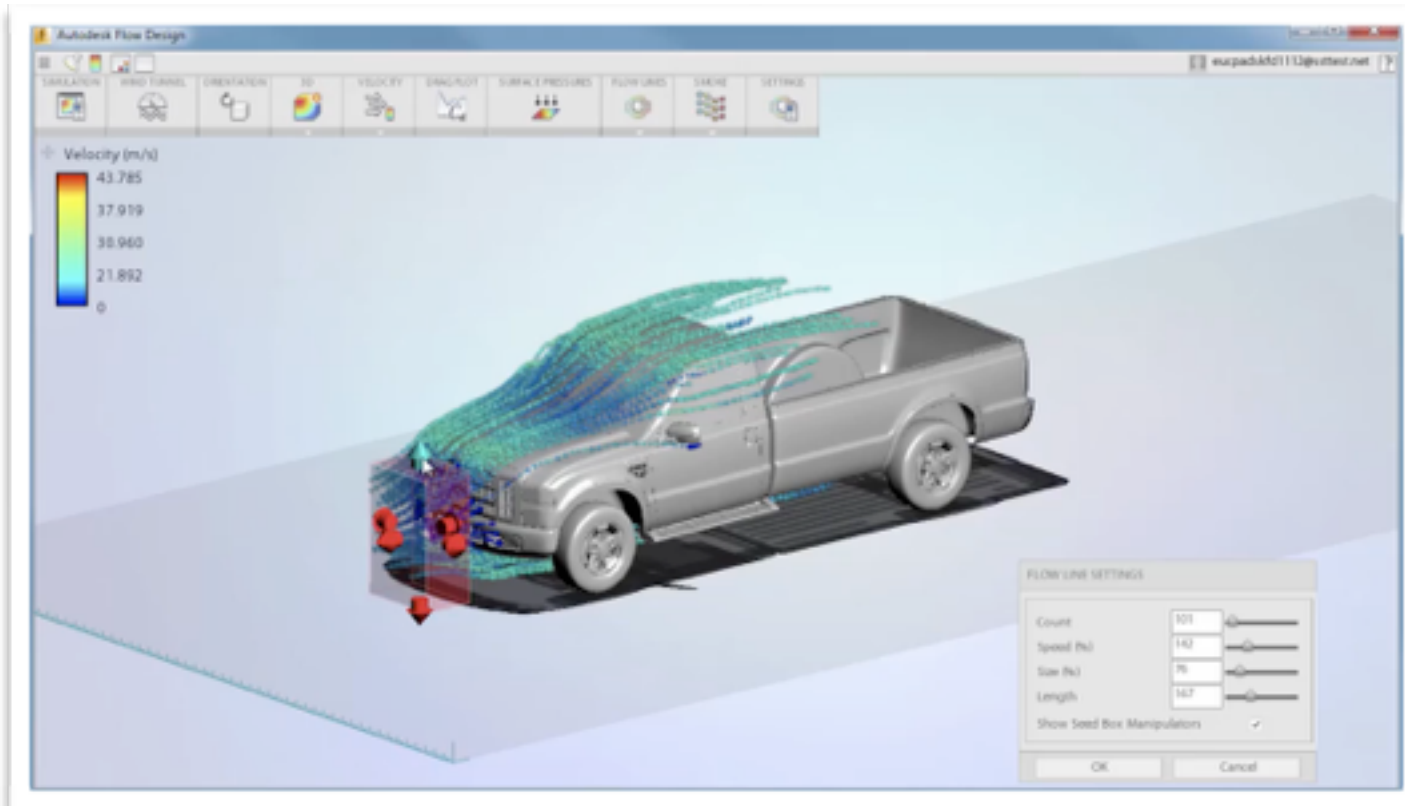


Acquire Skills



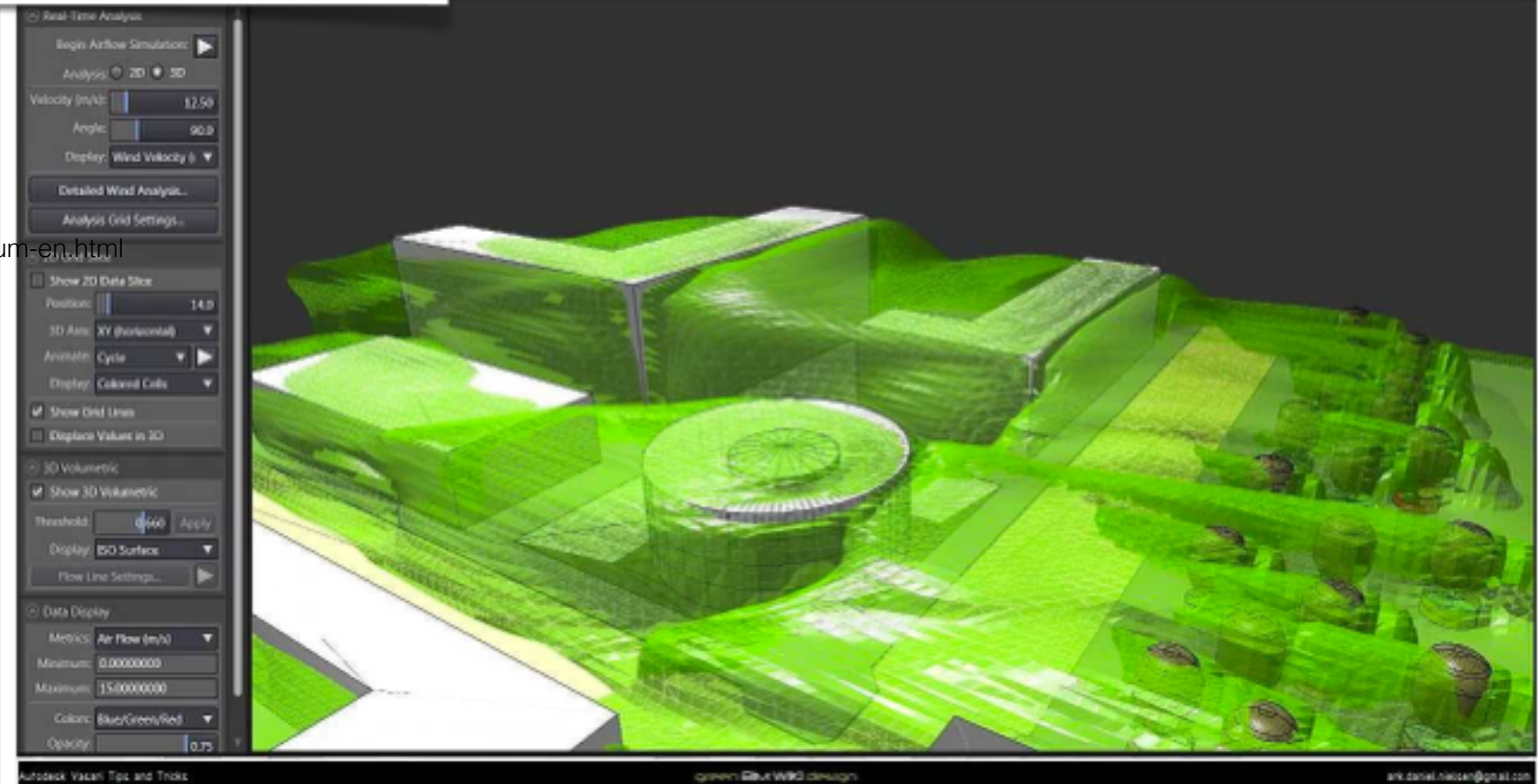
Discover underlying model

3) Exploration **versus** Construction

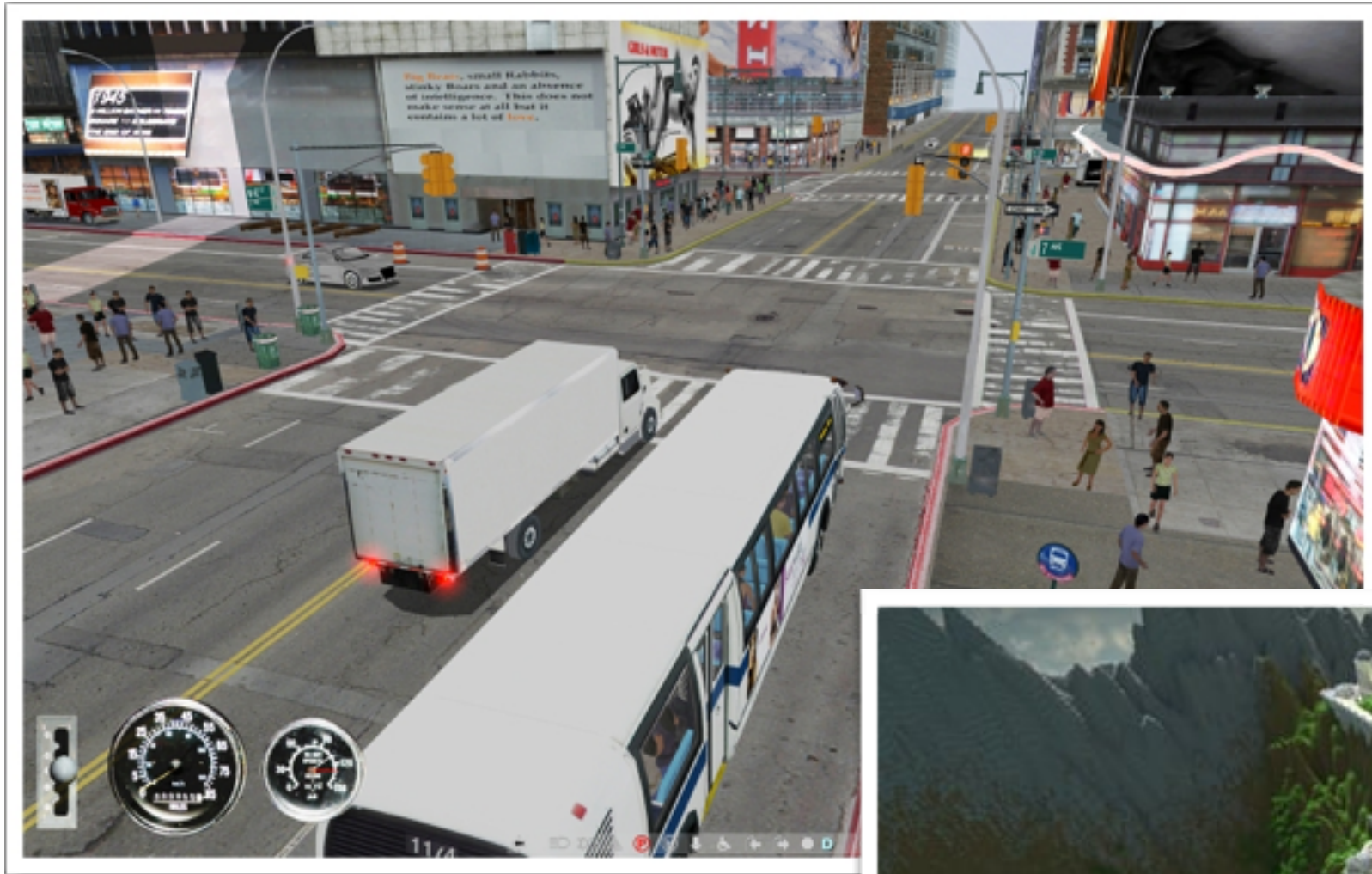


https://www.youtube.com/watch?v=FdoKJrsL_bA

<https://www.myphysicslab.com/pendulum/double-pendulum-en.html>



3bis) Real World **versus** Fictitious World



<https://www.fspilotshop.com/aerosoft-city-bus-simulator-new-york-gold-edition-p-5487.html>



<https://nowloading.co/posts/3888206>

4) Individual **versus** Social



<http://www.itechnews.net/2009/01/04/skigym-ski-simulator/>



<https://danielvoyager.wordpress.com/2015/03/25/group-selfie-in-second-life-with-lindens-and-sl-community/>

4b) or Participative

Please order a standard one-way 2nd class ticket from Davos to Geneve without bike.

Your ticket

From:	To:
Travel:	Class:
Fare:	Other:

Cities

Lausanne Davos Basel
Zurich Fribourg Neuchatel
Geneve

Travel

One Way Return

Class

1st 2nd

Buy

Please order a standard return 2nd class ticket from Davos to Neuchatel without bike.

Map of Switzerland

Deutschland
Frankreich
Österreich
Italien

From:

To:

