

### 4TH OCTOBER 2023 DR. MIRIAM MULDERS





Learning Lab

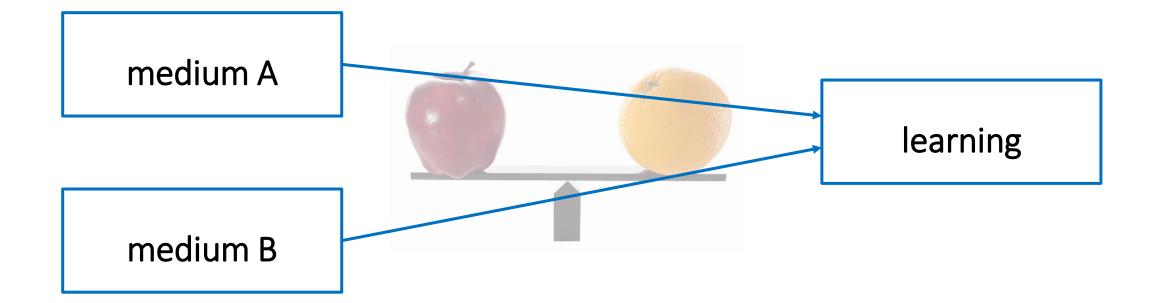
exploring the future of learning

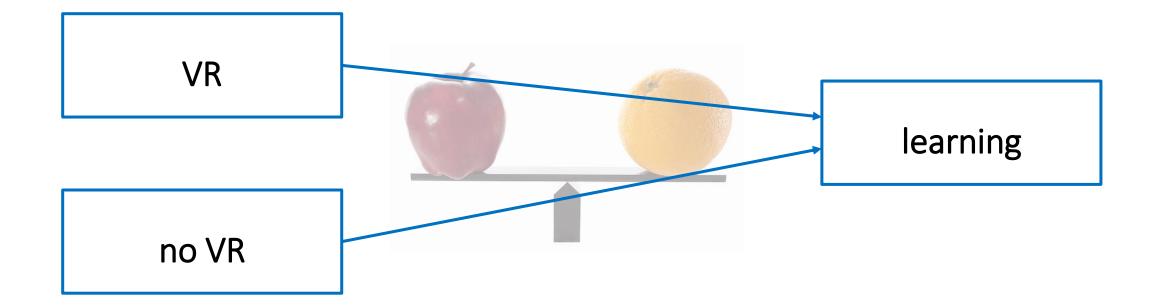
# The issues with media comparison studies

• Virtual and Augmented Reality (VR/AR) enhances learning (e.g., Hamilton et al., 2021;

Kavanagh et al., 2017; Pellas et al., 2021; Radianti et al., 2020; Wu et al., 2020)

• media comparison studies are prevalent (e.g., Buchner & Kerres, 2023)





# The issues with media comparison studies

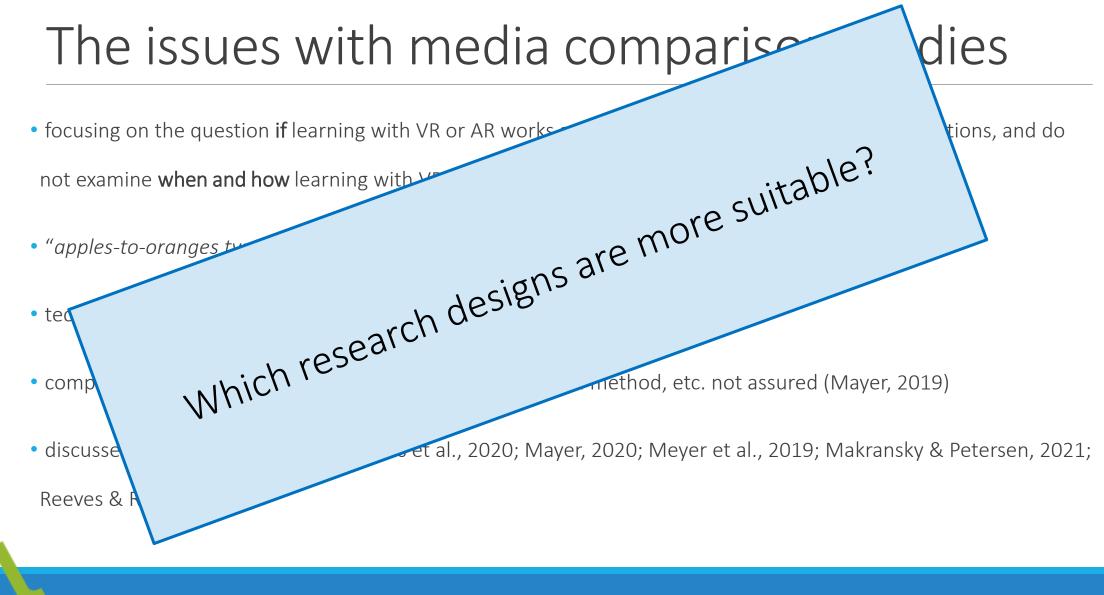
• focusing on the question **if** learning with VR or AR works and if it is better compared other presentations, and do not examine **when and how** learning with VR and AR works

