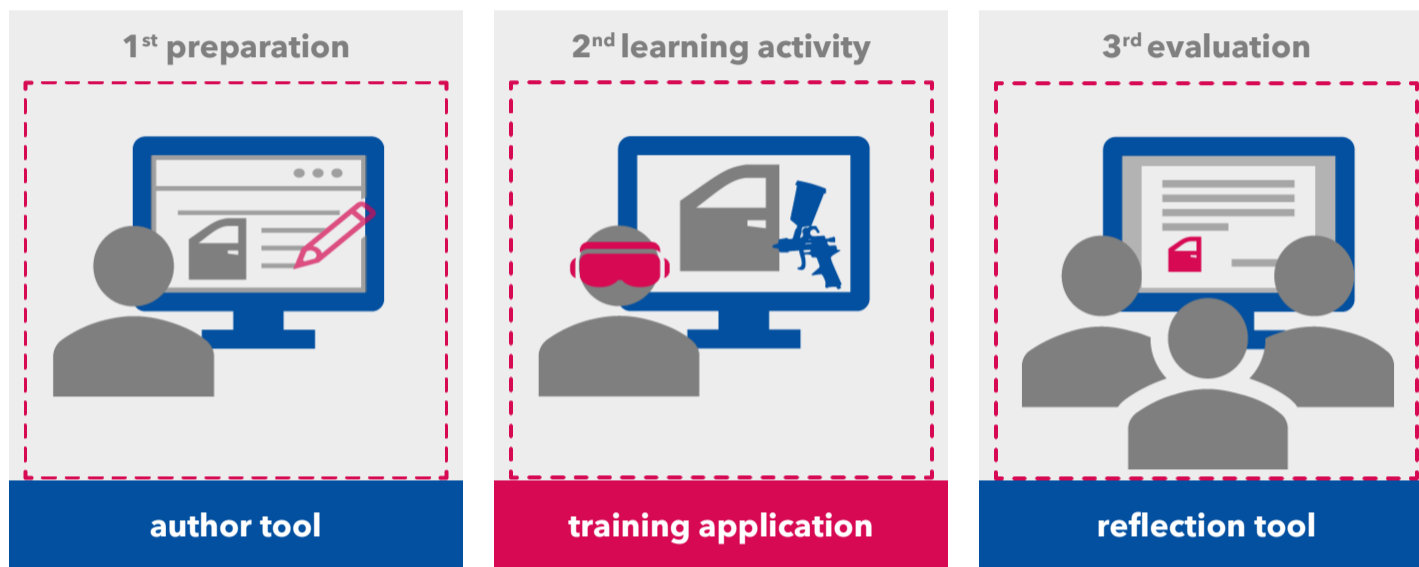


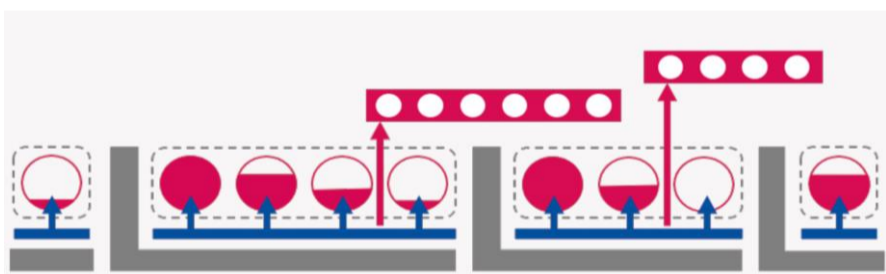
# Investigating learners' motivation towards a virtual reality learning environment: a pilot study in vehicle painting

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 IEEE AIVR - Artificial Intelligence & Virtual Reality - 2020 December 14-18

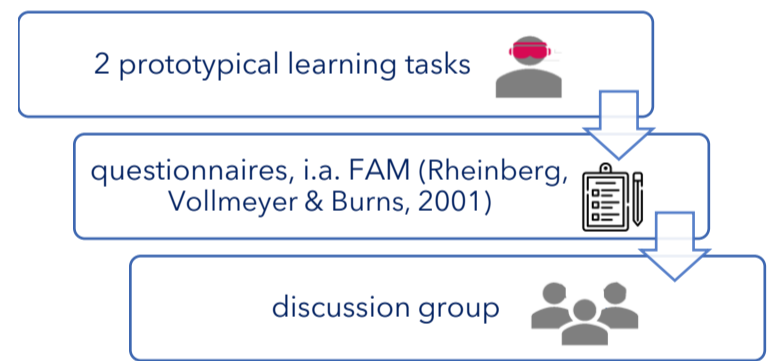


## Four-Component Instructional Design Models (4C/ID; van Merriënboer, Clark & de Croock, 2002)

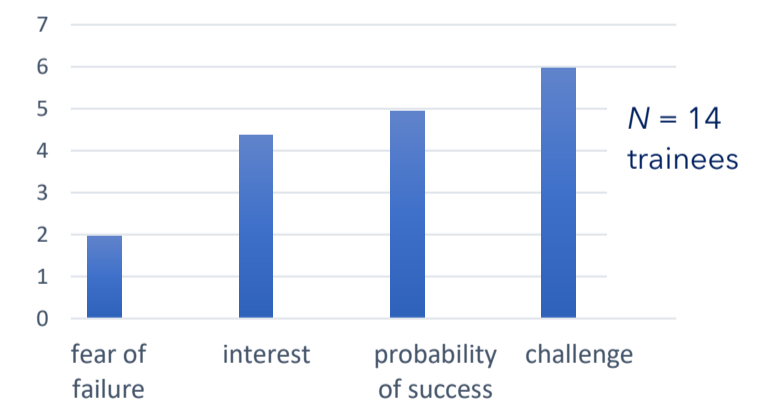
- structuring learning tasks with different degrees of difficulty
- supportive information
- part task practice



## Study Design



## Results



## Conclusion

- compared to non-immersive learning tools (Rheinberg et al., 2001; Bachmann, 2009) motivation is generally high
- particularly supportive information and an intelligent virtual trainer were rated as motivating

## Restrictions

- novelty effect
- small sample size
- no control groups
- ...

