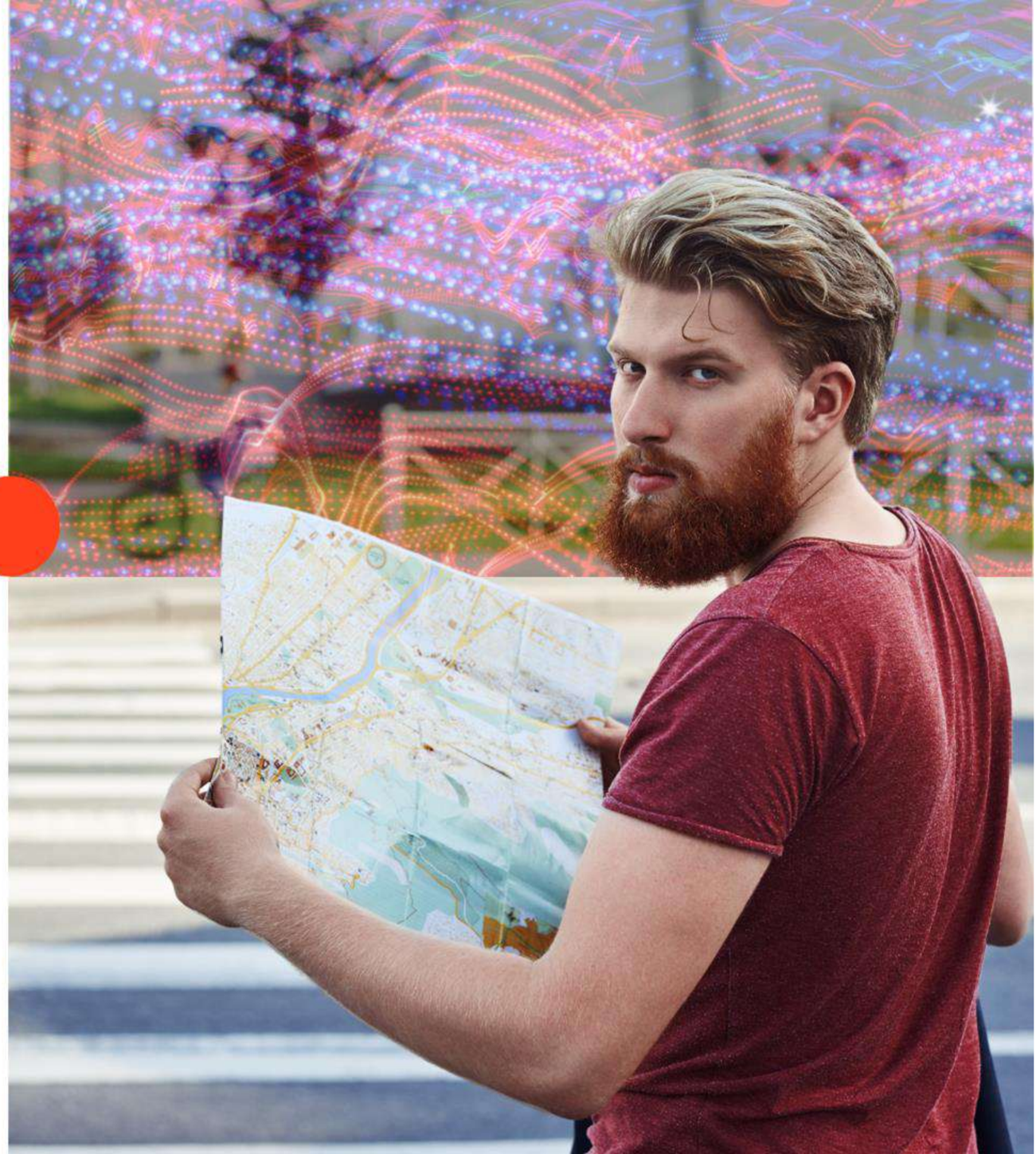
Universitat de les Illes Balears

Plan the Dish

Project

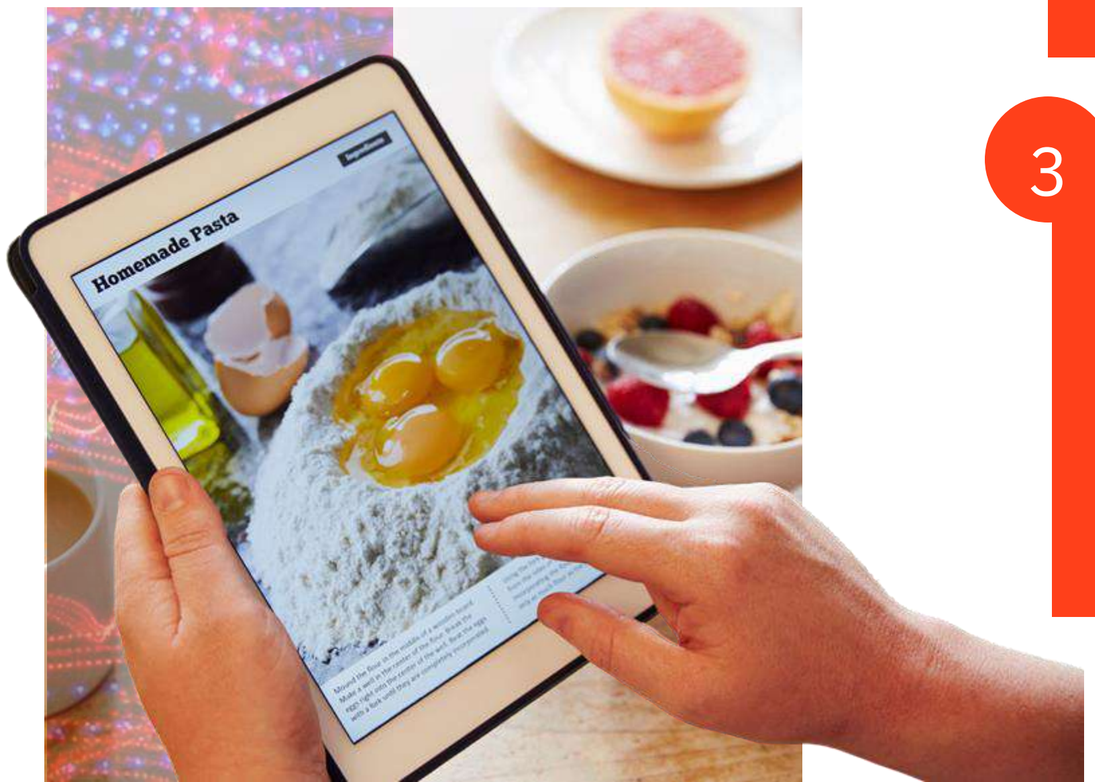
THETA



Contents

In this presentation, you will find the analysis of 26 technologies with their main characteristics.

The metaphor of cooking a dish was used for the presentation.



1 Knowing the ingredients

- We reviewed a set of technologies according to the scope's project and its objectives.

2 Organize the Pantry