• "apples-to-oranges type of comparison" (Parong & Mayer, 2018 p. 788)

• technology-oriented

- comparability of conditions regarding content, instructional method, etc. not assured (Mayer, 2019)
- discussed critically (Clark, 1983; Hodges et al., 2020; Mayer, 2020; Meyer et al., 2019; Makransky & Petersen, 2021;

Reeves & Reeves, 2015)



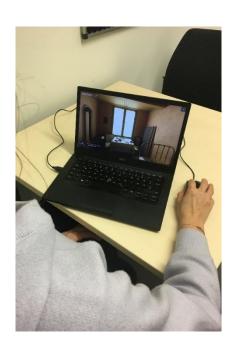


https://www.annefrank.org/de/an ne-frank/das-hinterhaus/)

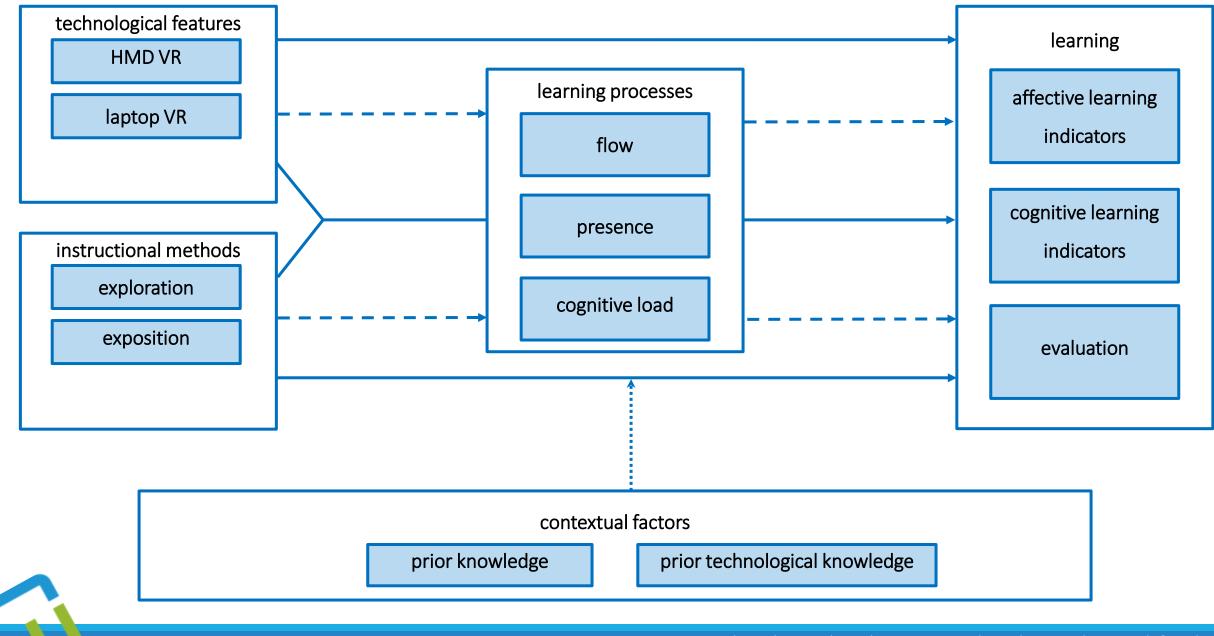
# Anne Frank VR House

### • initiated by Anne Frank Foundation and designed by Force Field VR









based on Makransky & Petersen (2021), Dengel & Mägdefrau (2020) and Mulders, Buchner & Kerres (2020)

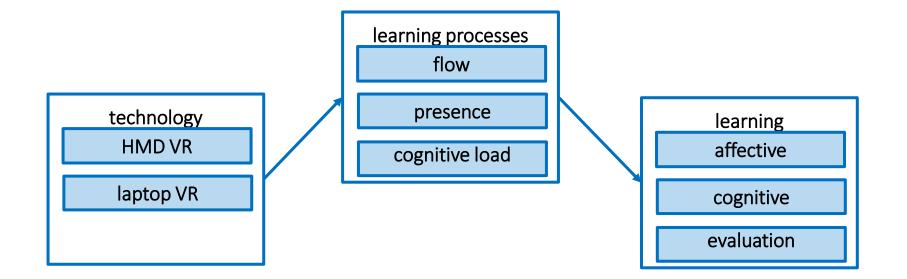
# Results

• 2x2 randomized experimental design (HMD vs. laptop, exposition vs. exploration)

