VR-based training environment for longboard assembly

Target group:

- Praxisprojekt + BA Master Mechatronics Project
- Pro2
 Master-Thesis

Project description:

Advancing digitalisation is opening up innovative ways of educating and training production processes. Virtual reality (VR) offers an immersive learning environment in which complex assembly processes can be learnt interactively and risk-free. This project aims to develop a VR-based training environment that enables users to learn how to assemble a longboard in a virtual environment using the Unity platform. By simulating real assembly processes in a controlled, virtual environment, learners can acquire the required skills efficiently and effectively.

What you can expect:

- Development of a detailed concept for the VR training environment, including the learning objectives, the assembly steps to be taught and the interaction possibilities within the VR.
- Using Unity to create the VR environment, including modelling the longboard components, designing the virtual workplace and implementing interaction mechanisms.

What you should bring:

- Basics in object-orientated programming.
- Interest in the development of virtual content.





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