Travel

One Way Return

Fare

standard
1/2 fare
young

Class

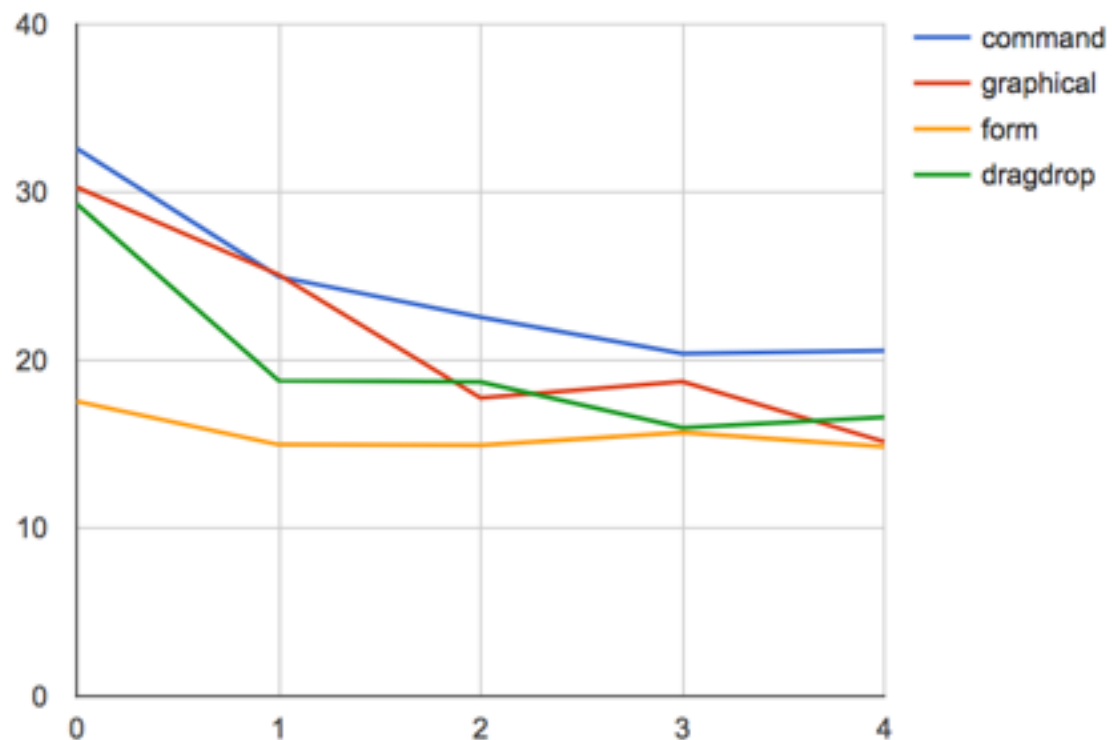
1st
2nd

Bike

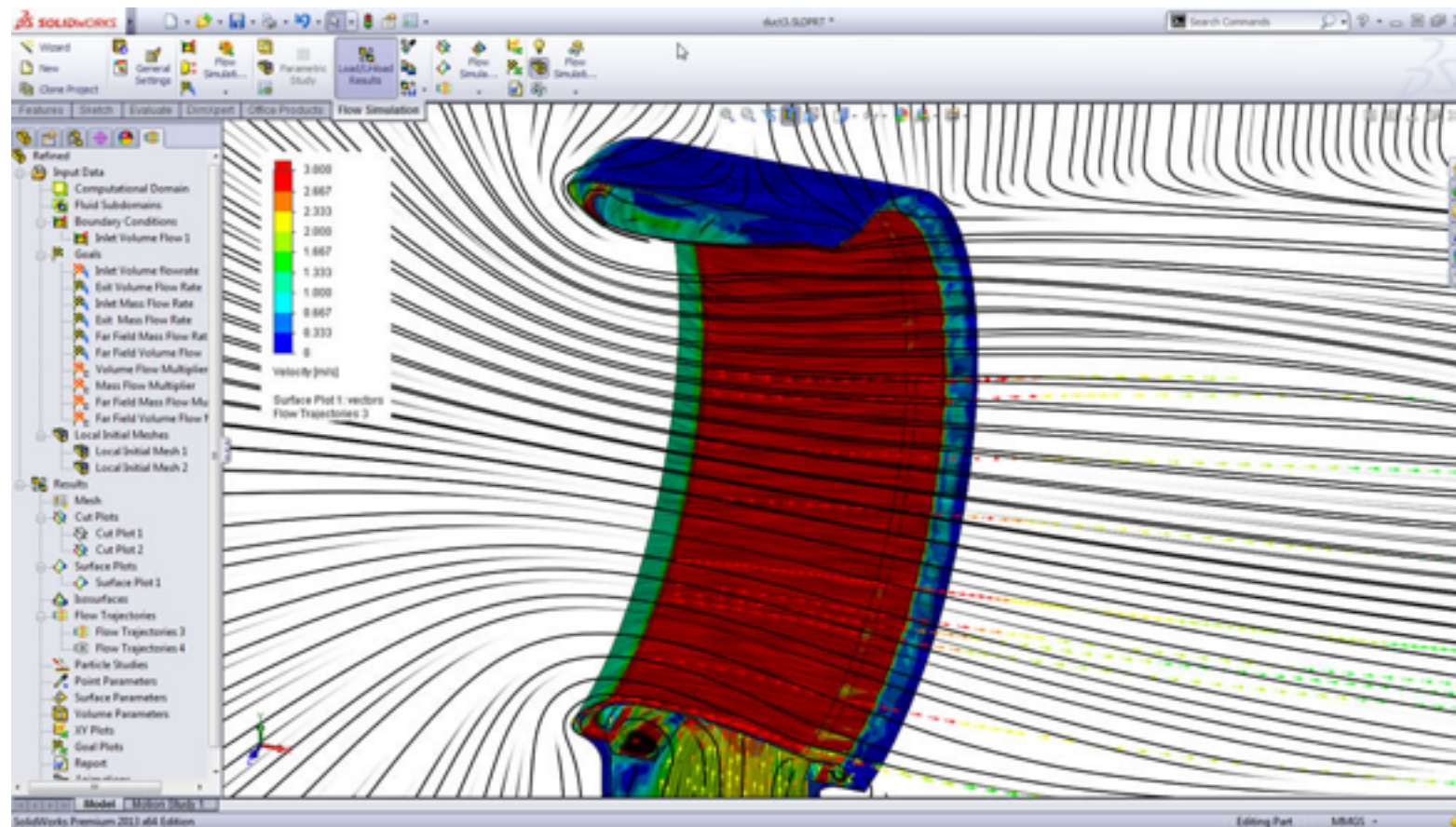
Bike

Buy

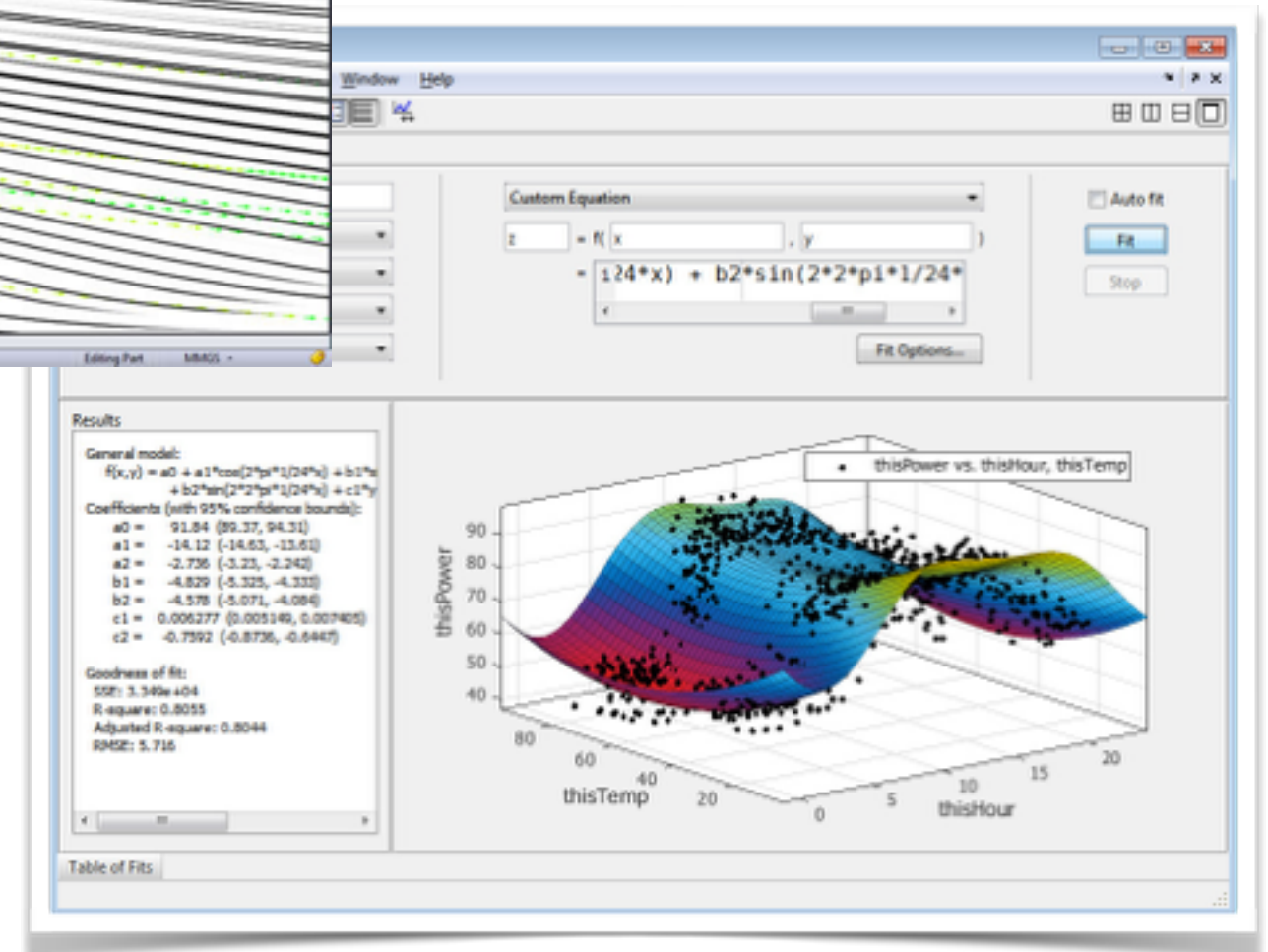
Mean time per try for each interface



5) Simulation **versus** Modelling



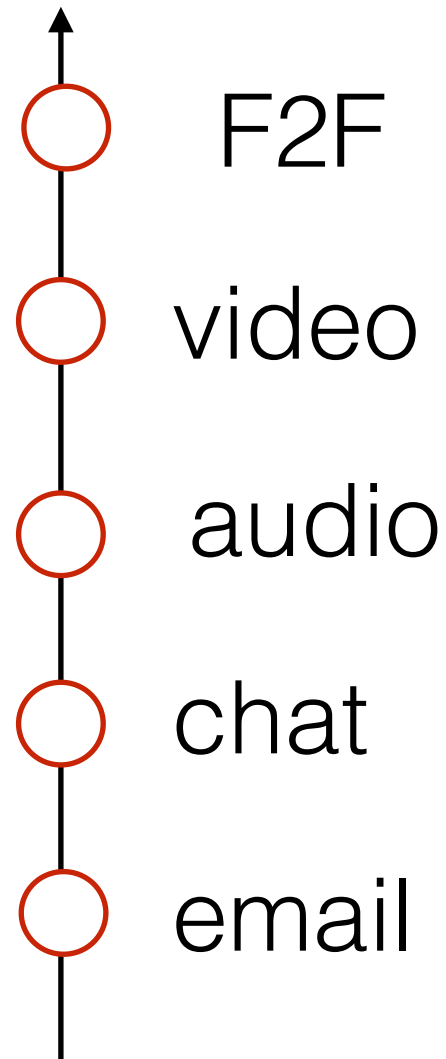
<https://nowloading.co/posts/3888206>



<https://fr.mathworks.com/discovery/matlab-vs-r.html>

6) Fidelity, Realism,

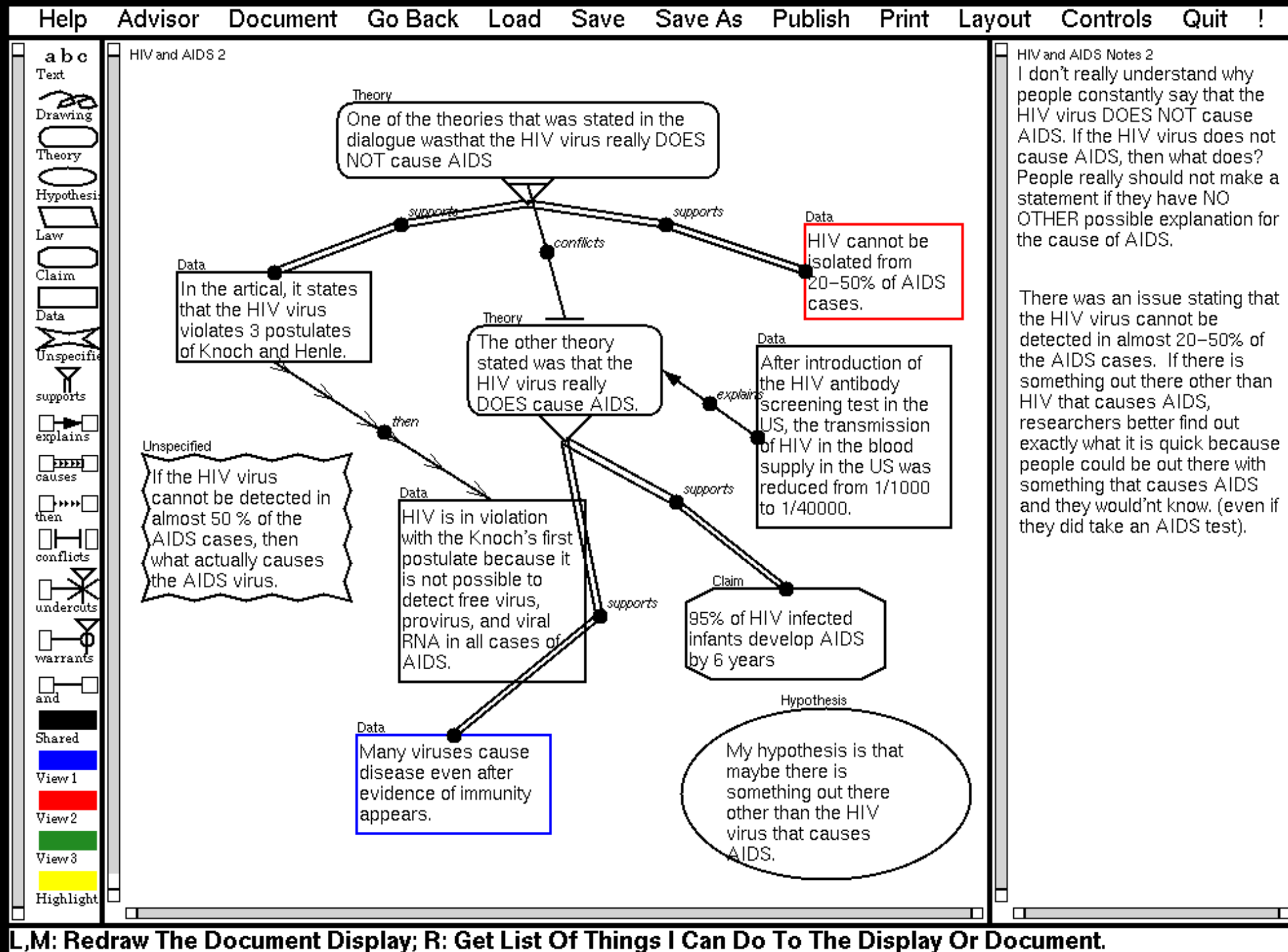
learning = f (media richness)



media richness hypothesis :

*the more similar it is to face-to-face,
the better it is*

The myth of media richness

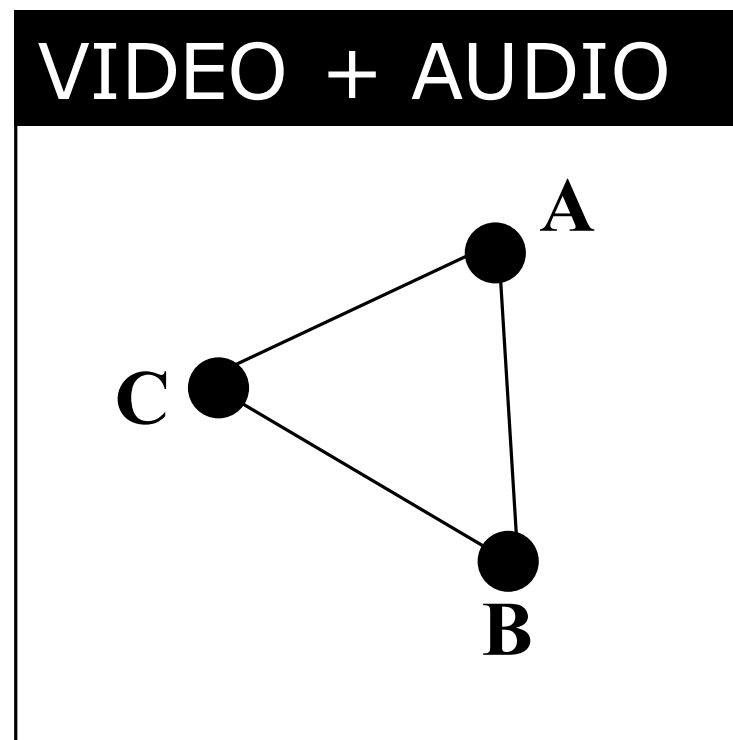


Belvedere

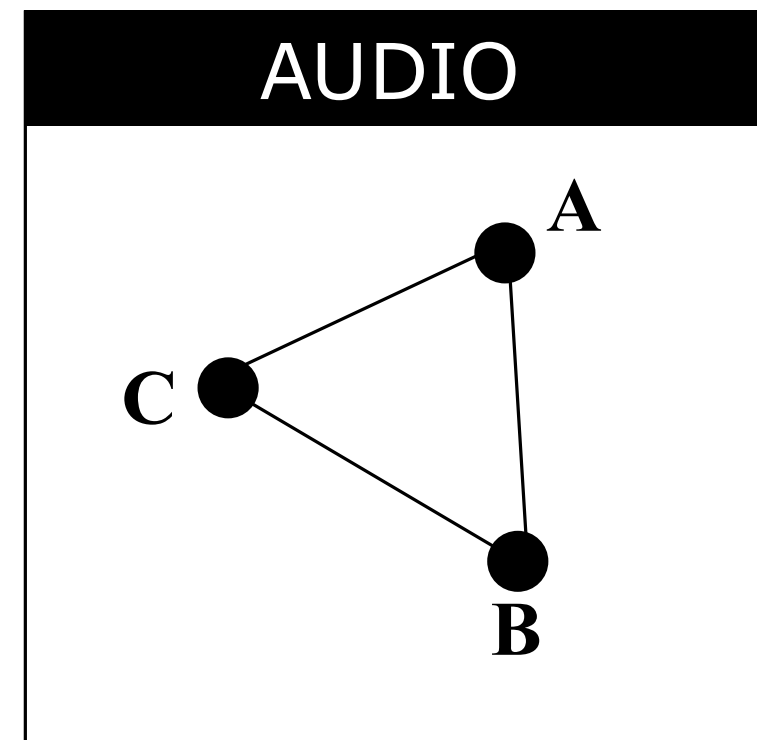
The myth of media richness

Perceiving my partner's emotions:

Is video better than audio ?



.62



.70

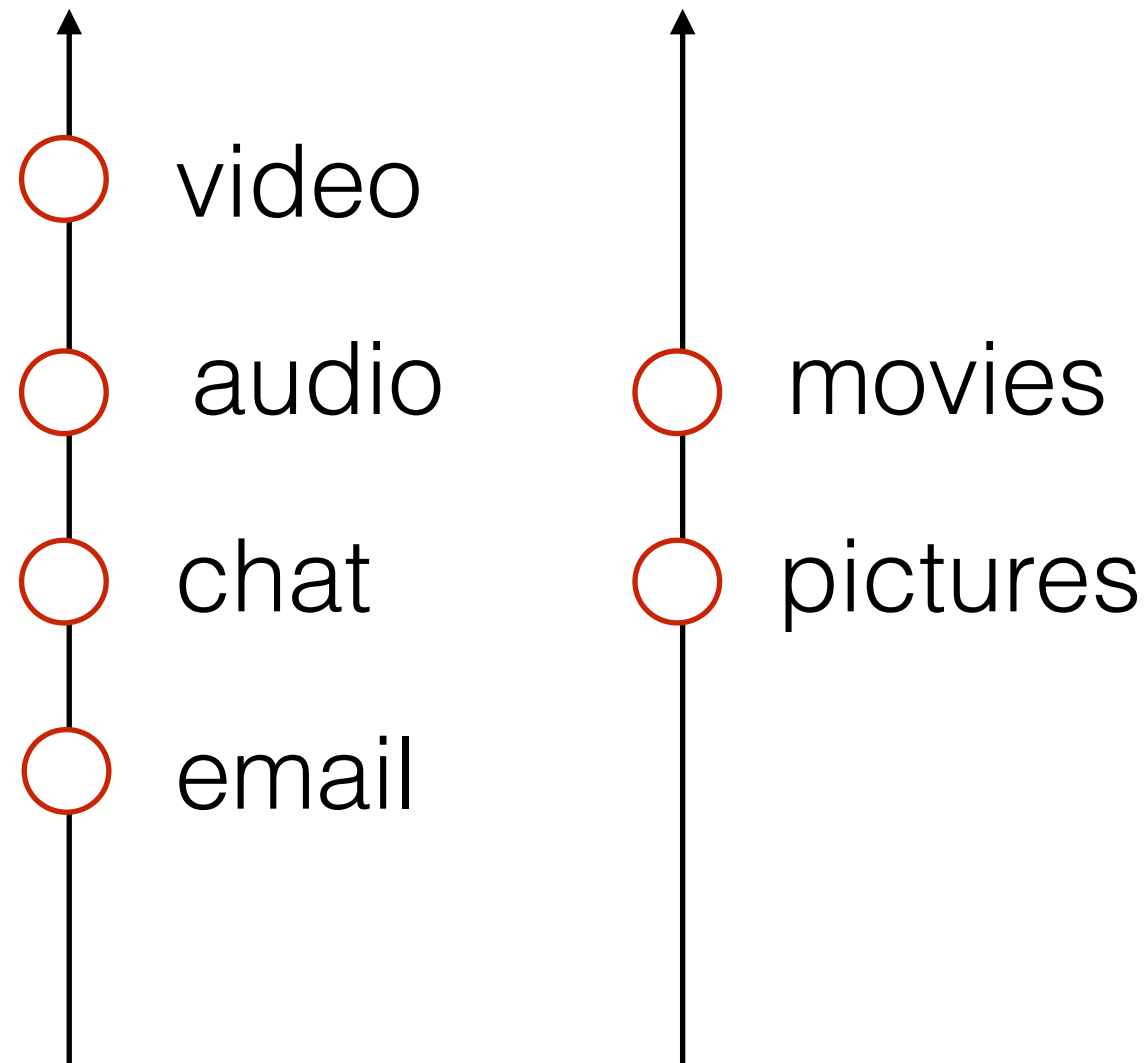
Question to A: Were you nervous ?

