

## **Interactive Education With Exploration Of Virtual Reality Technology In Mathematic Subject**

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### **Abstract**

Nowadays, technology plays a fundamental role in the development of daily life activities. In this regard, there is an increase in disciplines that have used technologies, with educational fields standing out above all. Within education, there are a series of emerging technologies that are increasingly implemented in the classroom. The use of virtual reality in education is a good way to attract them to learn. Using virtual reality in learning has a positive impact on the trend of increasing motivation, more attraction, and fast learning.

**Keywords:** virtual reality in education



# INTERACTIVE EDUCATION WITH EXPLORATION OF VIRTUAL REALITY TECHNOLOGY IN MATHEMATIC SUBJECT

## ABSTRACT

Nowadays, technology plays a fundamental role in the development of daily life activities. In this regard, there is an increase in disciplines that have used technologies, with educational fields standing out above all. Within education, there are a series of emerging technologies that are increasingly implemented in the classroom. The use of virtual reality in education is a good way to attract them in learning. Using virtual reality in learning give positive impact to the trend of increasing motivation, more attracting and fast learning.

### 1.0 OBJECTIVES

To design an interactive virtual reality environment for mathematic education

### 3.0 USEFULNESS

- q Interactive Virtual reality game is new technology in education, inspire players to focus, feel interesting, and enjoy playing the game.
- q Helpful in motivating students due to having an interactive, interesting, fantasy-occupied and challenging game.
- q The students could improve their learning as they are well immersed in the game. Using 3-dimensional virtual reality game acts as a new way to improve a student's skill in learning.
- q The virtual reality environment will give the students a new environment that they can feel real while wearing the Oculus and doing exercises.
- q The virtual reality game design will be used at home with parents' guide.



### 2.0 ADVANTAGES

- q Virtual reality games assist teachers in educating students utilising technology that is more engaging and encourages them to devote a lot more time to learning.
- q Student are simulated into the real live environment by wearing the Oculus.



### 4.0 NOVELTY

Interactive learning, where the student is placed within a virtual environment and is actively engaged in a kinesthetic experience, combines the most effective elements of learning within a single interface. In a virtual reality headset, learners have access to rich visuals, can converse verbally with lecturer avatars, use their hands and bodies to interact, and participate in written lessons and quizzes within their field of view to help students feel motivated and excited during study shows the novelty of the research.

### 5.0 COMMERCIALISATION POTENTIAL

- qVirtual Reality Application
- qTarget user adult learner

### 6.0 INVENTORS

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*Setuju.*

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