- We characterized and classified the founded technologies.

3 Tasting

- We tested the technologies that stand out considering those are suitable to the project.

4 Creating the Recipe

- We made a recommendation based on the analyzed characteristics.

1 Knowing the Ingredients

1. **Search**
2. **Identify**
3. **Depuration**
4. **Technologies to Analyze**

Technologies

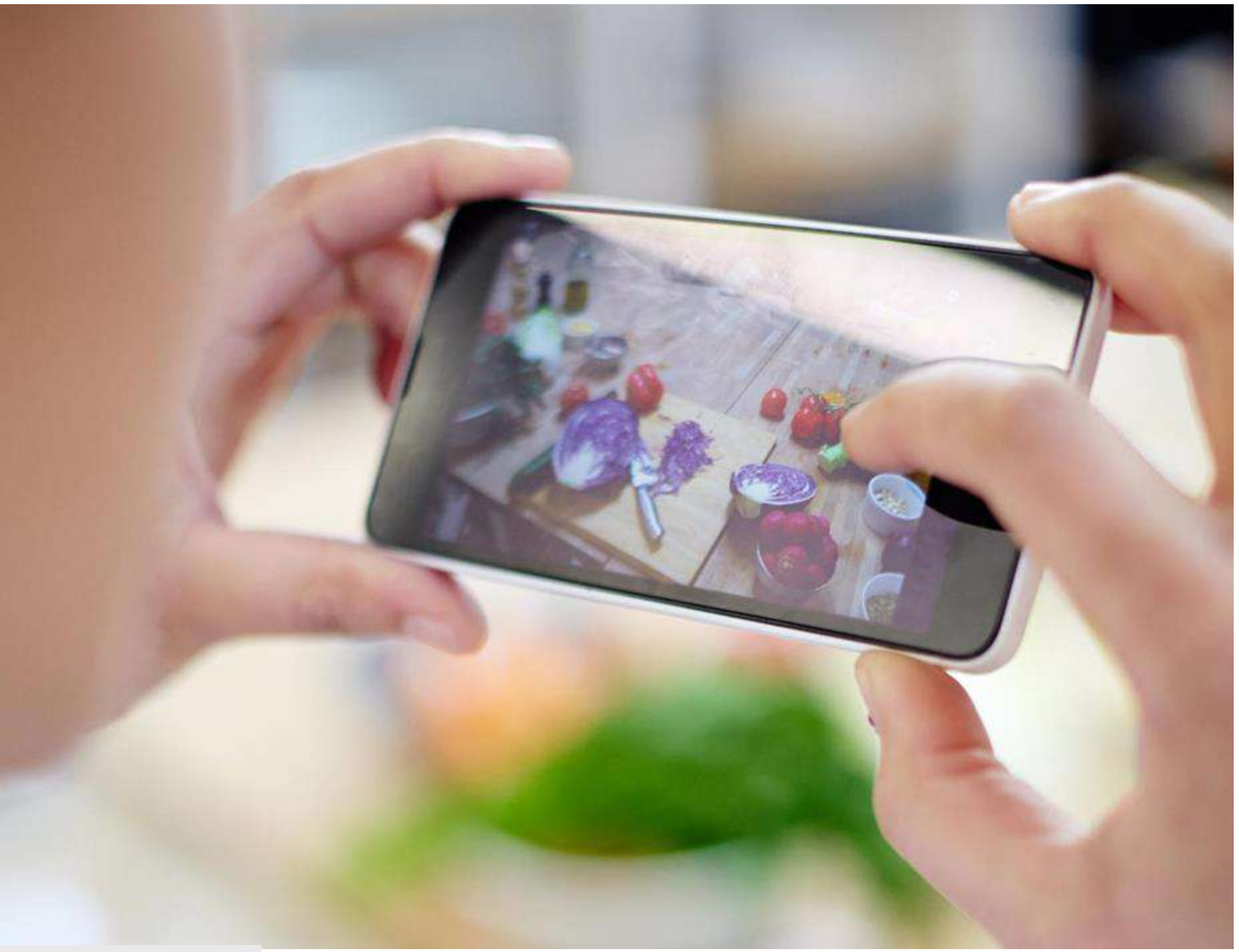
This process resulted in 26 technologies to deepen.