1 ☐ 2 ☒ 3 ☐ 4 ☐ 5 ☐

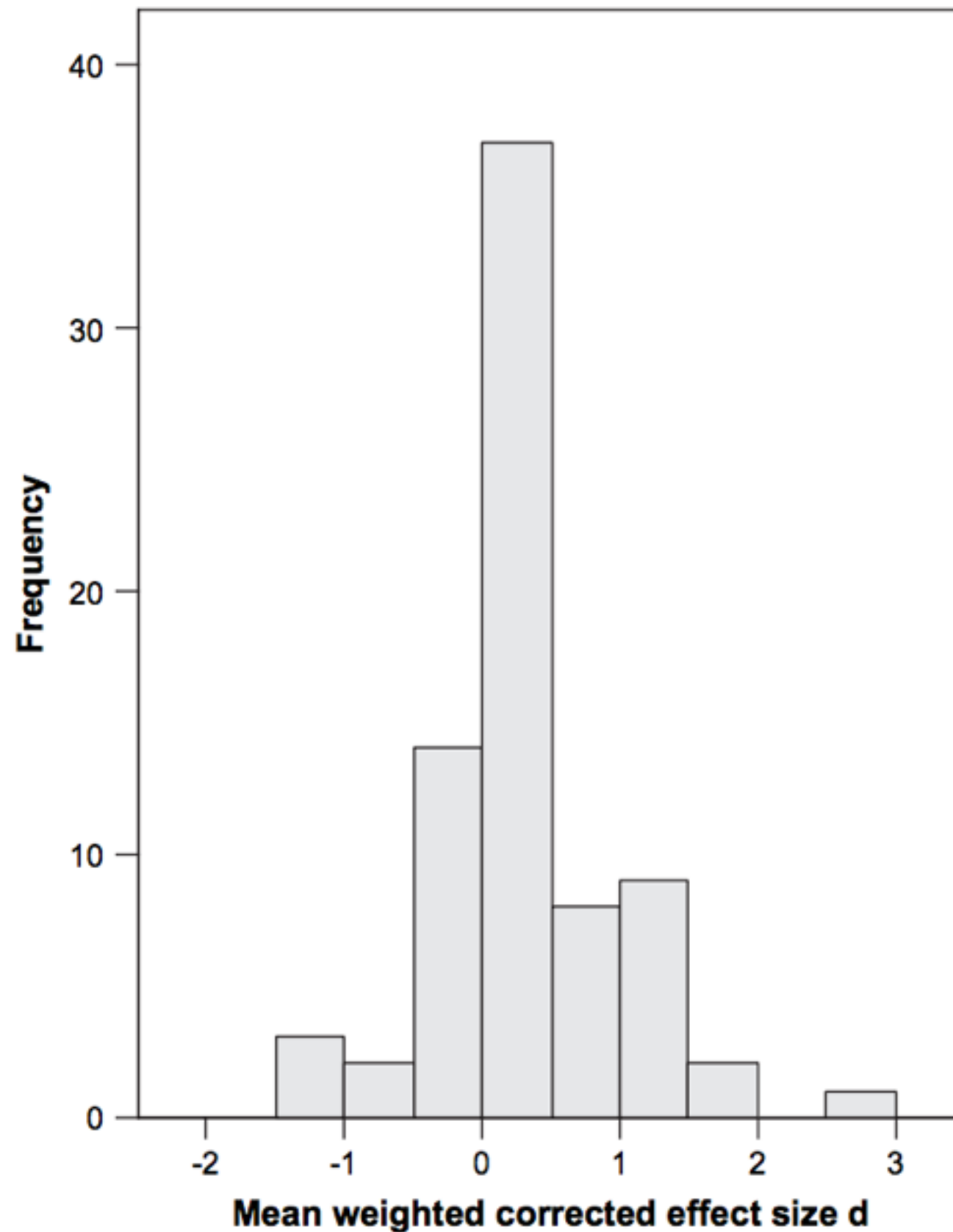
Question to B: Was A nervous ?

1 ☐ 2 ☐ 3 ☒ 4 ☐ 5 ☐

learning = f (media richness)



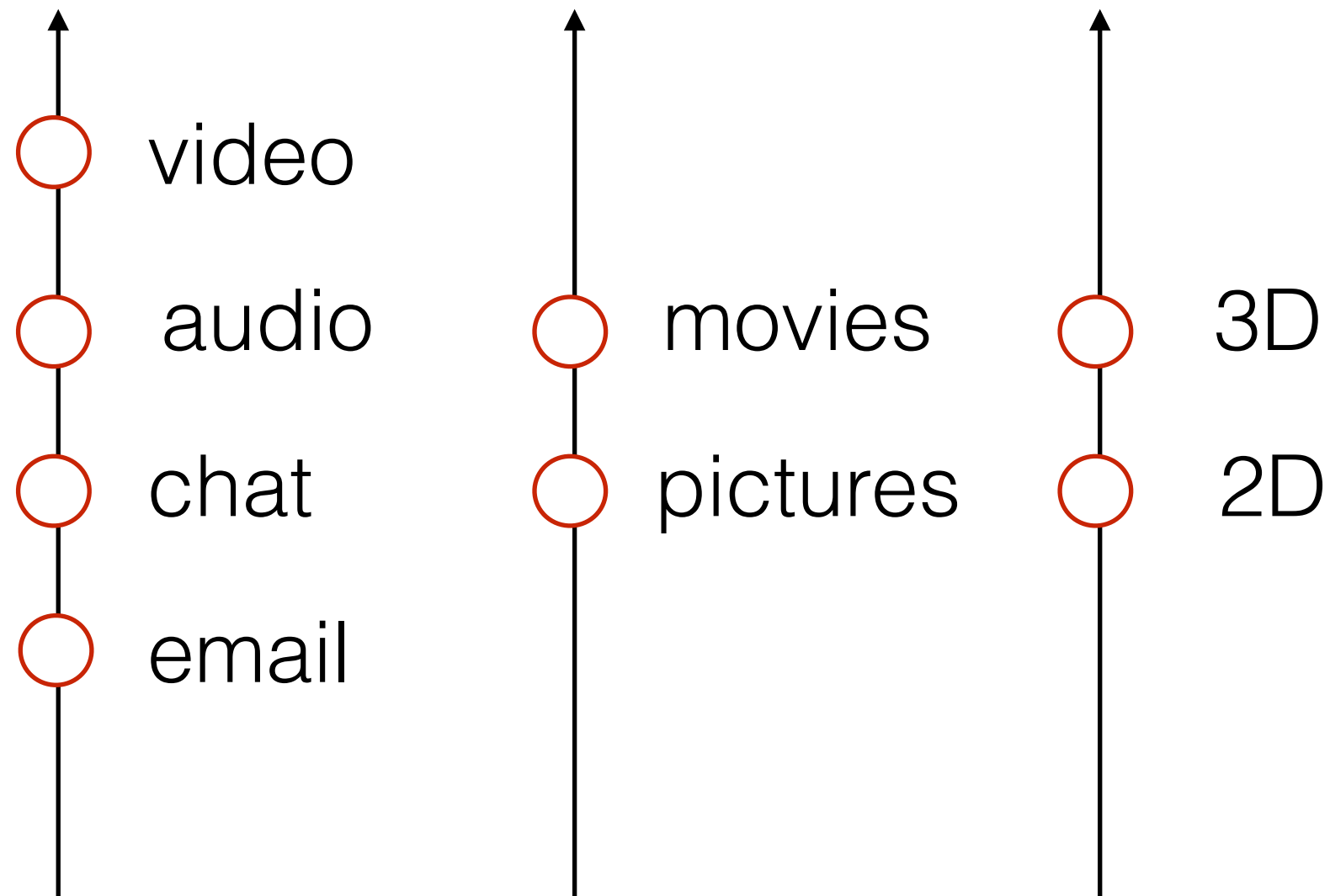
media richness hypothesis :
the more similar it is to face-to-face, the better it is



21 animated > static
53 animated = static
02 animated < static

Fig. 1. Distribution of weighted effect sizes.

learning = f (media richness)



media richness hypothesis :
the more similar it is to face-to-face, the better it is





media richness hypothesis :
the more similar it is to face-to-face, the better it is

VR hypothesis :
the more similar it is to reality, the better it is

immersion = f (fidelity)

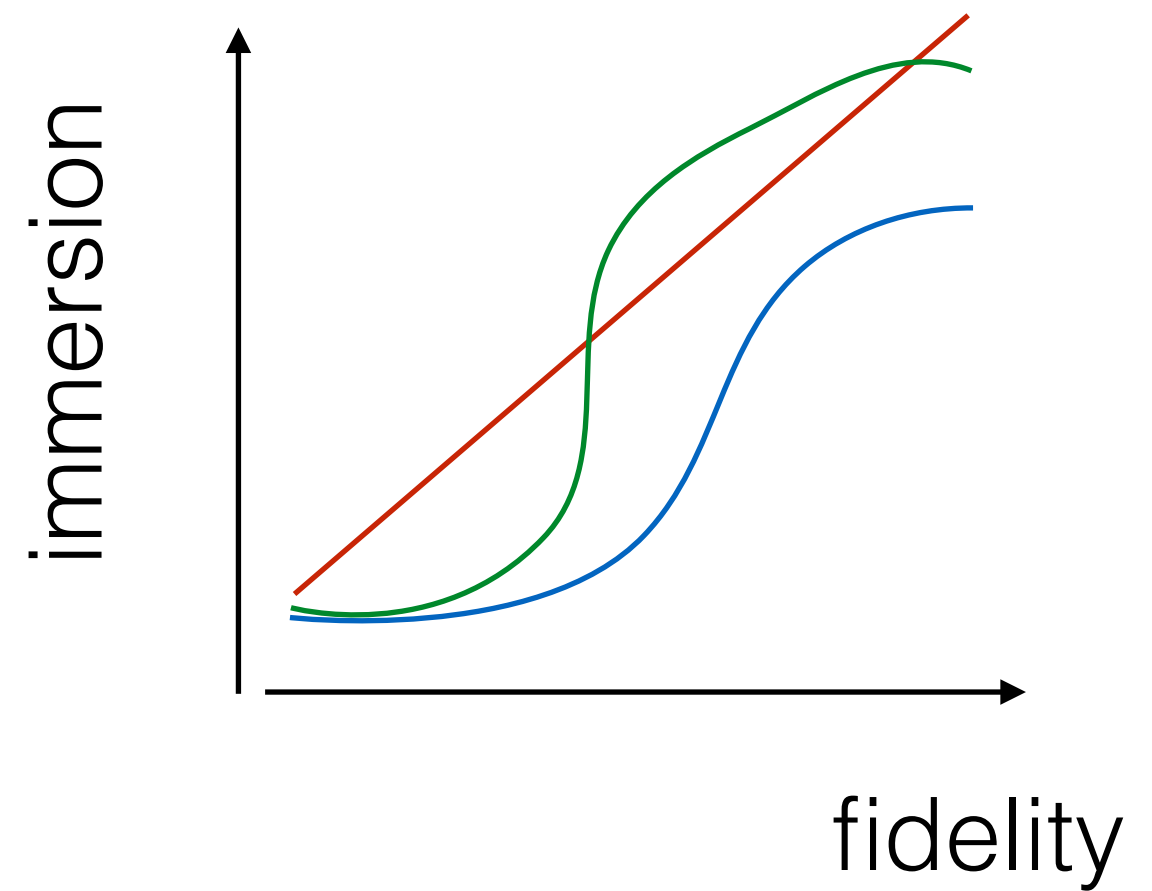


engagement = f (immersion)

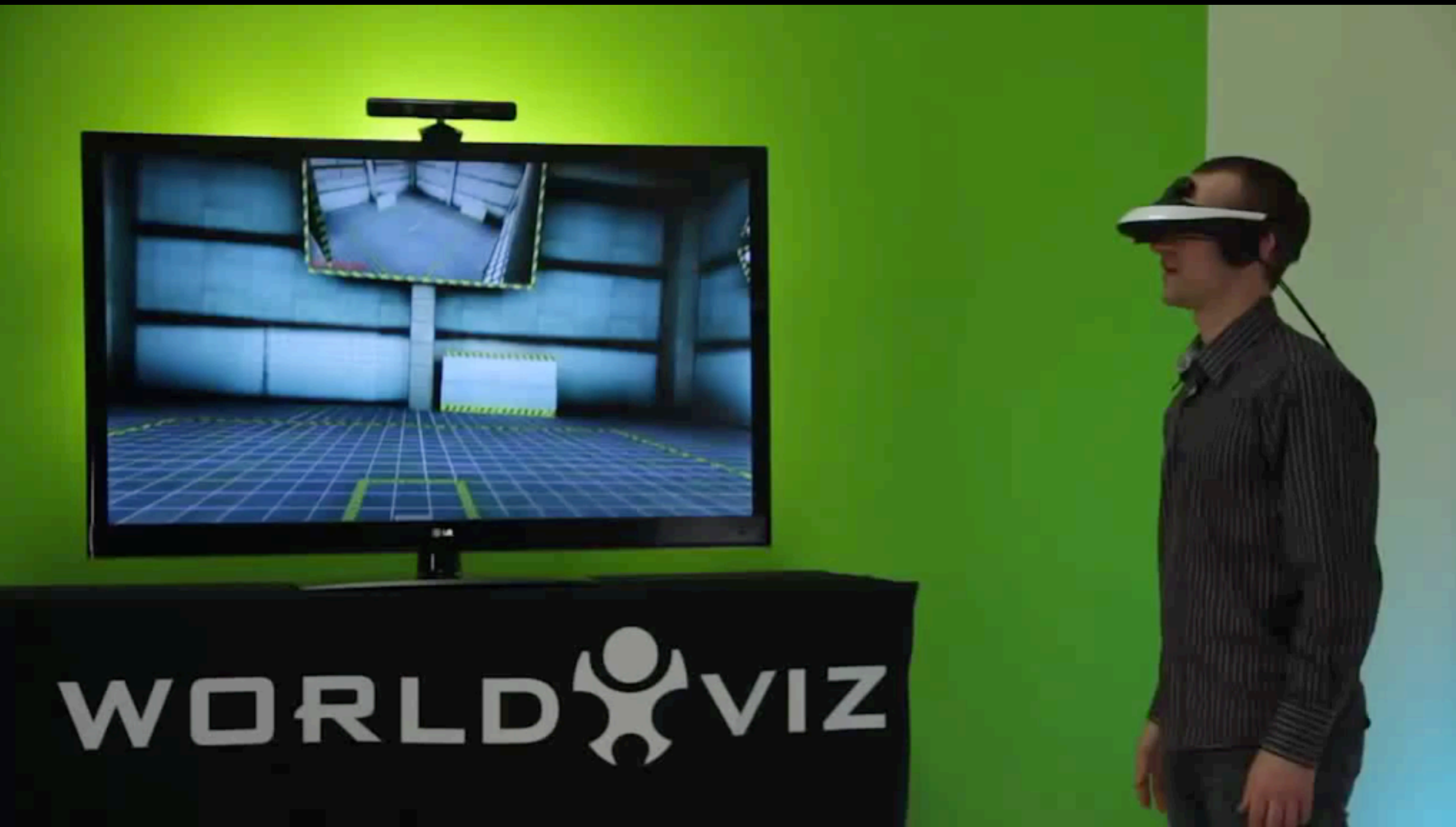


learning = f (engagement)

immersion = f (fidelity)



immersion = f (fidelity)



<https://www.youtube.com/watch?v=hn2jsf6TiaM>



immersion = f (fidelity) ?

