



Comparación entre controles hápticos y tradicionales en educación y entrenamiento para RV [

2020

text (article)

Analítica

Virtual Reality (VR) as an immersive environments generator currently presents a notable expansion and has made an appearance on multiple investigations concerning various study fields. Acknowledging the virtues presented by this technology, such as a rise in both motivation and learning effectiveness (by bringing an increased immersion and satisfaction levels on performed activities) on educational and training scopes, it's been proposed to assess which control configuration (haptics or traditional) is more relevant to improve performance and usability on the mentioned scopes. Therefore, this article presents corresponding details to elaborating a prototype that allows the accomplishment of basic tasks for educational and training purposes in a virtual reality environment. In this document, we focus on the prototype's tests to determine the most usable interaction based on the criteria of the experiment's participants

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Título: Comparación entre controles hápticos y tradicionales en educación y entrenamiento para RV electronic resource]

Editorial: 2020

Tipo Audiovisual: haptics usability controls virtual reality training háptico usabilidad controles realidad virtual entrenamiento

Documento fuente: Revista Colombiana de Computación, ISSN 2539-2115, Vol. 21, N°. 2, 2020 (Ejemplar dedicado a: Colombian Journal of Computing), pags. 13-21

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Enlace a fuente de información: Revista Colombiana de Computación, ISSN 2539-2115, Vol. 21, N°. 2, 2020 (Ejemplar dedicado a: Colombian Journal of Computing), pags. 13-21

Baratz Innovación Documental

- Gran Vía, 59 28013 Madrid
- (+34) 91 456 03 60
- informa@baratz.es