Discover the list of technologies

1 Knowing the Ingredients

2

Organize the Pantry



Characteristics

Below you find a series of graphs that show the grouping of technologies, considering their characteristics.

Quantity : 5 Graphs

X axis : Technology Versatility

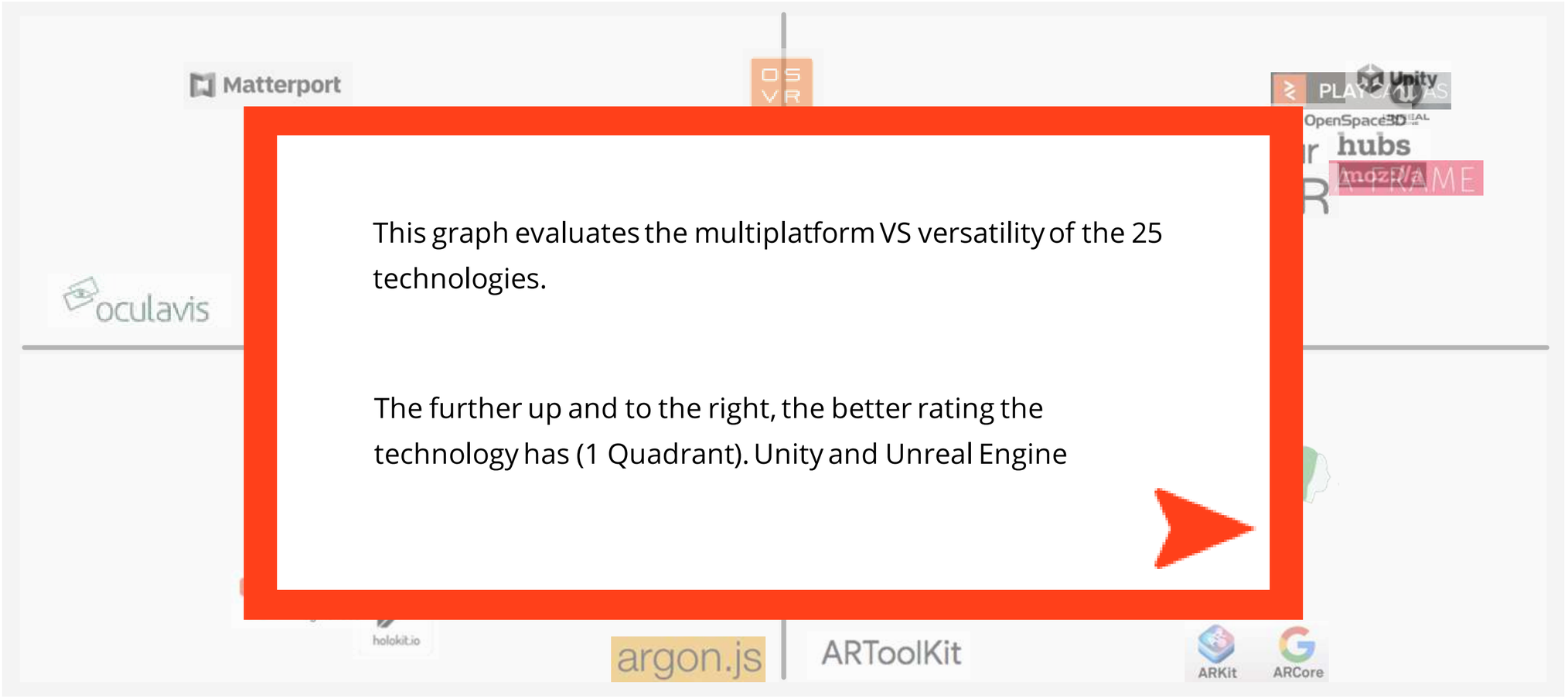
Y axis : Different Characteristics

Note : The y-axis changes on each graph

2

Organize the Pantry

G: Versatile Vs M. Platform



This graph evaluates the multiplatform VS versatility of the 25 technologies.

The further up and to the right, the better rating the technology has (1 Quadrant). Unity and Unreal Engine