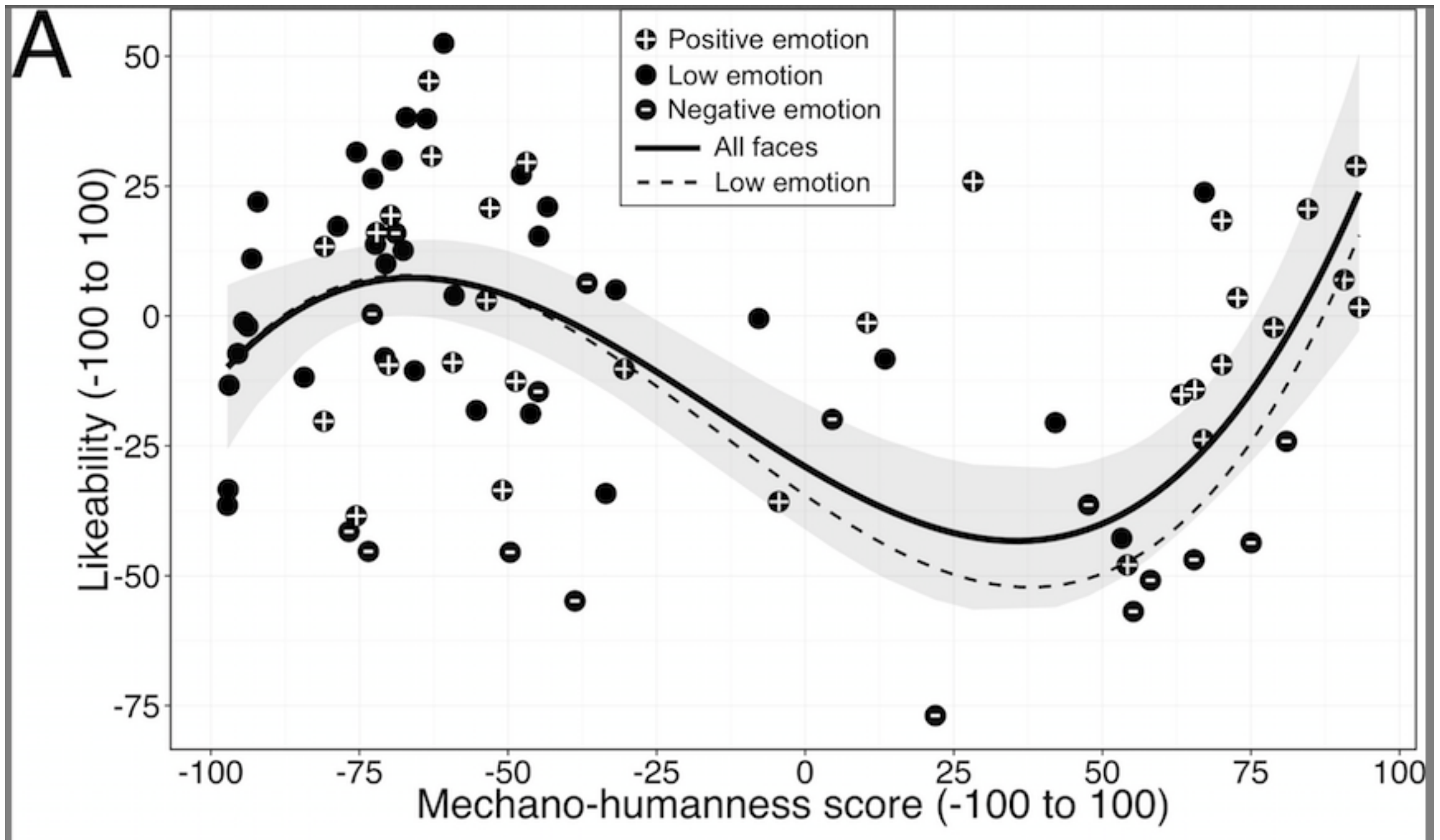


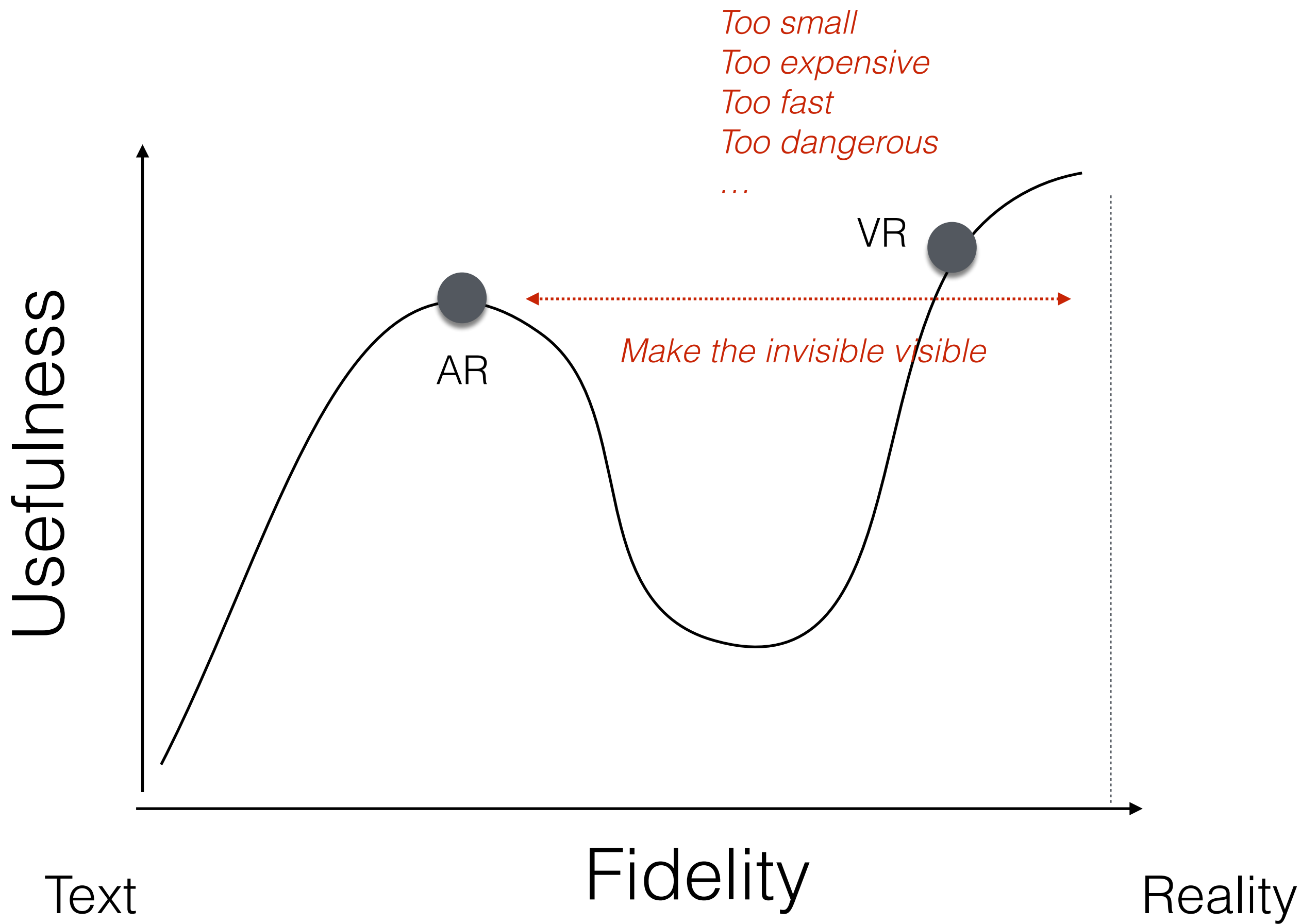
CoWriter

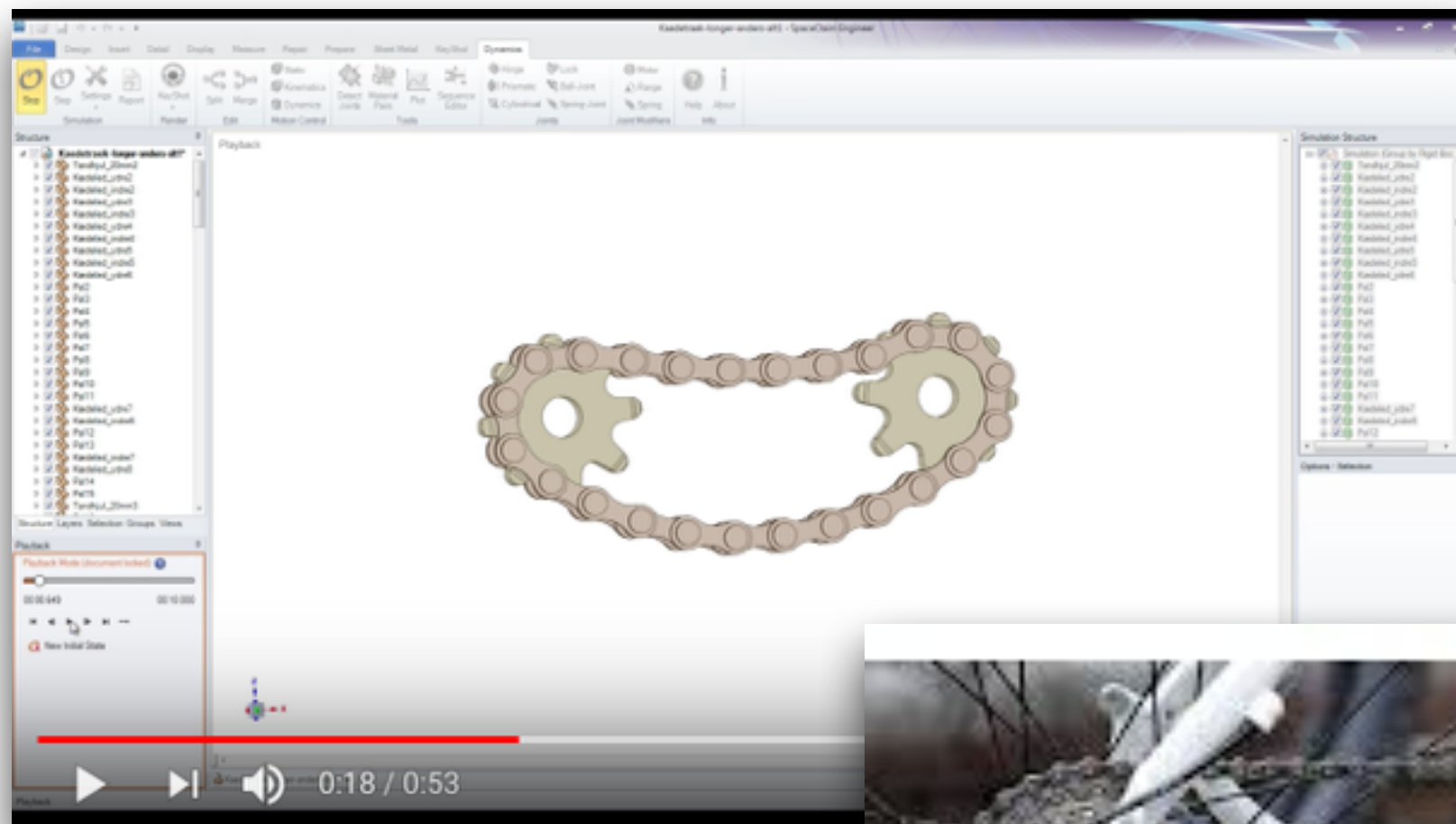
Johal, Lemaignan, Asselborn, Jacq, Billard, Paiva, Dillenbourg



The uncanny valley

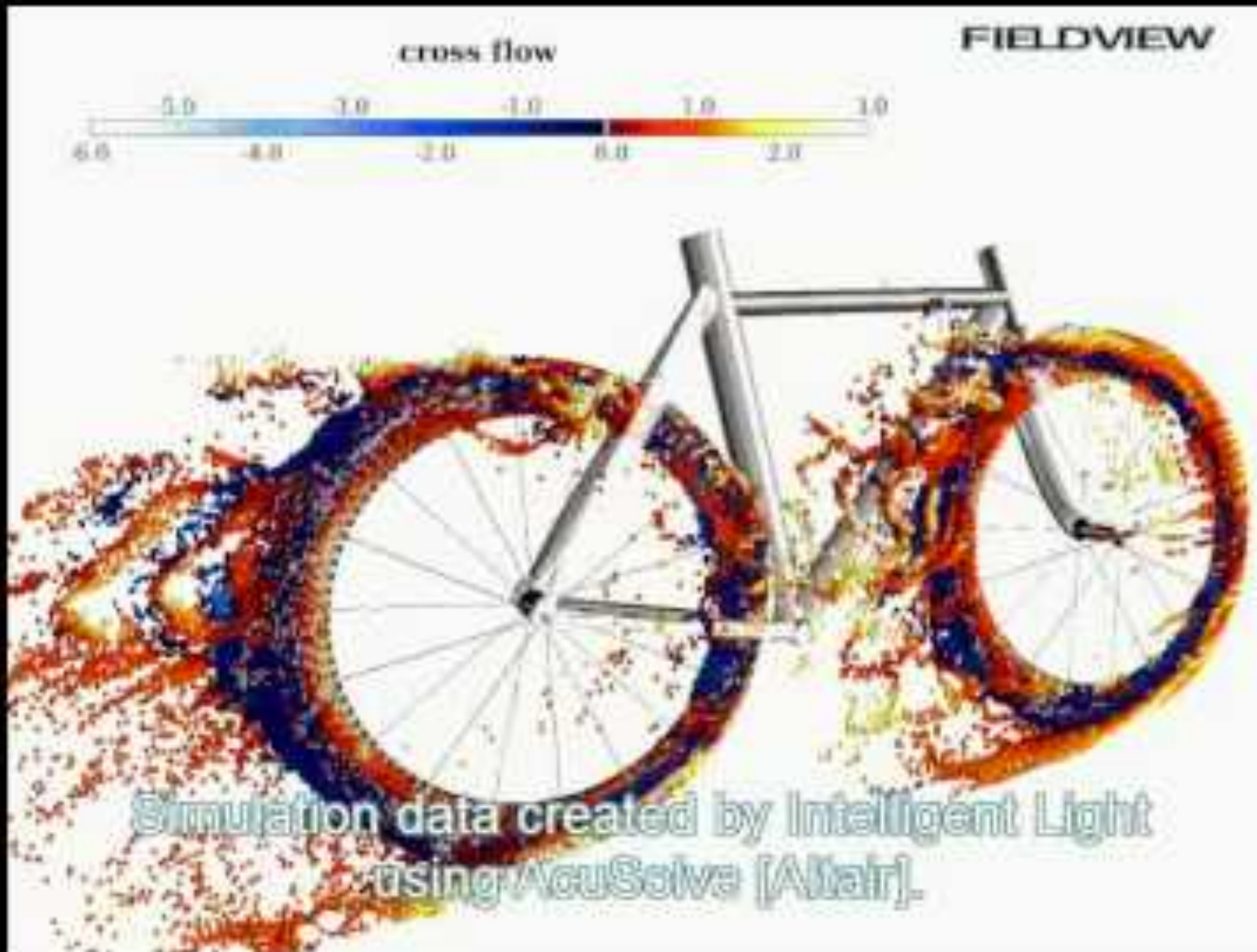






<https://www.fasttech.com/product/7201300-authentic-shimano-ig51-8-speed-bicycle-chain>

*VR hypothesis :
the more similar it is to reality, the better it is*



Make the invisible visible: Air flow



Making the invisible visible: forces

Lorenzo Lucignano, EPFL

Make the invisible visible

Make the impossible possible

- Move the moon closer to Jupiter
- Add a leg to Usain Bolt
- Turn gravity negative
- Cool down the planet by 3 degrees
- Make a government with 20 parties
- ...

± OK

immersion = f (fidelity)



?

engagement = f (immersion)



learning = f (engagement)

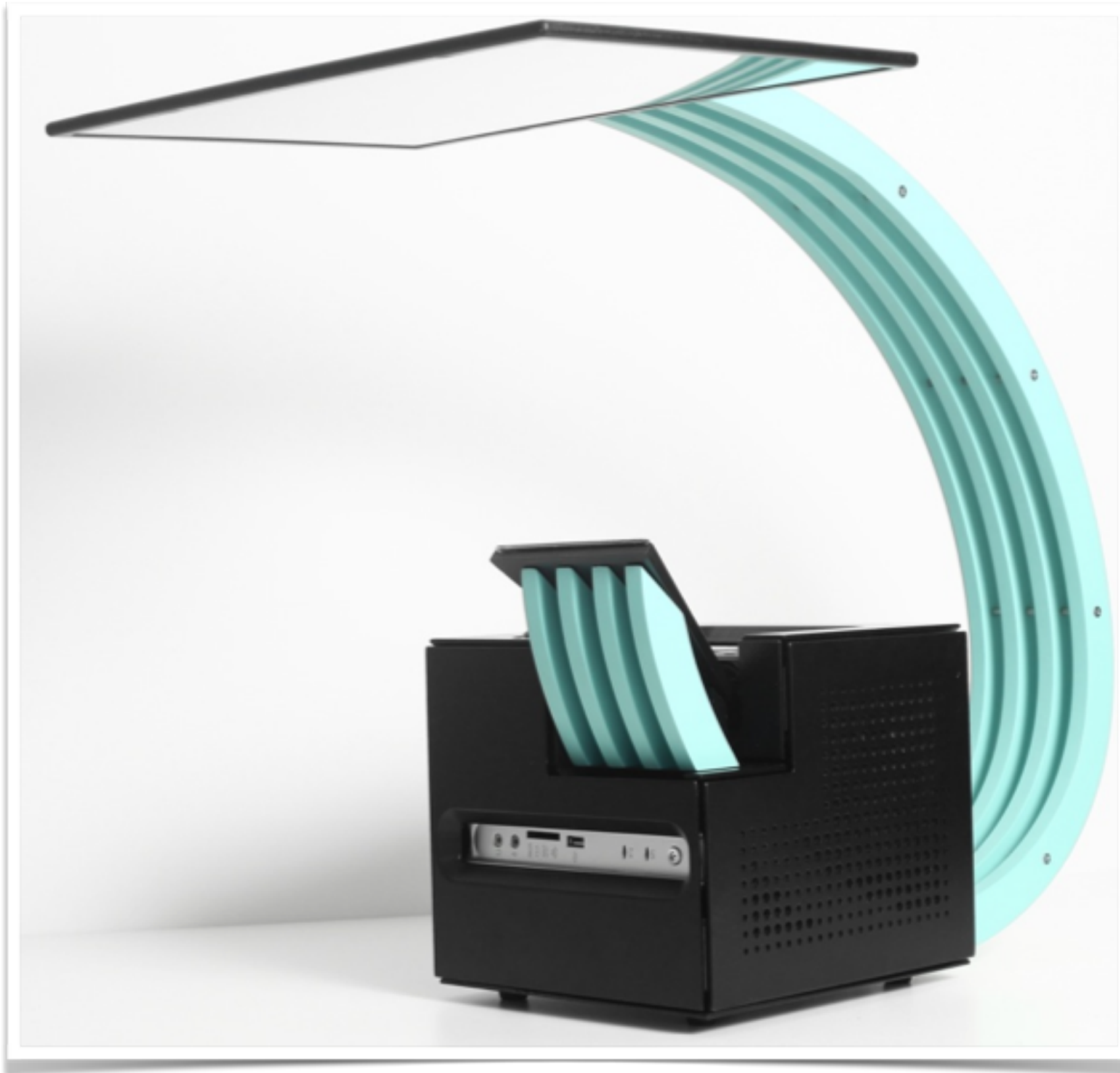
?