• 132 students (65 female, 63 male, 4 non-binary; *M* = 13.84, *SD* = .92)

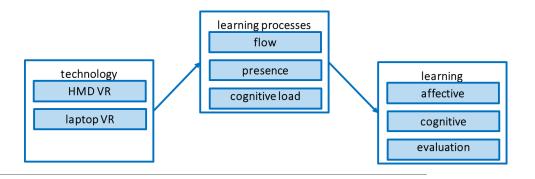
	HMD	laptop
exposition	<i>N</i> = 37	<i>N</i> = 31
exploration	<i>N</i> = 37	N = 27

# Results





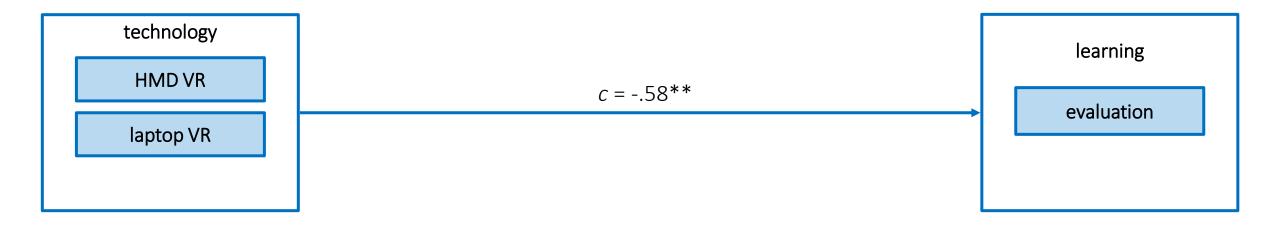
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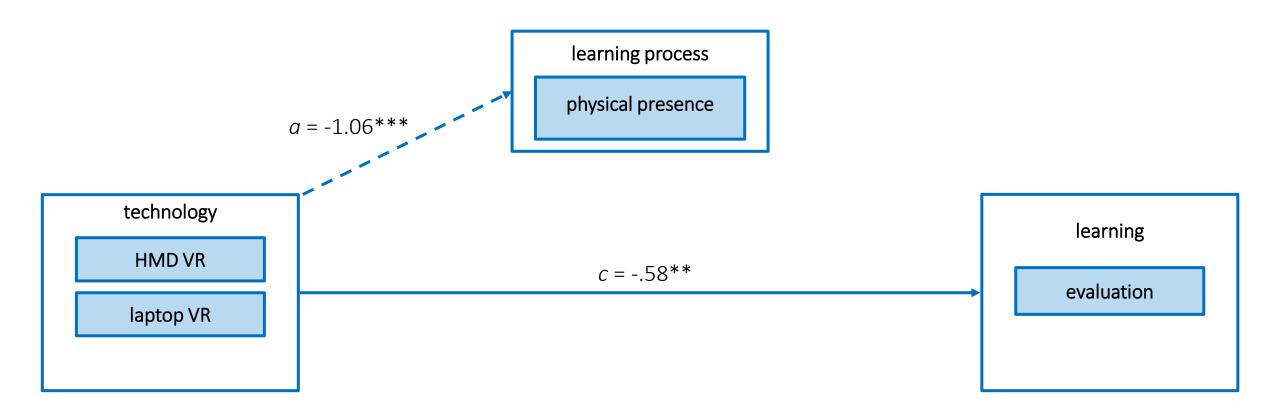
# Results

- verification of mediation effects using the SPSS macro PROCESS (Hayes, 2013)
  - 32 mediation tests in total
  - of which 14 were fully or partially significant