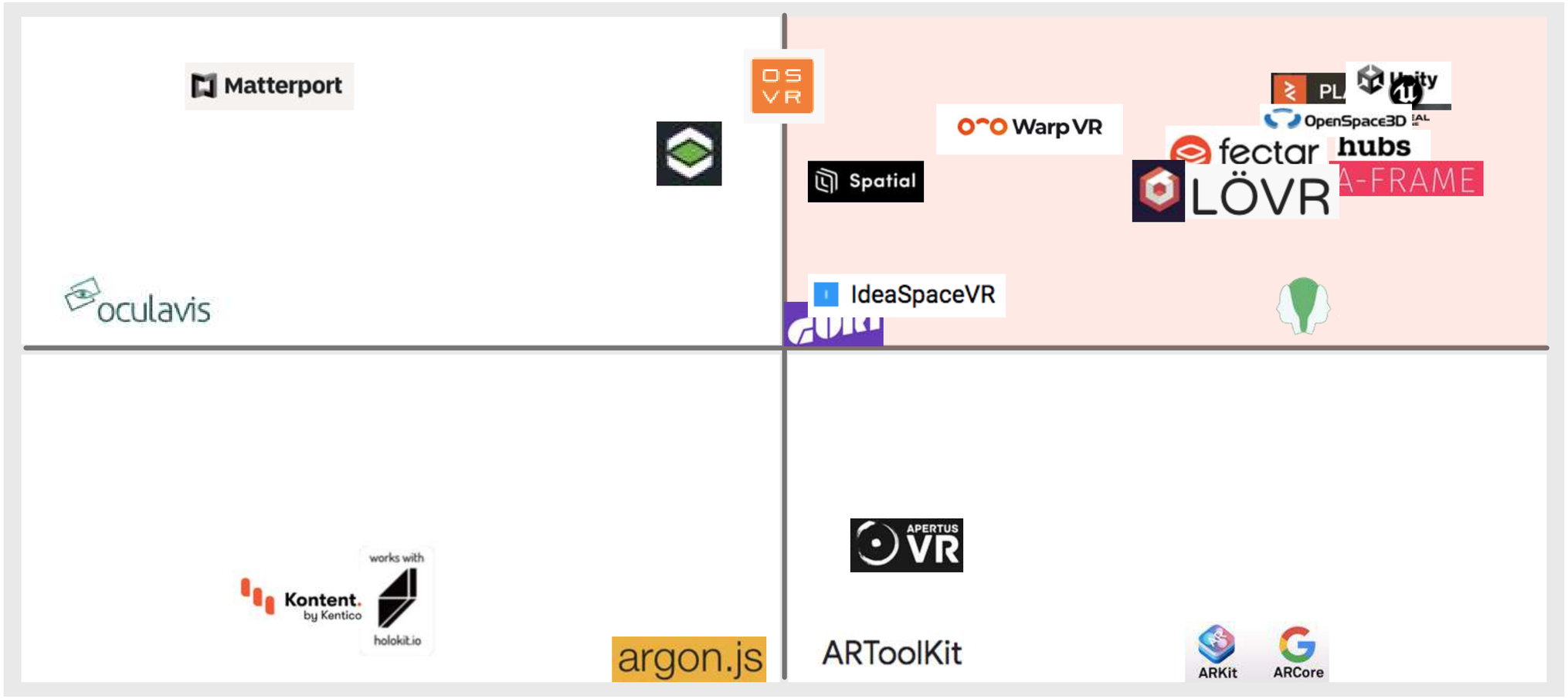
Condition to targets

Compact — Versatile

2

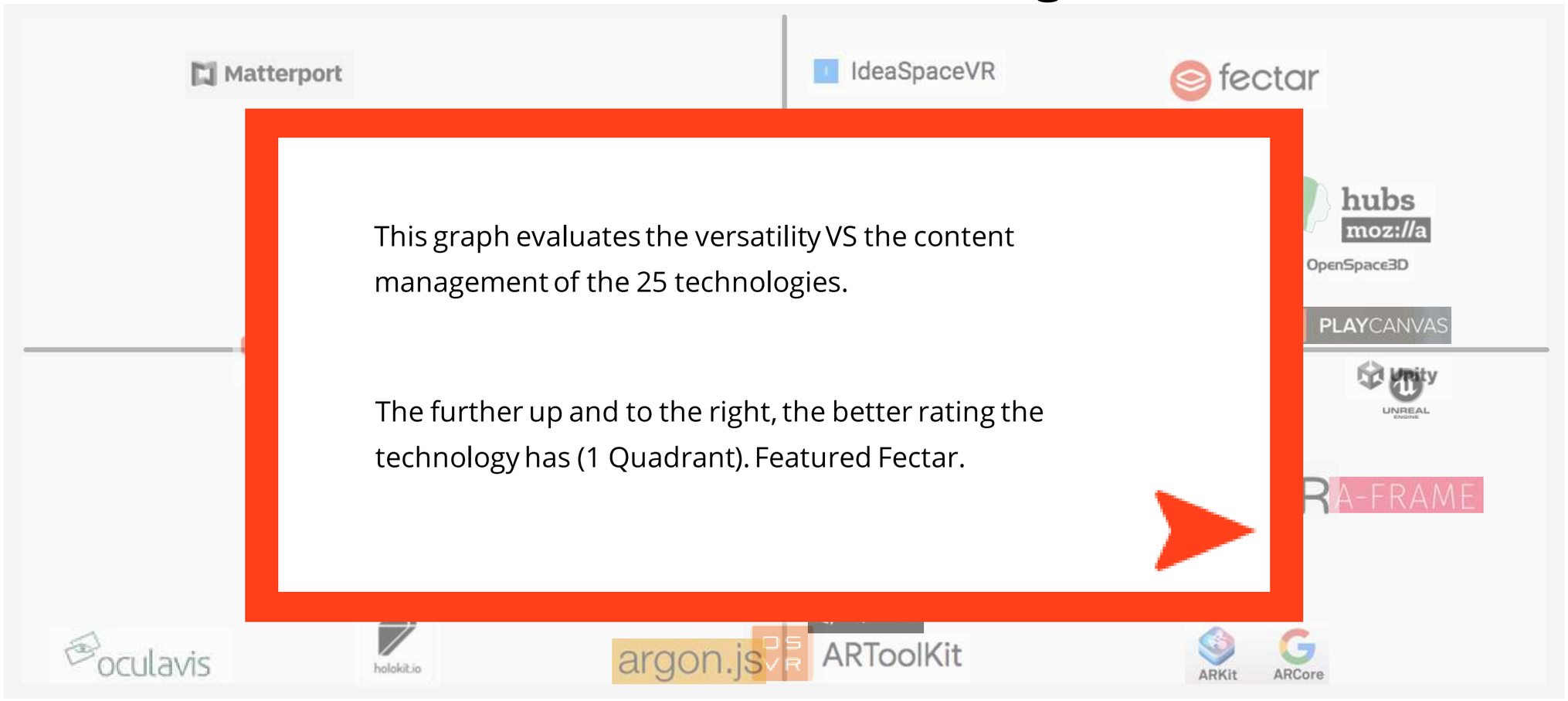
Organize the Pantry

G: Versatile Vs M. Platform



Organize the Pantry

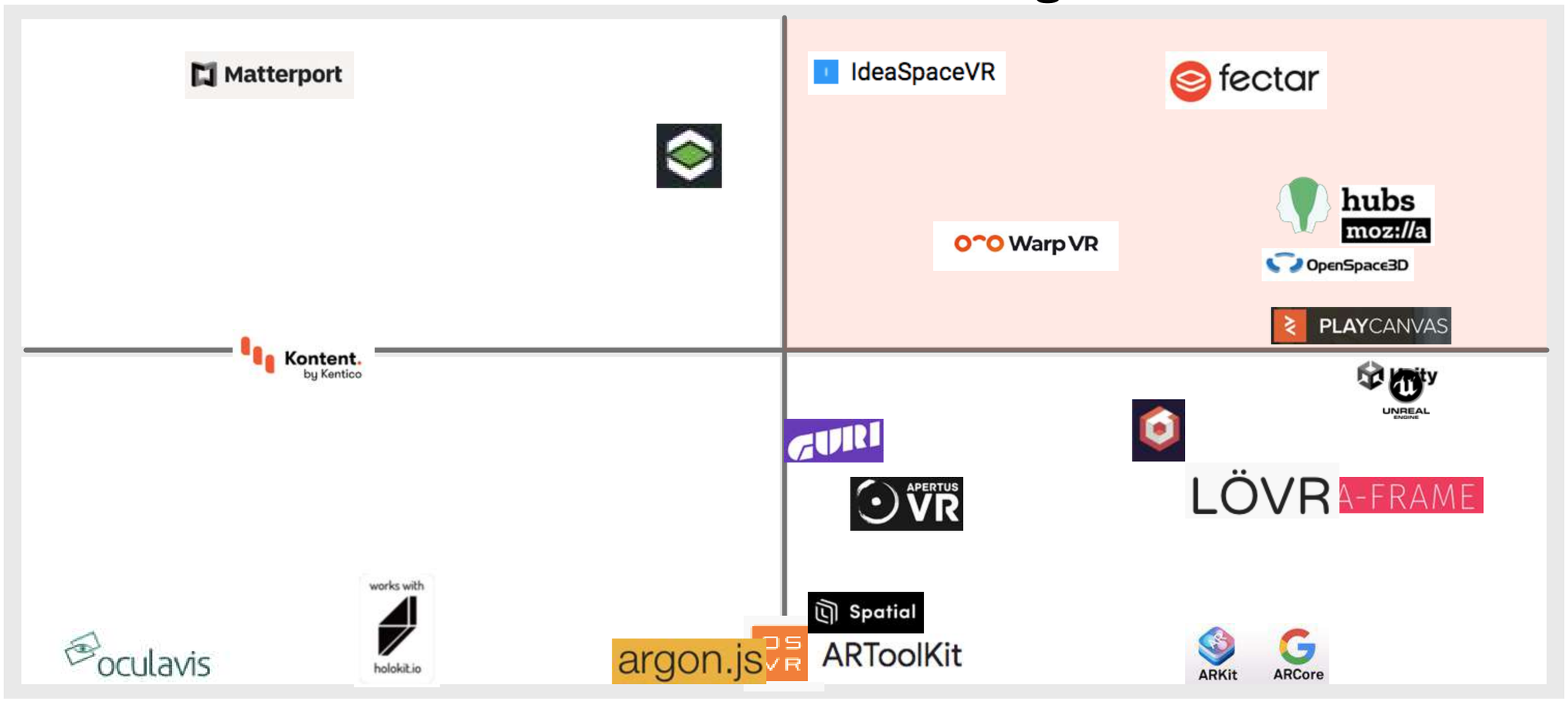