Logistics assistants (warehouse employees)



41



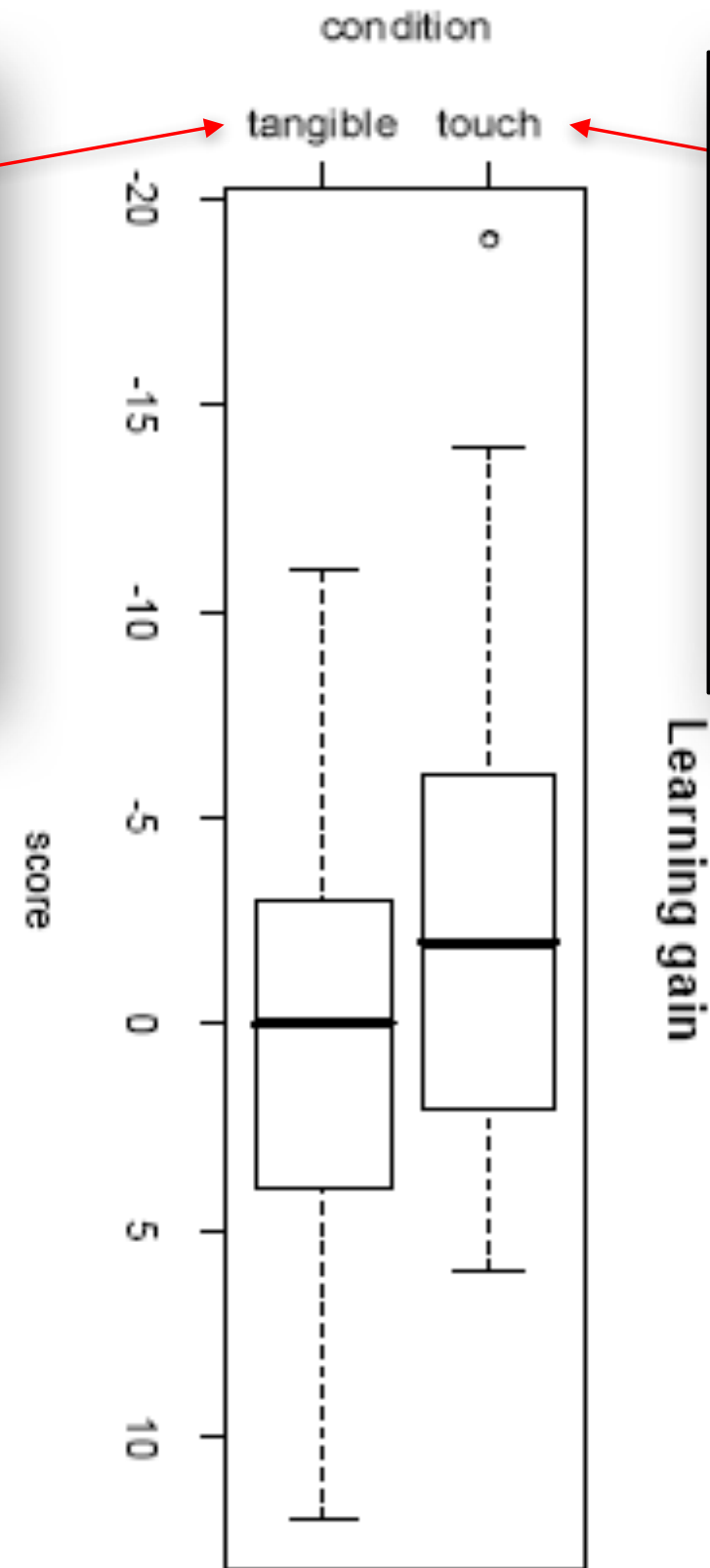
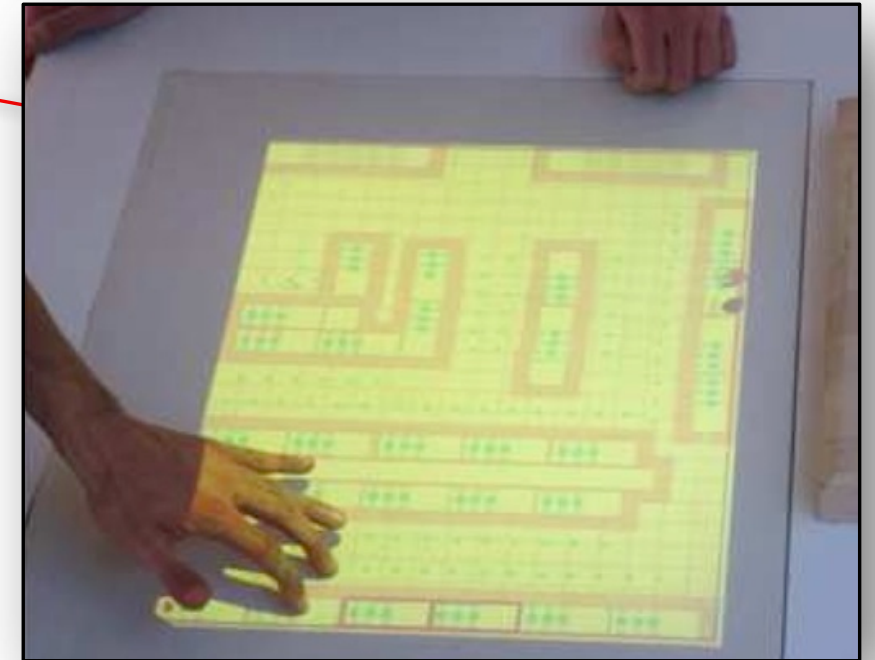
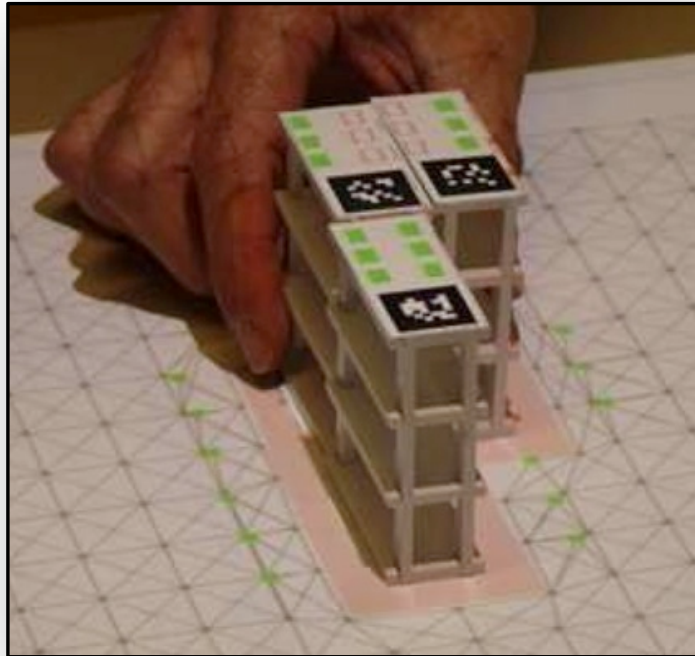


Is this realistic ?

Not perceptually, but cognitively yes
(at some level of abstraction)

Is this engaging ?

Make the impossible possible
Make the complex simpler



$$F(1,37) = 6.68, p < .05$$

Gerbeur

20 étages



SB = 288 m²

SBST = 244 m²

Degré d'utilisation 86%
SH = 50 m²

Degré 2 = 17%

Degré 3 = 20%

surface brute de stockage: 240 m²
degré d'utilisation (1): 83%
surface net de stockage: 68 m²

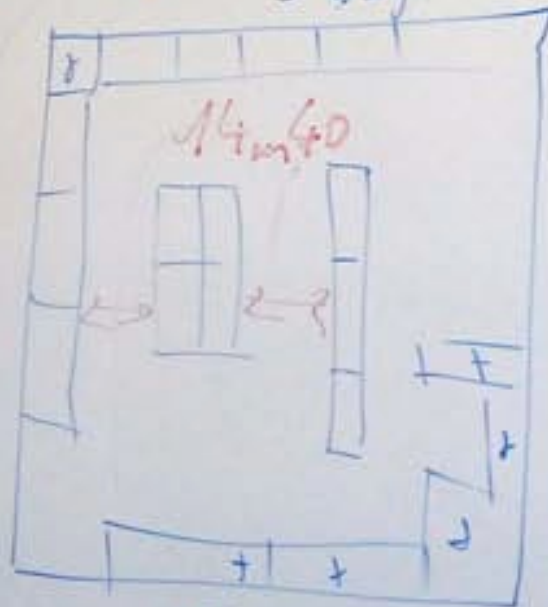


surface net de stockage
brut = 23%

net de stockage
brut de stockage = 28%

Contre poids

13 étages



= 15%

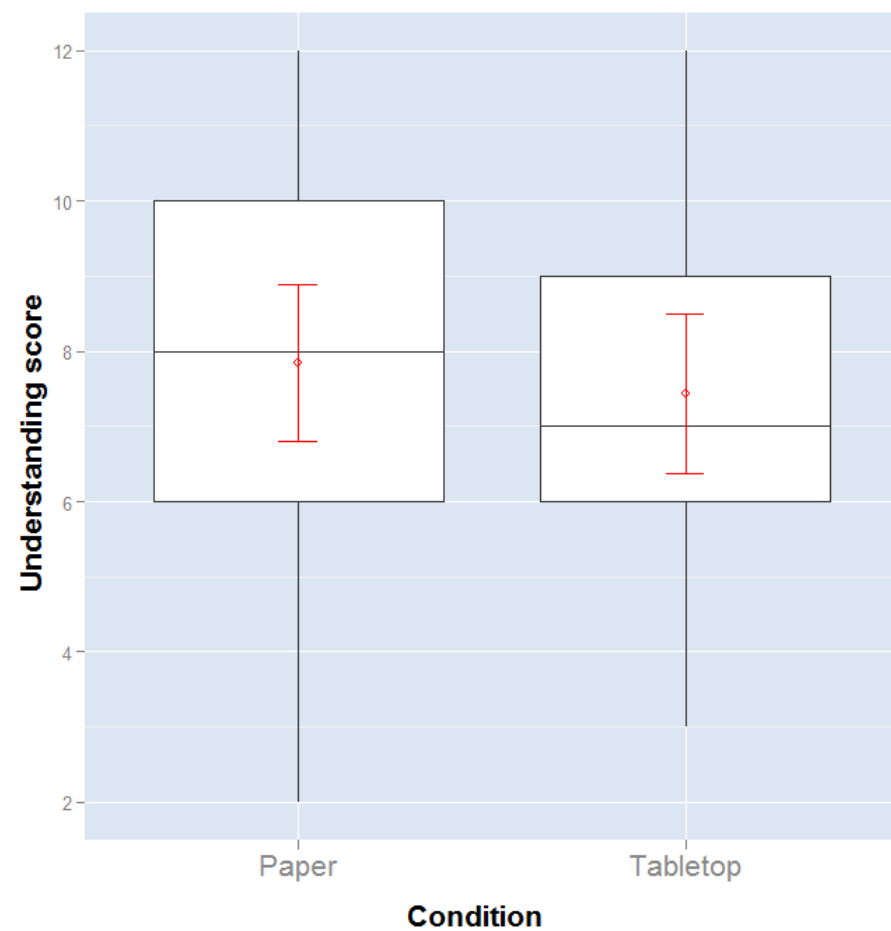
= 19%



= 13%

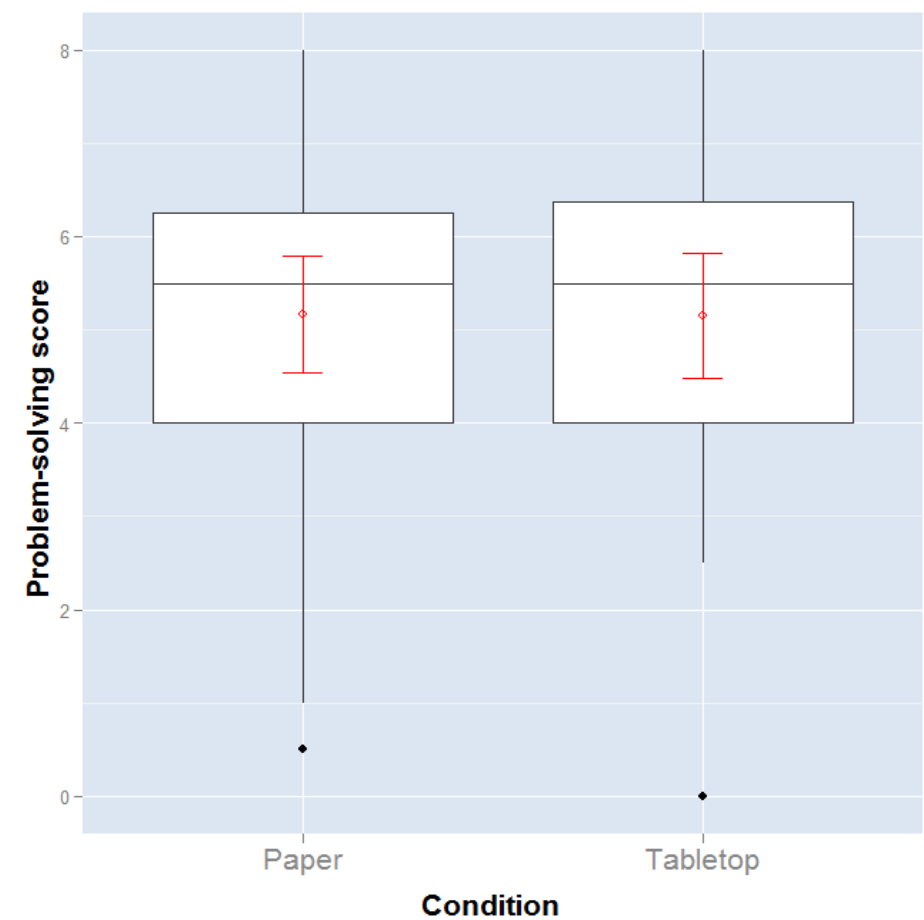


No sign. effect in
understanding



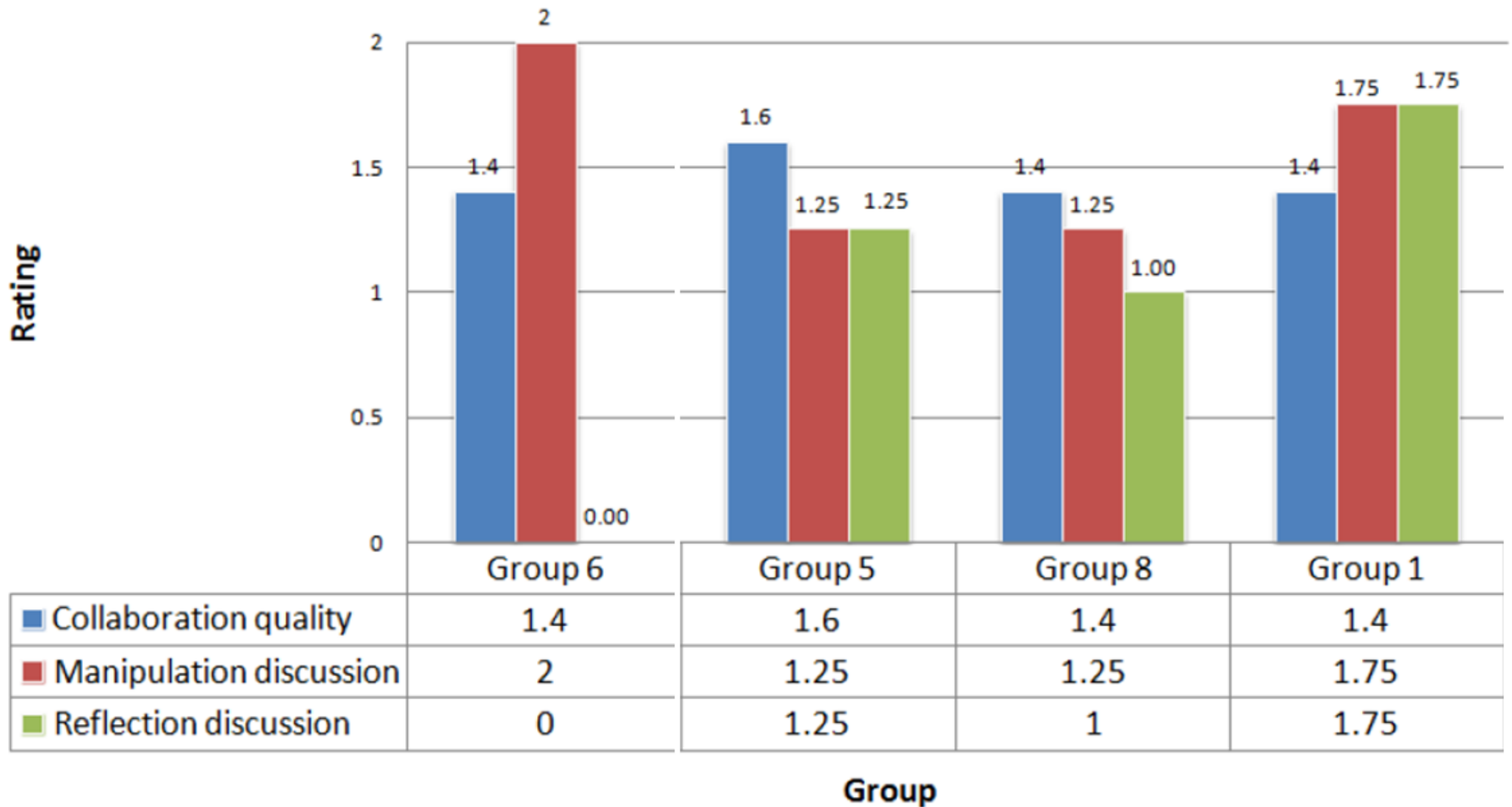
mean = 7.84 vs. mean = 7.43
 $F(1,14) = .25; p > .05$

No sign. effect in
problem-solving



mean = 5.16 vs. mean = 5.15
 $F(1,14)=.06, p>.05$

Is this engaging ? Too much !



teur
ids
rec
n utilisant
au
au
au et un autre
es une simulation,
tion, et sauvez
tre les
s avez
ent ces valeurs
crivez vos
papier.
gré
rfaces
ur
ateur.
c bureau et
cant
e dans
uvez
es
vez
ces
et
feuille

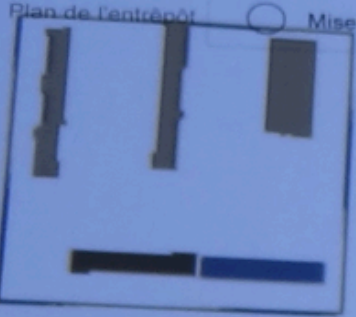


Fiche Simulation Repartition des surfaces de stockage



☒ Chariot élévateur ☒ Gerbeur ☐ Mat r...