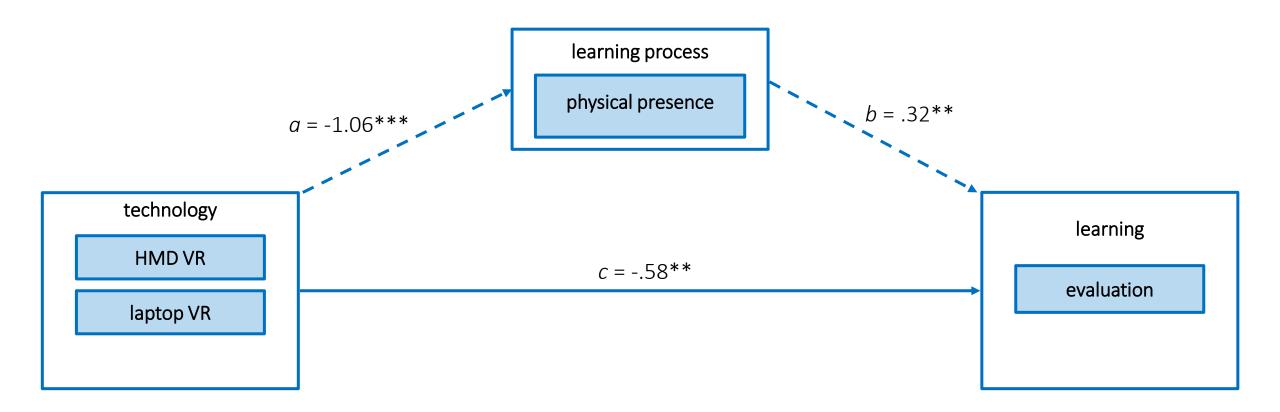




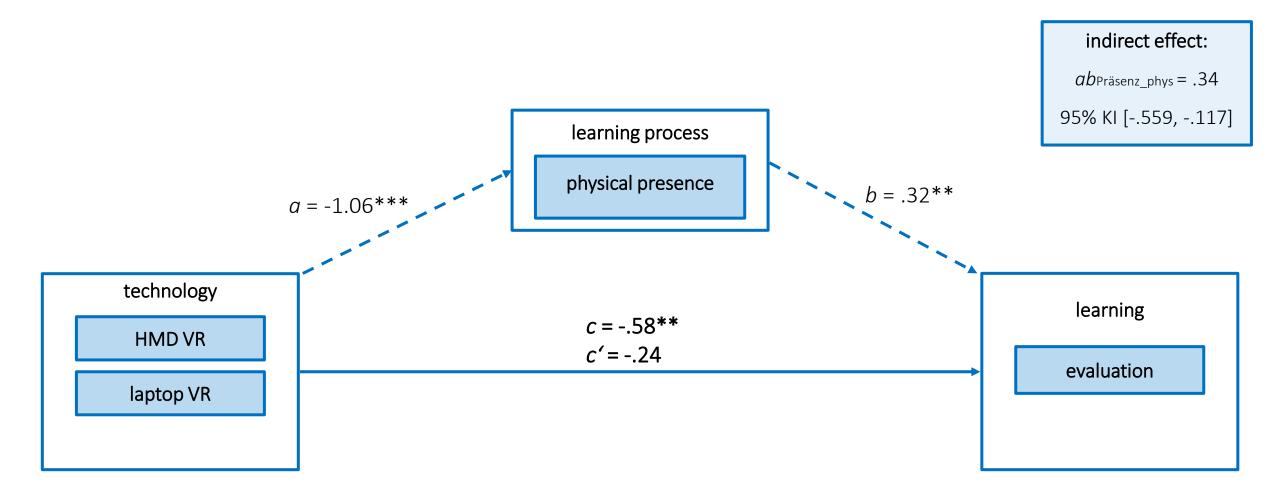
Mulders (2023)



Mulders (2023)



Mulders (2023)



# What else?

• VR painting shop



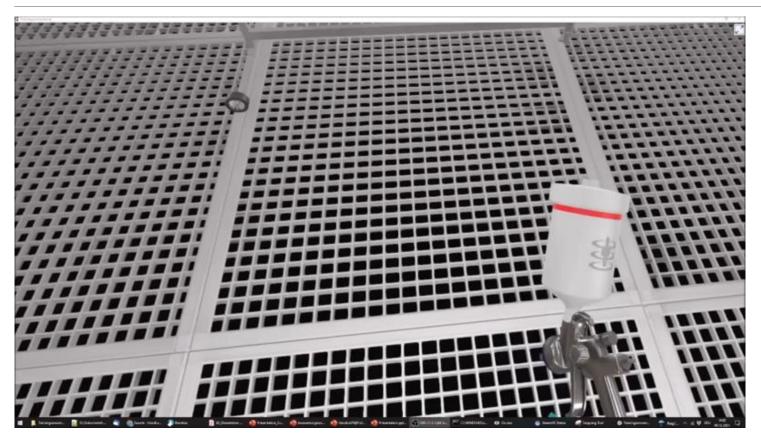


- project (2019-2022) funded by German Federal Ministry of Education and Research
- interdisciplinary team (University of Duisburg-Essen, University of Potsdam, Daimler AG)
- agile software development (i.e., Scrum)
- 4C/ID model (van Merrienboer, Jelsma & Paas, 1992)