G: Versatile Vs Content Management



2

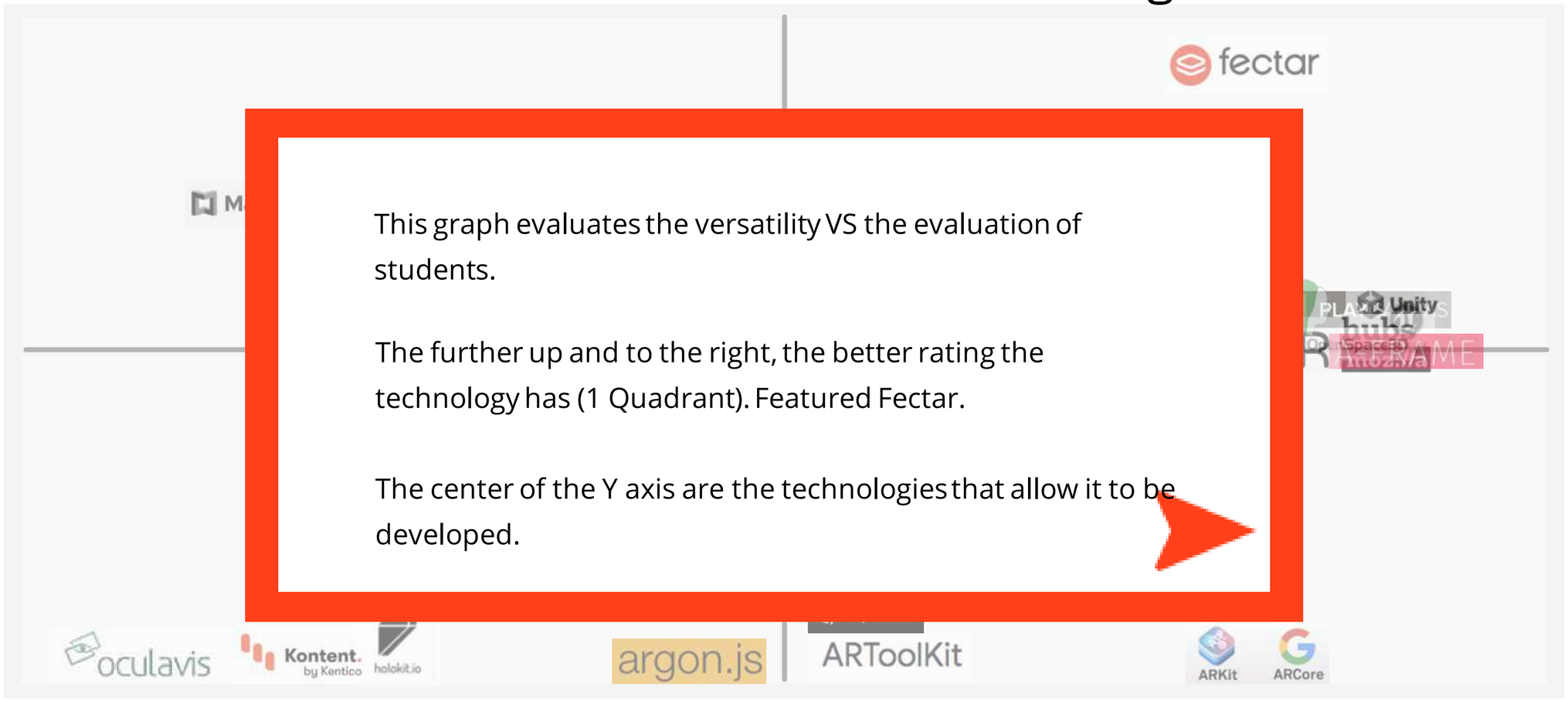
Organize the Pantry

G: Versatile Vs Content Management



Organize the Pantry

G: Versatile Vs Student Screening



This graph evaluates the versatility VS the evaluation of students.

The further up and to the right, the better rating the technology has (1 Quadrant). Featured Fectar.

The center of the Y axis are the technologies that allow it to be developed.