☐ Plan de l'entrépôt ☐ Mise en place ☐ Pré...



Surface brute
25 m2
Surface brute stockage
24 m2
Surface nette stockage
21 m2

☒ Sauver



Choisir

Effacer



Brute:

Brute stock:

Nette:

Degrée d'utilisation:

Chariot élé:

Temps/palette:



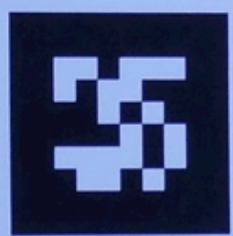

Choisir

Effacer




Brute:

Brute stock:

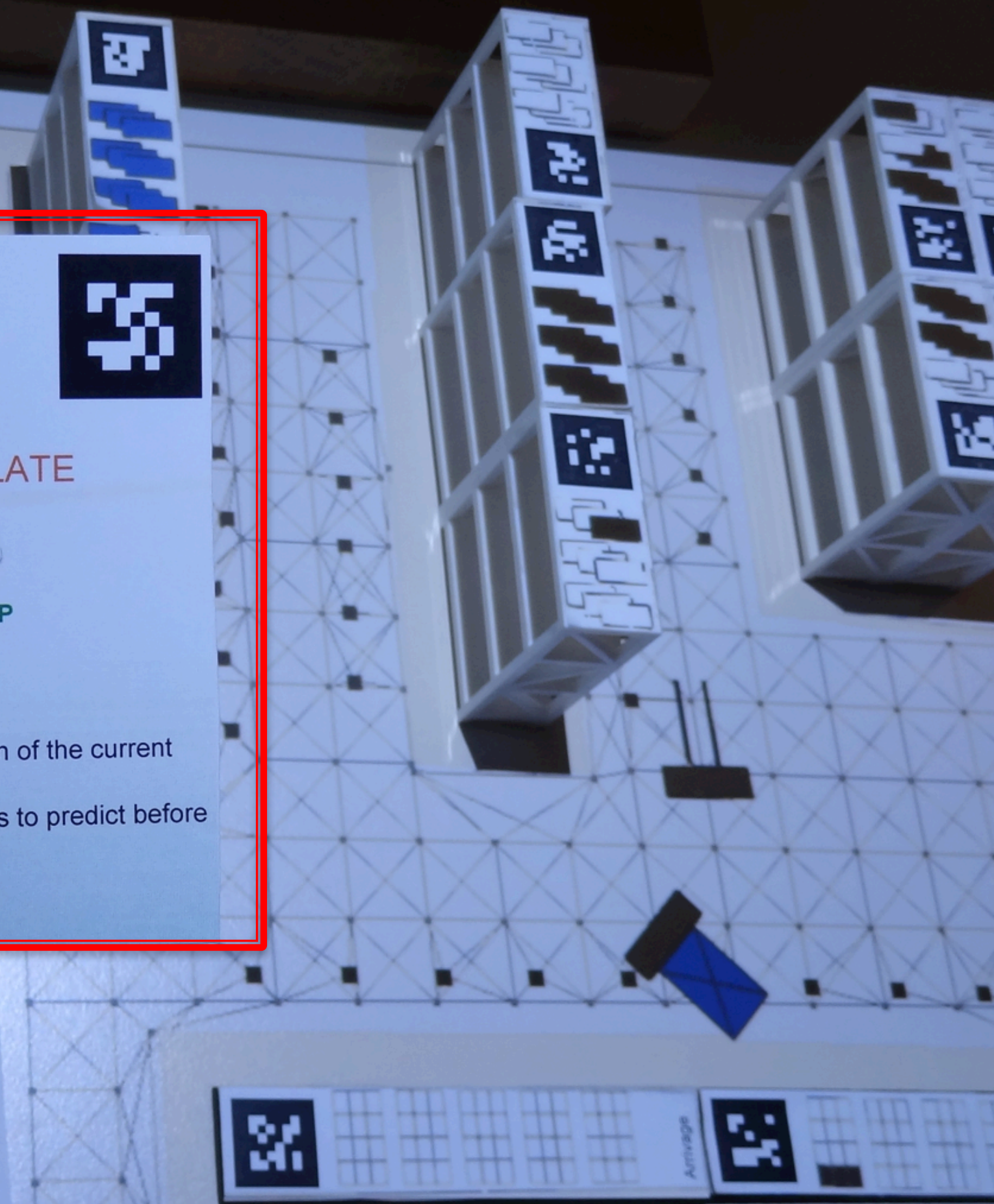


SIMULATE

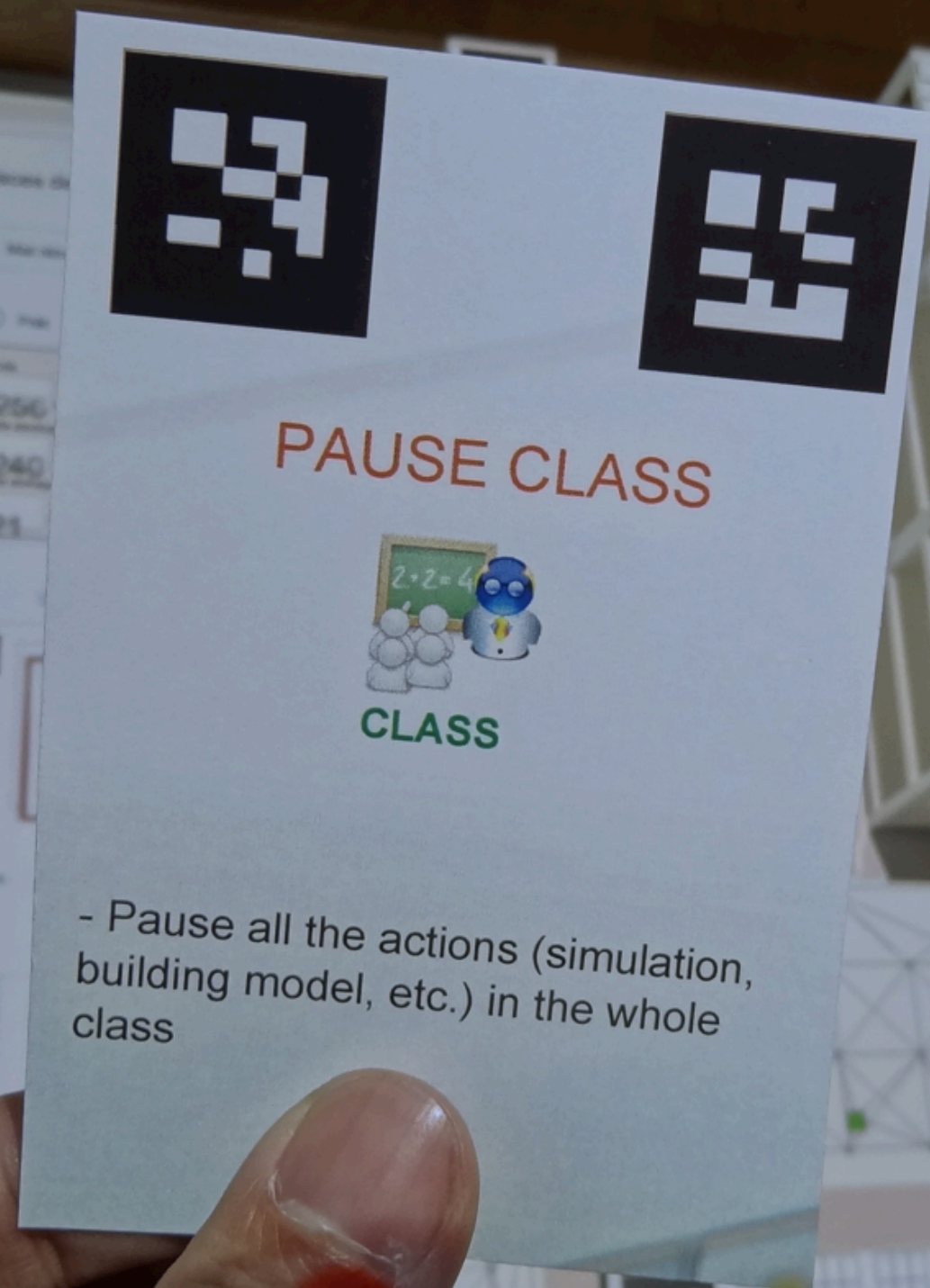


GROUP

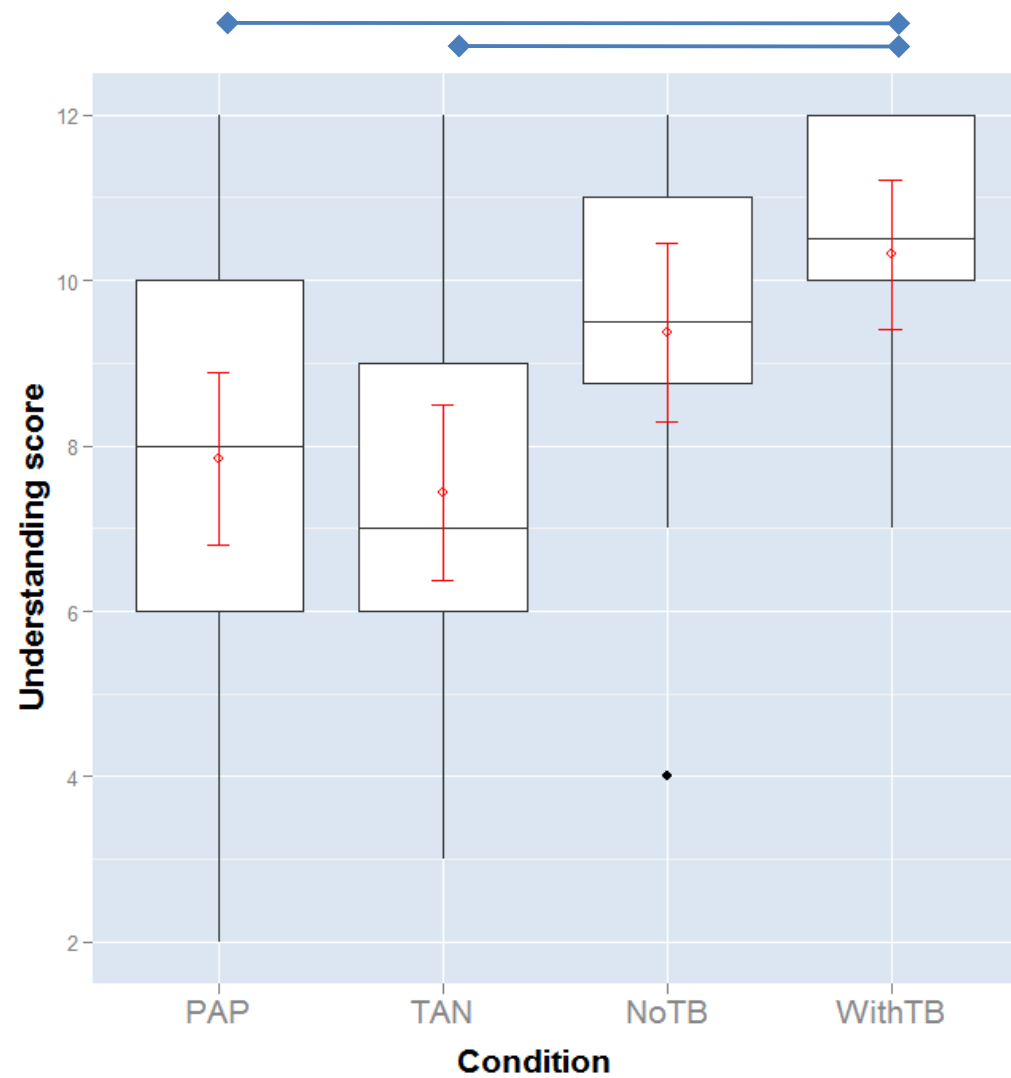
- Run a simulation of the current layout.
- Ask the students to predict before running



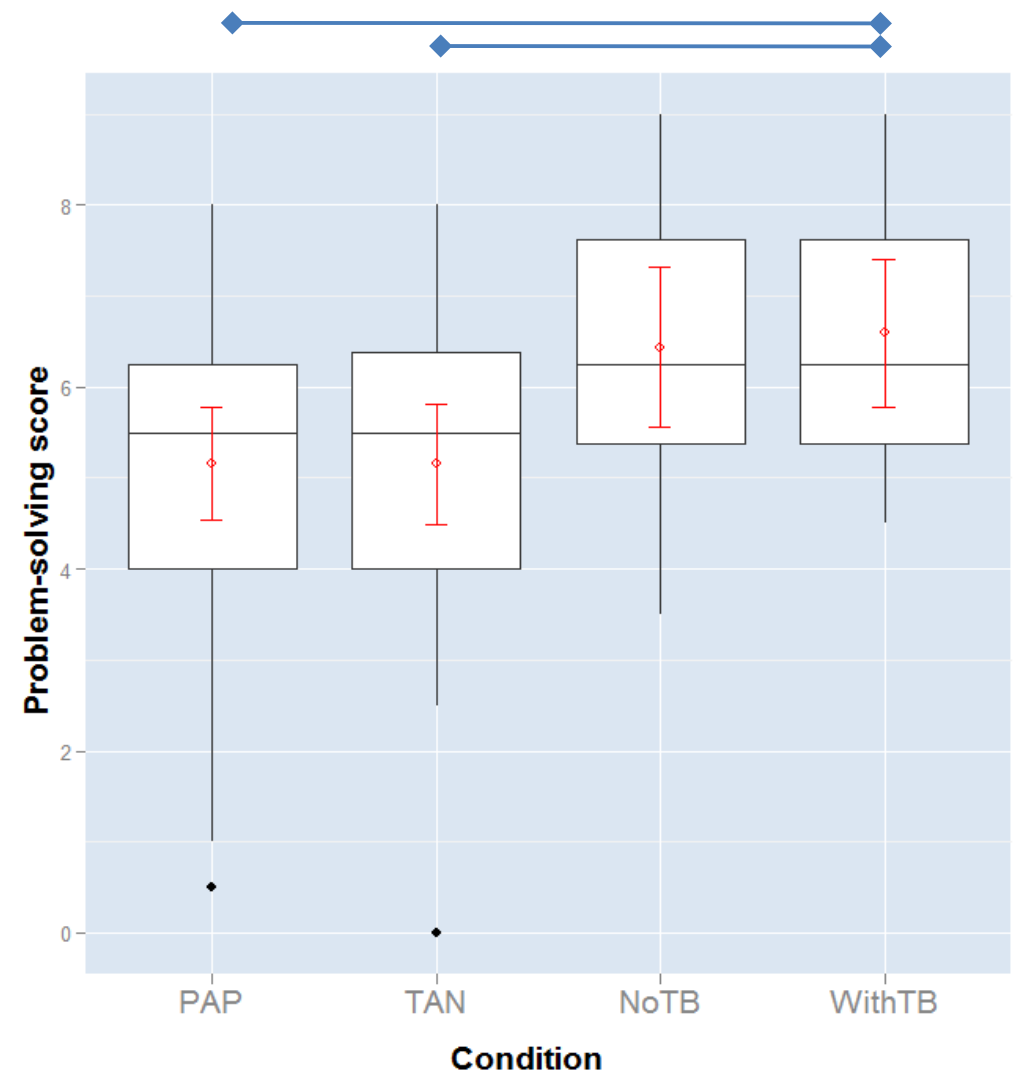
Classroom Orchestration



Sign. effect in
understanding



Sign. effect in
problem-solving



immersion = f (fidelity)



engagement = f (immersion)