• OER



### What else?



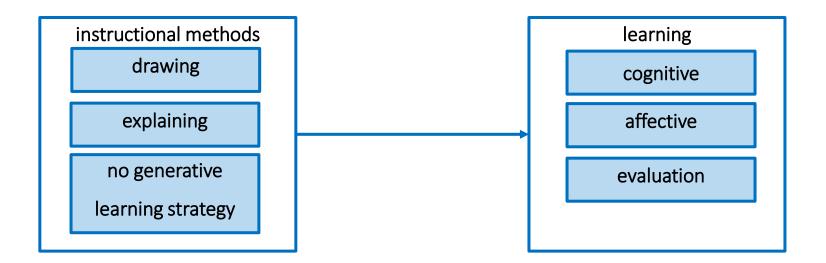
Link to video: https://drive.google.com/file/d/1JCf\_Abedk2VhGPYMfPergqXa0afHbwO4/view?usp=sharing

(1) generative learning activities after exploring the Anne Frank VR House (HMDs only)

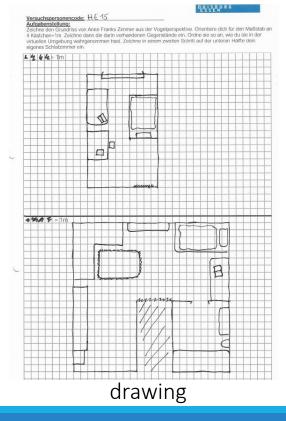
(2) developing a multiplayer version of the *Anne Frank VR House* and testing various social scenarios

(3) *greenpeace* XR environment about biodiversity and Amazon rainforest

(1) generative learning activities after exploring the *Anne Frank VR House* (HMDs only)



### (1) generative learning activities after exploring the Anne Frank VR House (HMDs only)



### Versuchspersonencode:

### <u>Aufgabenstellung:</u>

Stell dir vor, du müsstet nur eine Woche unter den Bedingungen leben, unter denen Anne gelebt hat: sich versteckt halten, leise sein, nicht rausgehen ...

Wie würde sich das anfühlen? Womit hättest du die größten Probleme und was würde dich am meisten beunruhigen?

≻

explaining

(1) generative learning activities after exploring the *Anne Frank VR House* (HMDs only)

(2) developing a multiplayer version of the *Anne Frank VR House* and testing various social scenarios

(3) *greenpeace* XR environment about biodiversity and Amazon rainforest

(2) developing a multiplayer version of the Anne Frank VR House and testing various

social scenarios





(2) developing a multiplayer version of the Anne Frank VR House and testing various

social scenarios

• single player

novice-novice

• expert-novice

(1) generative learning activities after exploring the Anne Frank VR House (HMDs only)

(2) developing a multiplayer version of the Anne Frank VR House and testing various social scenarios

(3) *greenpeace* XR environment about biodiversity and Amazon rainforest



https://artenvielfaltauf-der-spur.de/

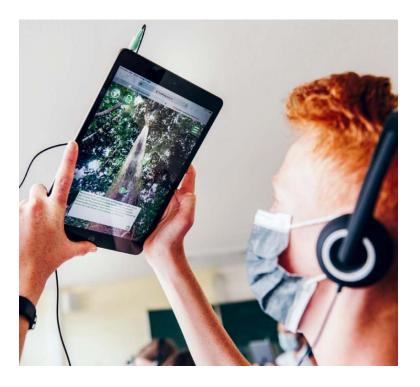
### What comes next?

### (3) greenpeace XR environment about biodiversity and Amazon rainforest









(3) greenpeace XR environment about biodiversity and Amazon rainforest

- 274 students (108 female, 157 female, 8 diverse; *M* = 13.54; *SD* = 1.09)
- 159 experimental group, 115 control group
- mixed-methods study: online-questionnaire (e.g., MPS: Makransky et al., 2017; Green-Scale:

Haws et al., 2014) + focus groups

(3) greenpeace XR environment about biodiversity and Amazon rainforest

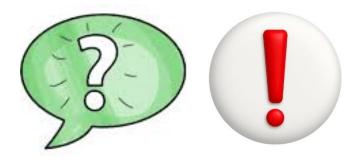
• hardly any significant differences between the groups regarding the dimensions of knowledge,

interest, and attitudes

- more variance explained by school type
- significant correlations between presence, flow and the learning dimensions

# Thank you for your attention!

### I'm looking forward to your questions and feedback.



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