Included

SCREENING

Develop

Outside

Condition to targets

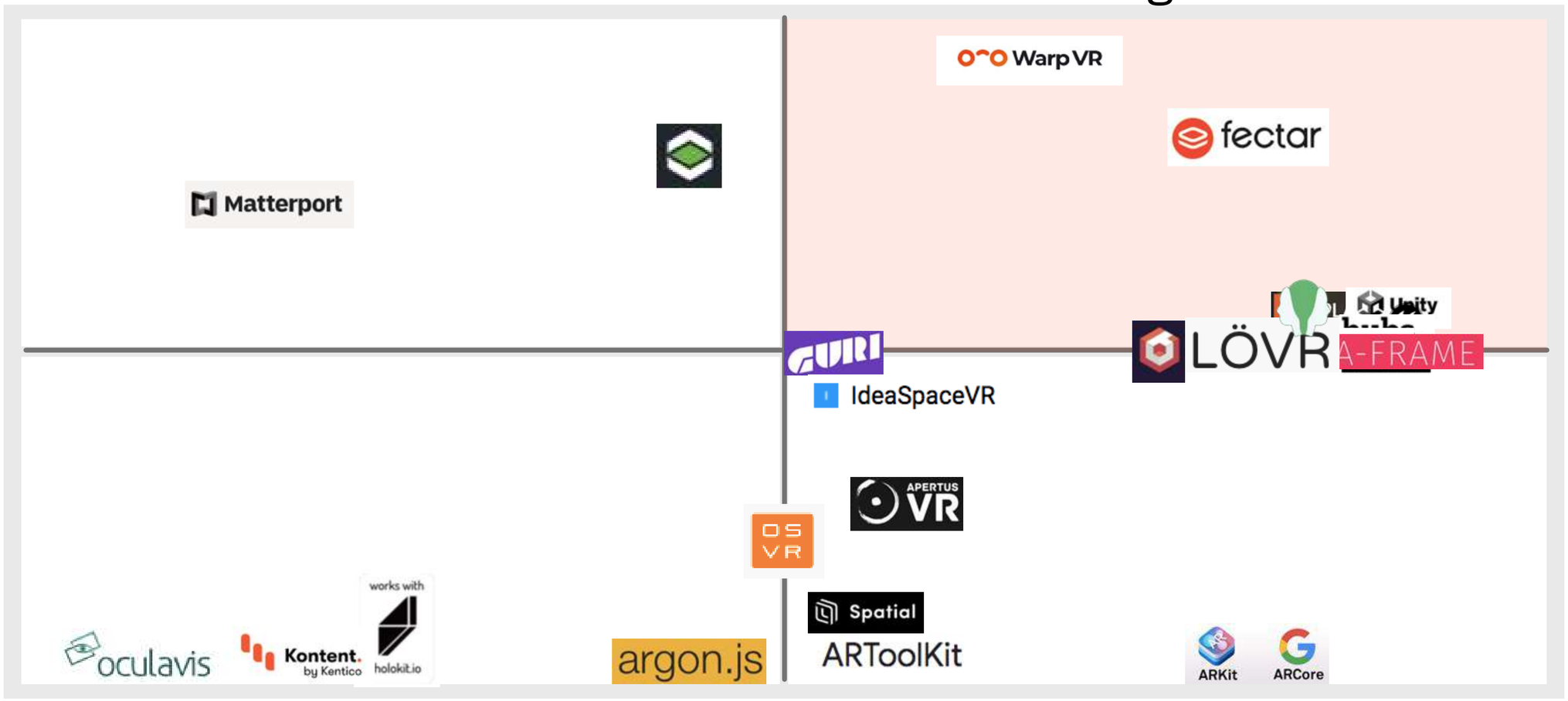
Compact

Versatile

2

Organize the Pantry

G: Versatile Vs Student Screening



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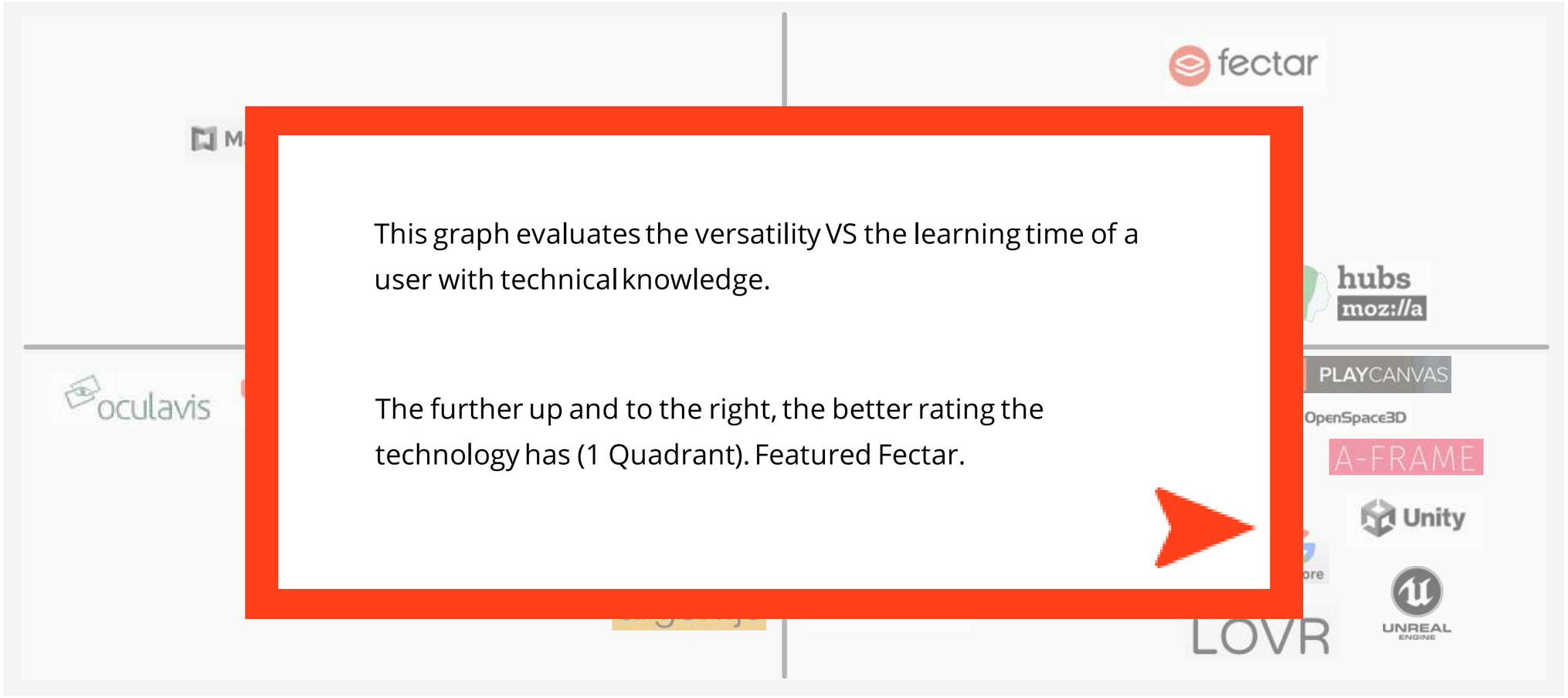
Organize the Pantry