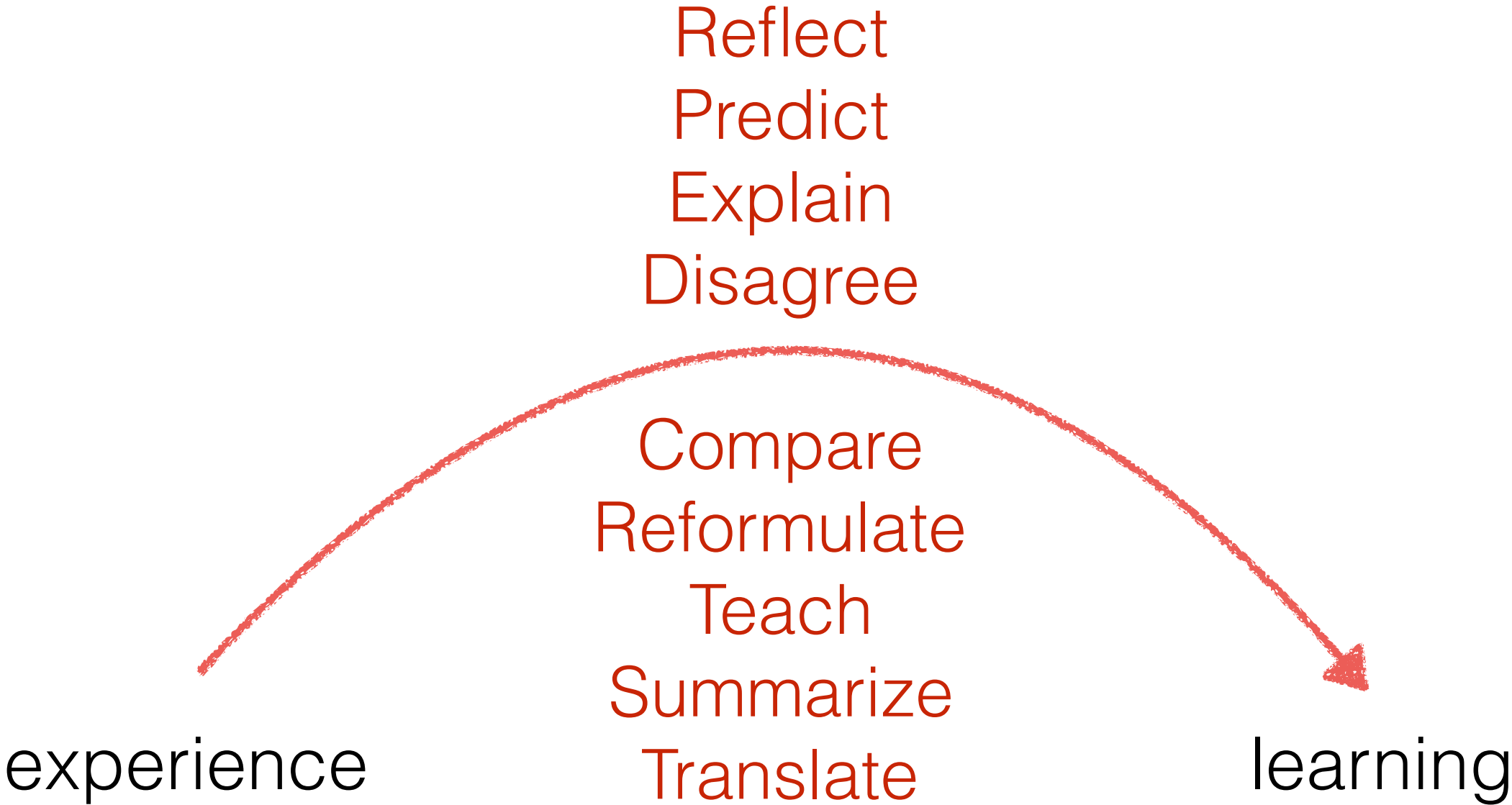
NO



yes

learning = f (engagement)

NO



immersion = f (fidelity)



engagement = f (immersion)

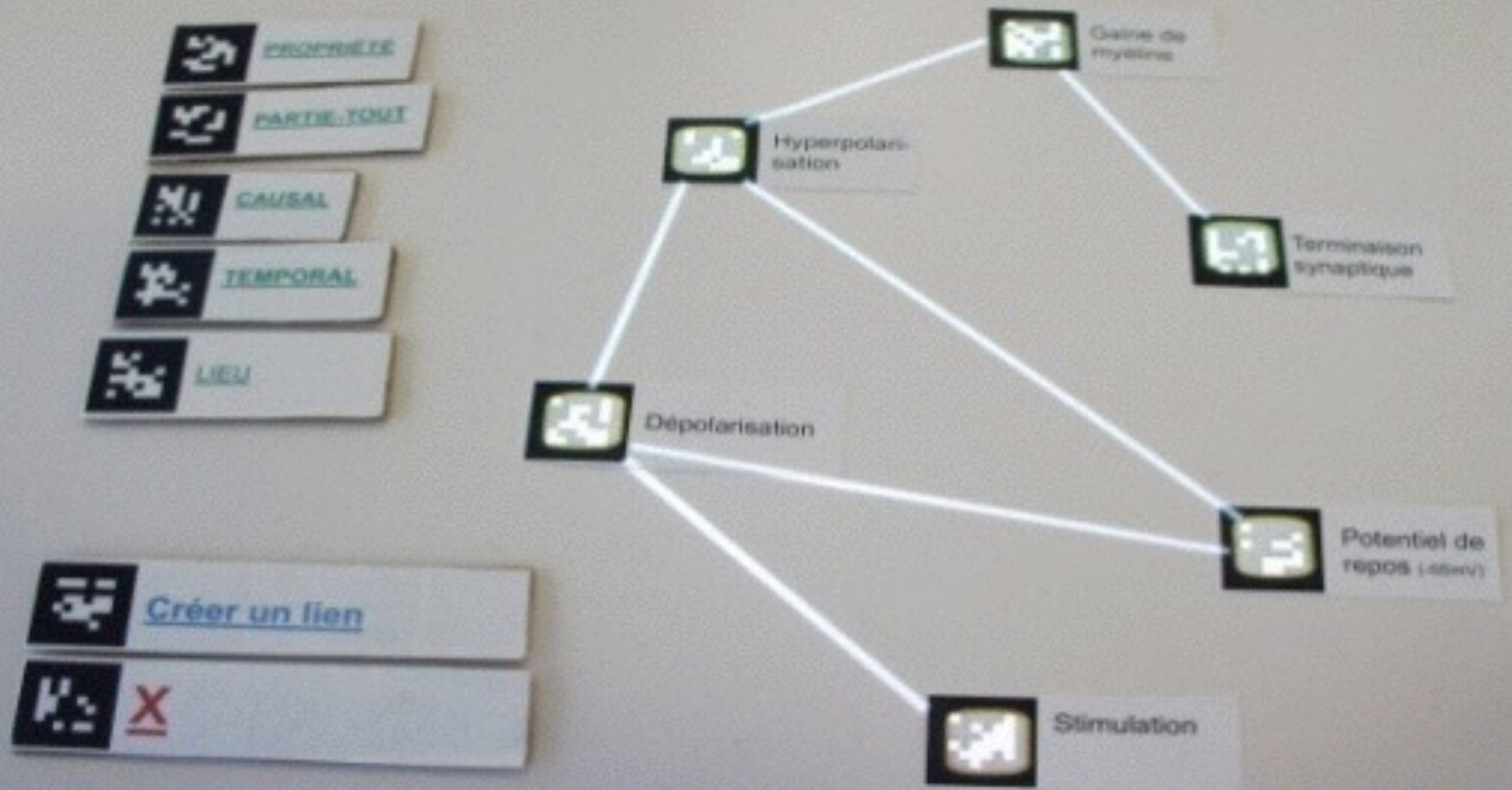


learning = f (engagement)

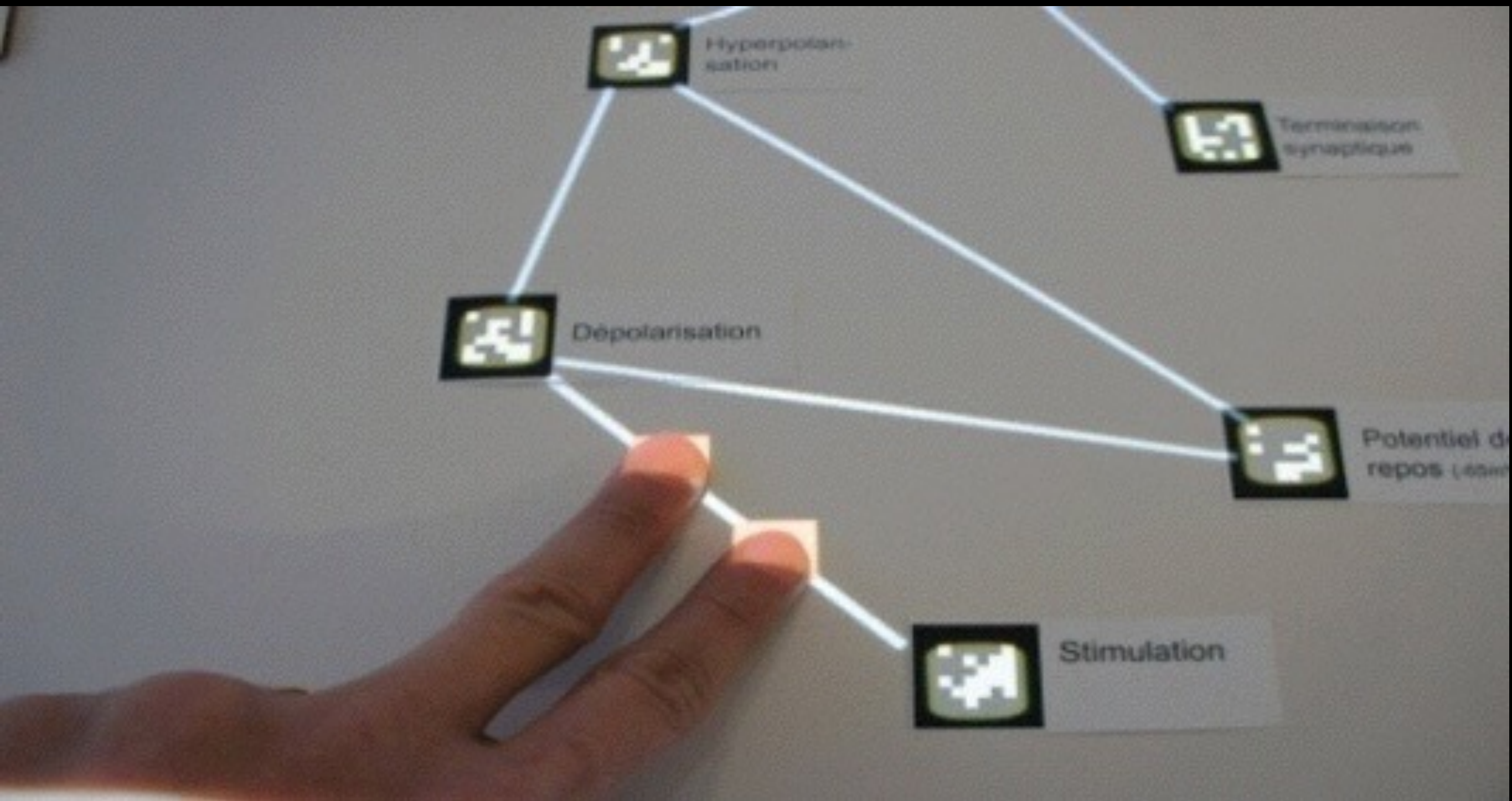
learning = f (cognitive effort)



learning = $f(\text{effort})$



Concept Map: paper concepts, augmented links



Concept Map: gestures (e.g. cut)

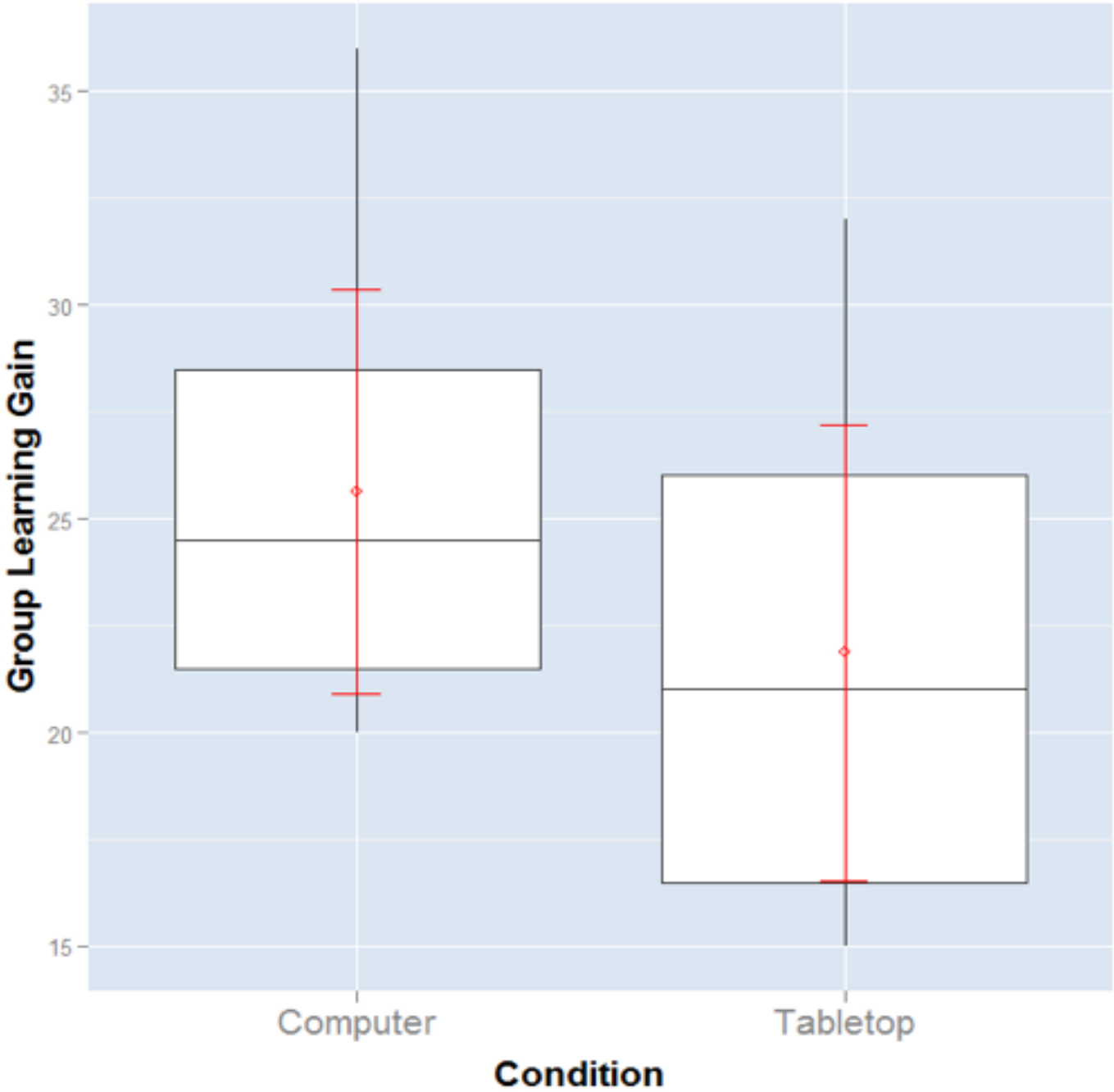


8 teams in the experimental condition



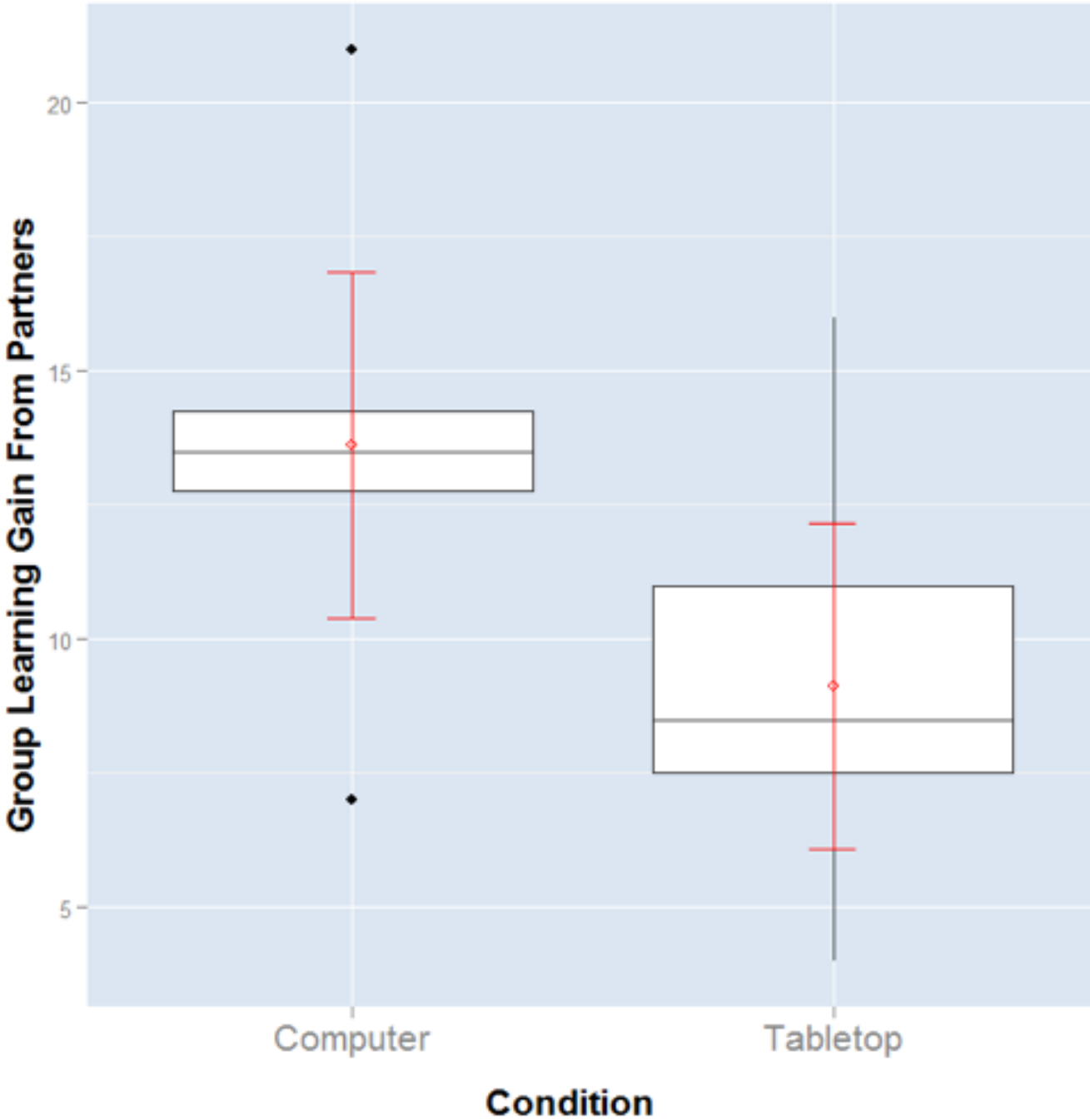
8 teams in the control condition

No effect in Learning Gain



$m_{\text{COM}} = 25.63$, $m_{\text{TAN}} = 21.88$,
 $t(14) = 1.24, p > .05$, two-tailed

More Learning From Partners for Computer



$m_{\text{COM}} = 13.63$, $m_{\text{TAN}} = 9.13$,
 $t(14) = 2.40, p < .05$, two-tailed

immersion = f (fidelity)



engagement = f (immersion)



learning = f (engagement)

learning = f (cognitive effort)

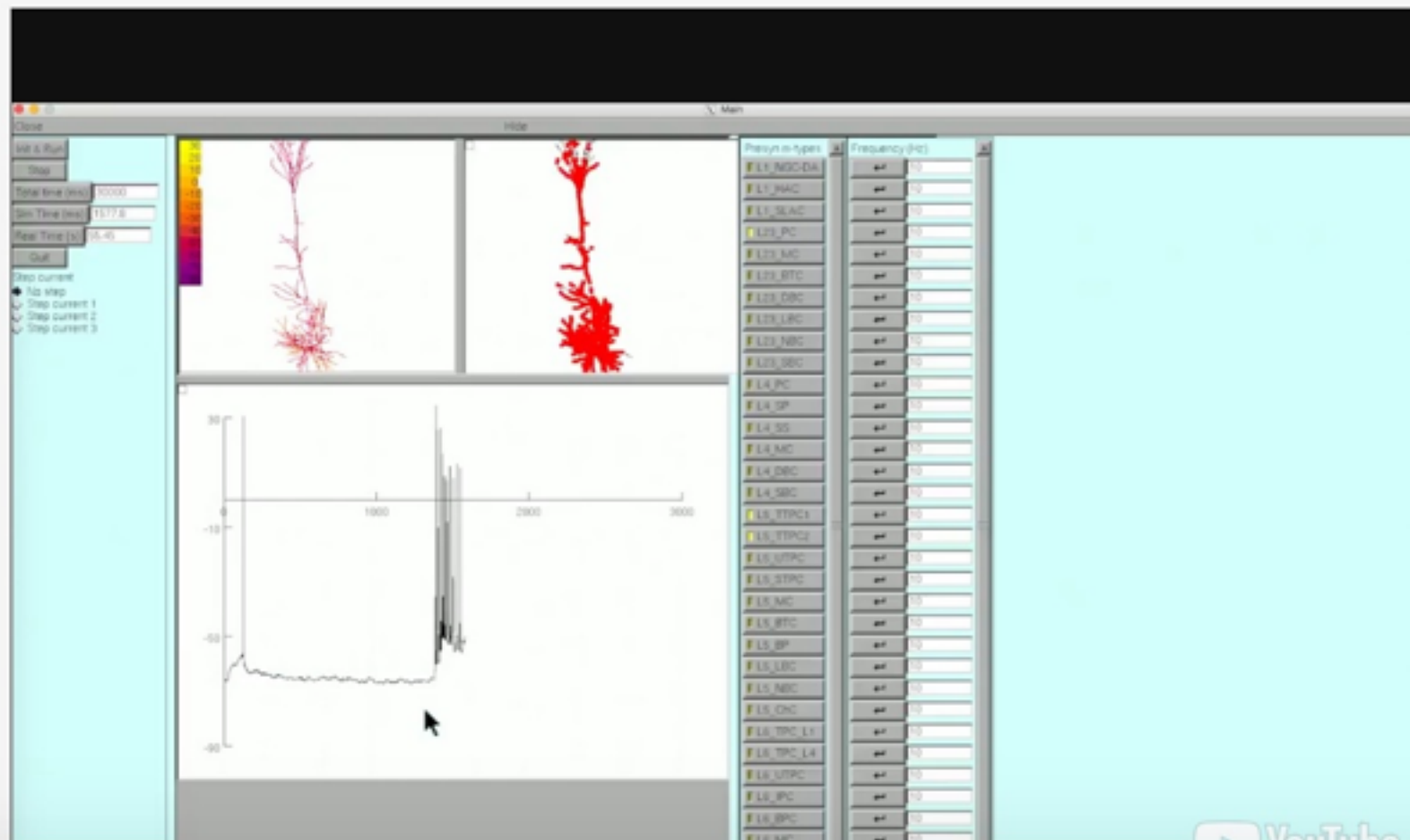
Social (peers, teachers)

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Running models on your local computer

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Video



that

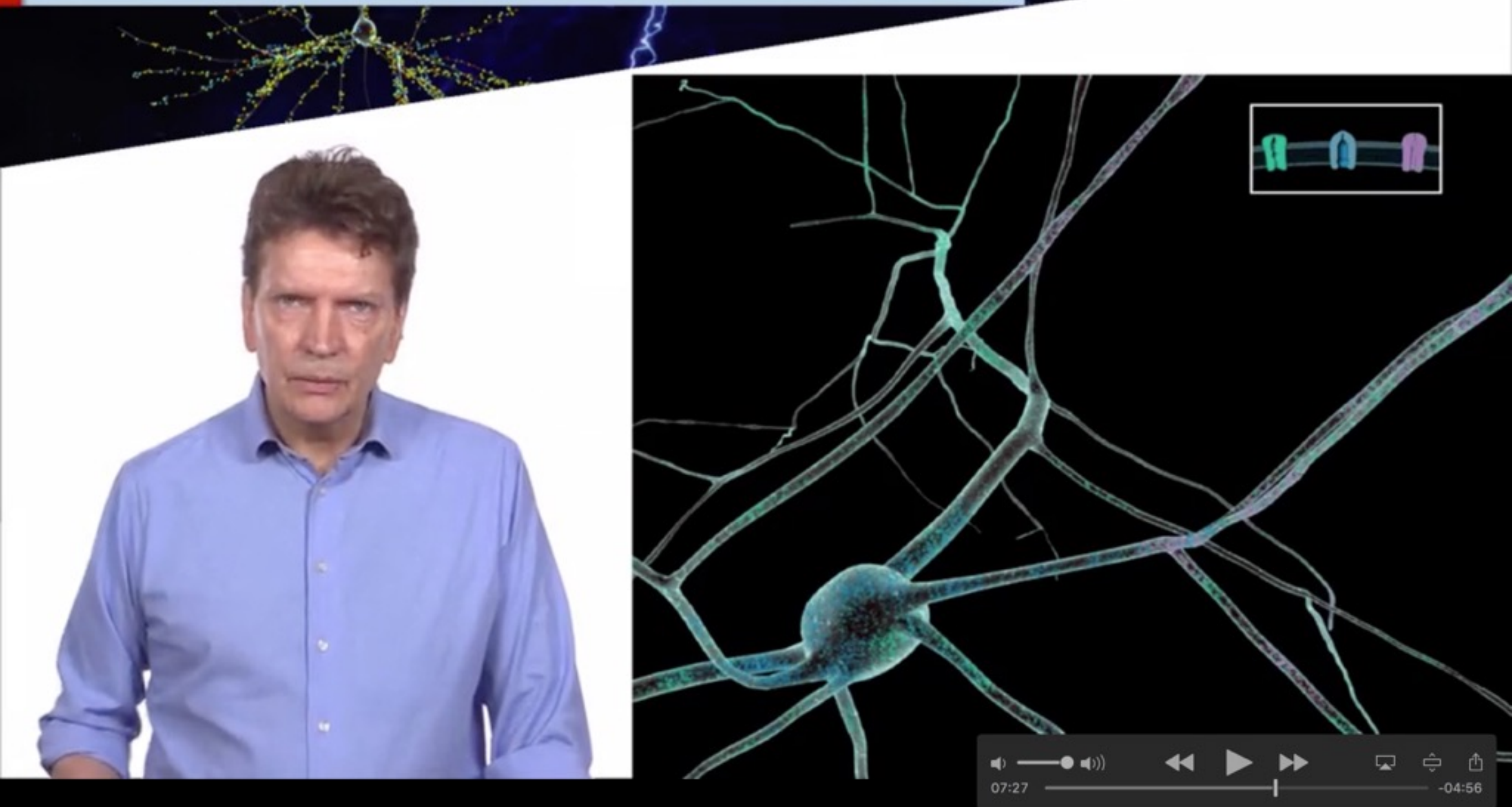
trace is pretty noisy, because you have a lot of cells injecting their events to our cell. So in this case, all these L23PCs are not strong enough to generate a one on one spike. So we can actually create some more activity by also activating all the layer 5 thick-tufted pyramidal cells that are projecting to this cell, so for example by activating all of them, you see that now we get a massive

input from pre-synaptic cells onto our cell and you get a lot of spikes.

In this plot you can also see the voltage changing while the simulation is running.

So another thing you can do in this interface is to replicate the traces that are available

Ion Channels – Combination Determines Behavior



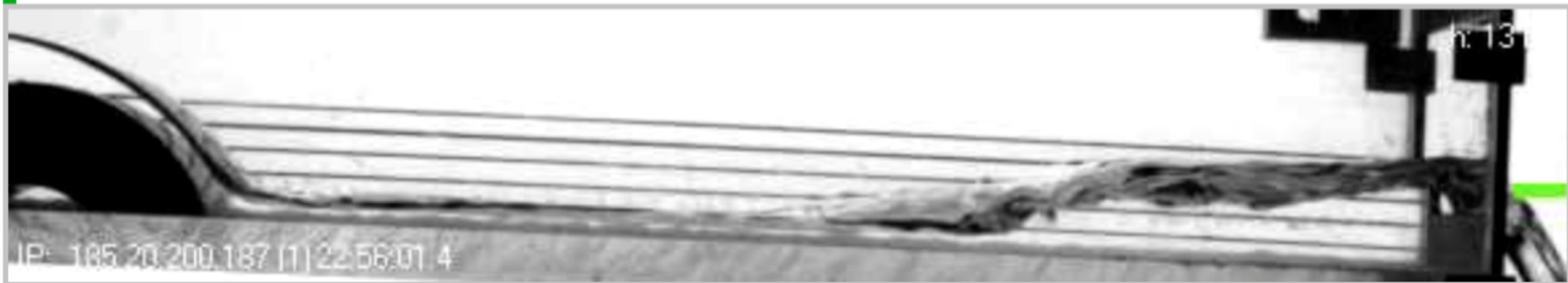
Brain Simulation MOOC (H. Markram, EPFL)



▶ 🔊 0:23 / 3:42

📺 ⚙️ YouTube 🔍

Fluid Dynamics MOOC (F. Gallaire, EPFL)



Position [mm]

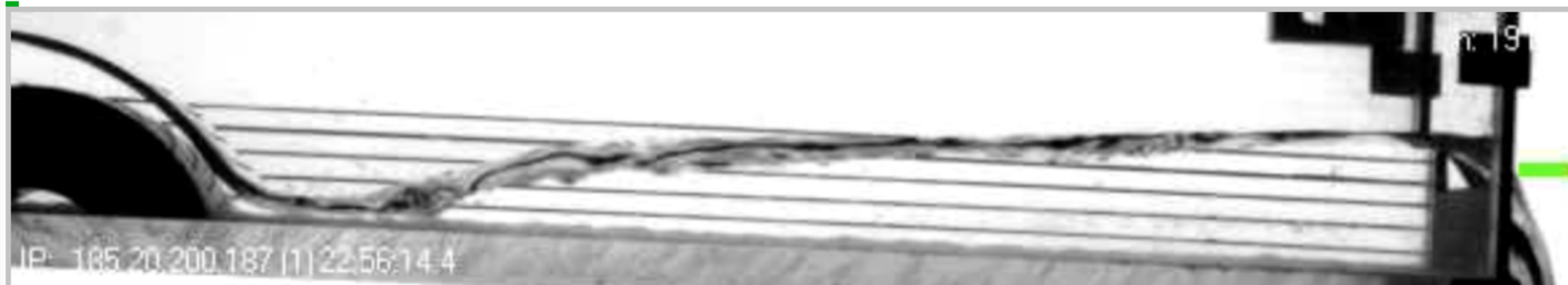


13



Set

Save



Position [mm]



19

Set

Save



Position [mm]



30

Set

Save

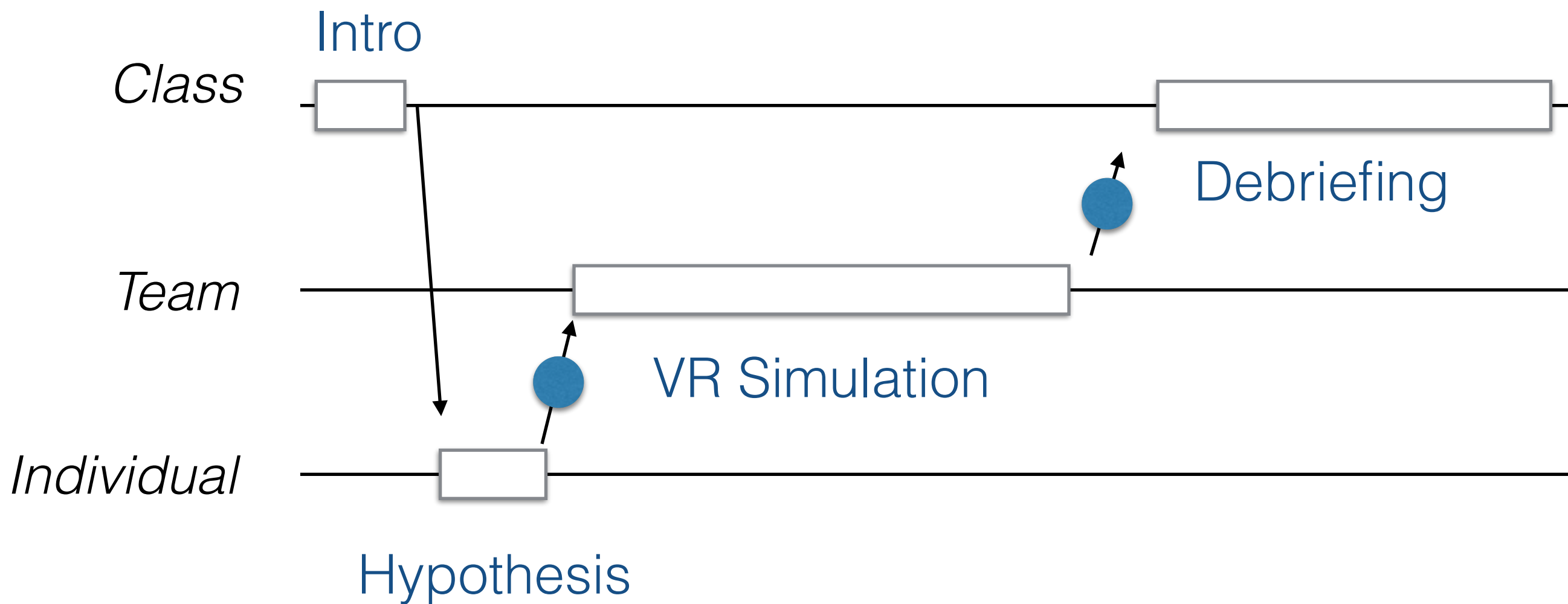
Reflect
Predict
Explain
Disagree

Compare
Reformulate
Teach
Summarize
Translate
Lectures

experience

learning





Integrated Scenario

(Orchestration Graph)





Cellulo (Ayberk Ozgur, Wafa Johal)



Swarm Cellulo (Ayberk Ozgur, Wafa Johal)

Back to the 'wow' effect

does anyone have a iphone-6 charger ?

P. Dillenbourg, EPFL