G: Versatile Vs Time



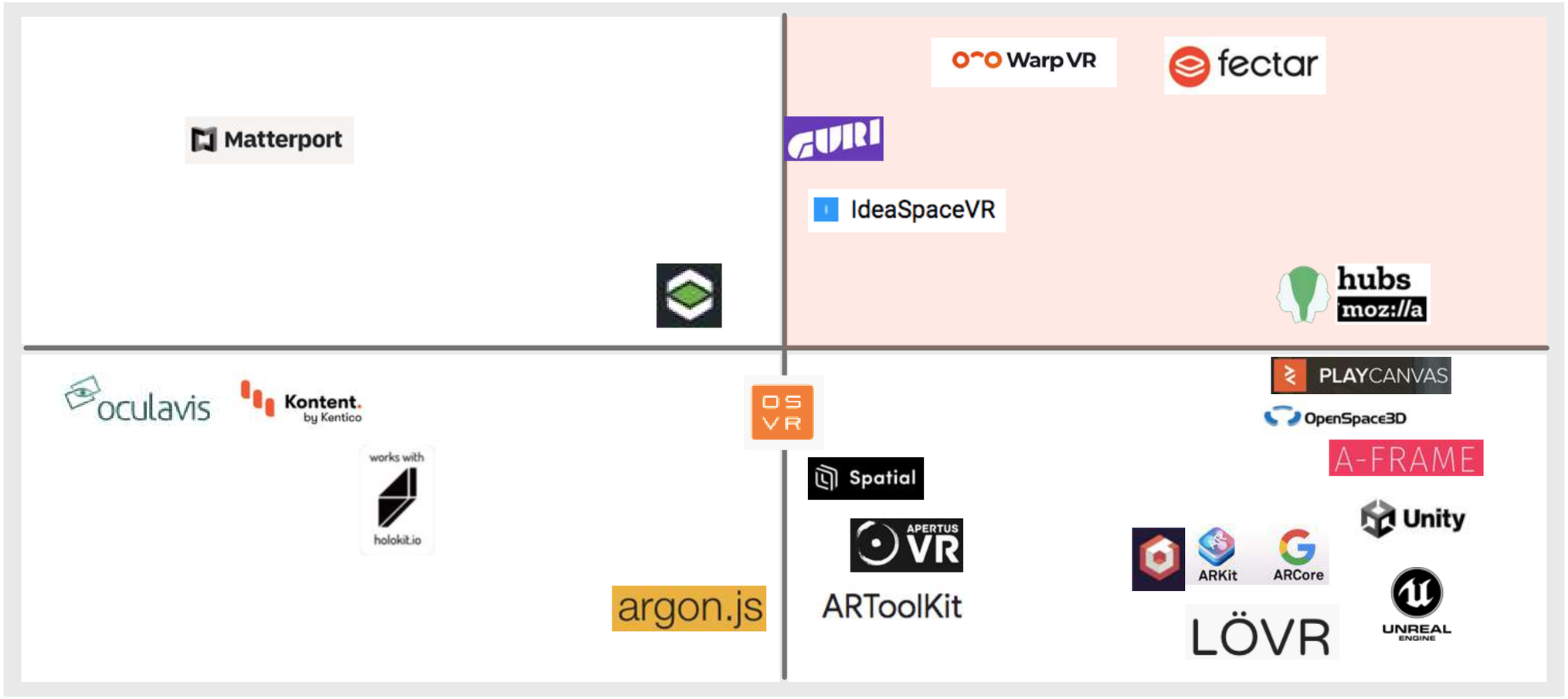
This graph evaluates the versatility VS the learning time of a user with technical knowledge.

The further up and to the right, the better rating the technology has (1 Quadrant). Featured Fectar.

2

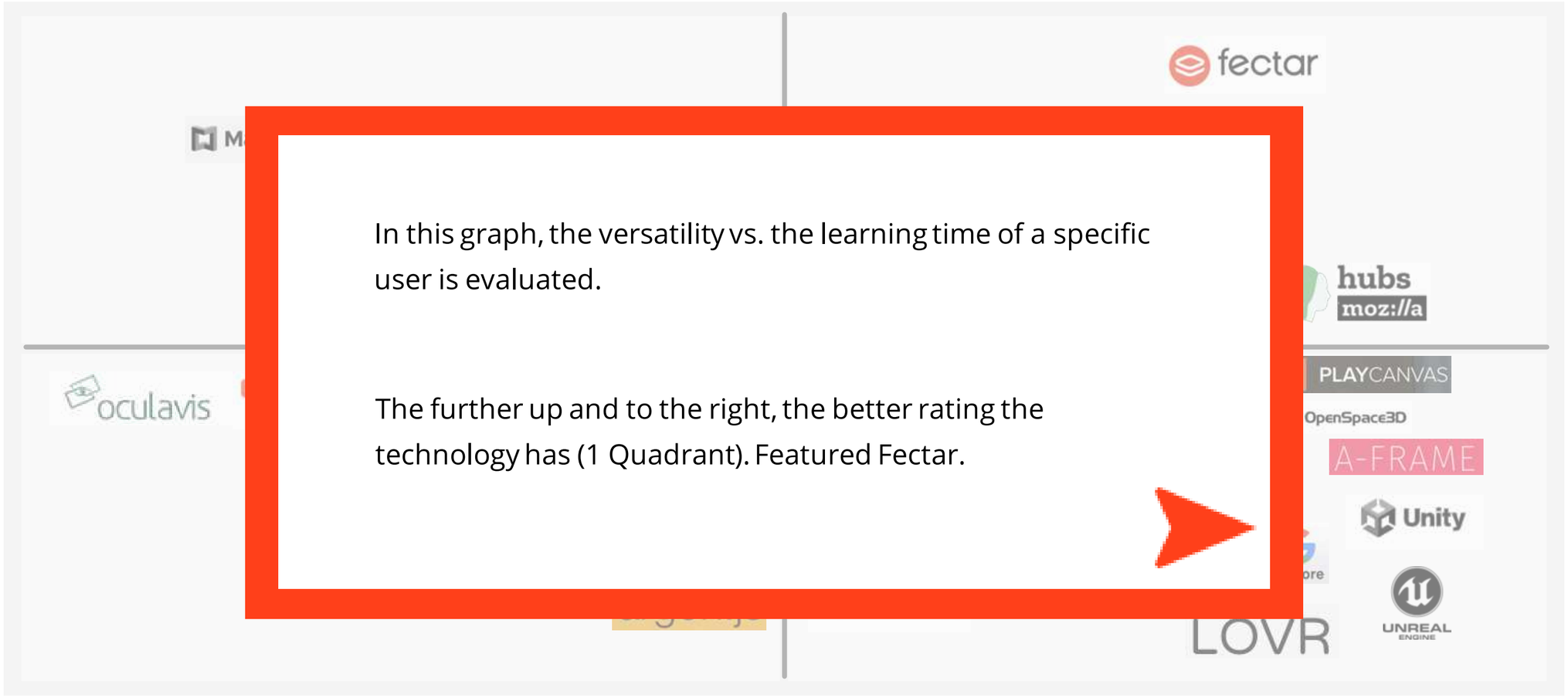
Organize the Pantry

G: Versatile Vs Time



Organize the Pantry

G: Versatile Vs Time no TIC



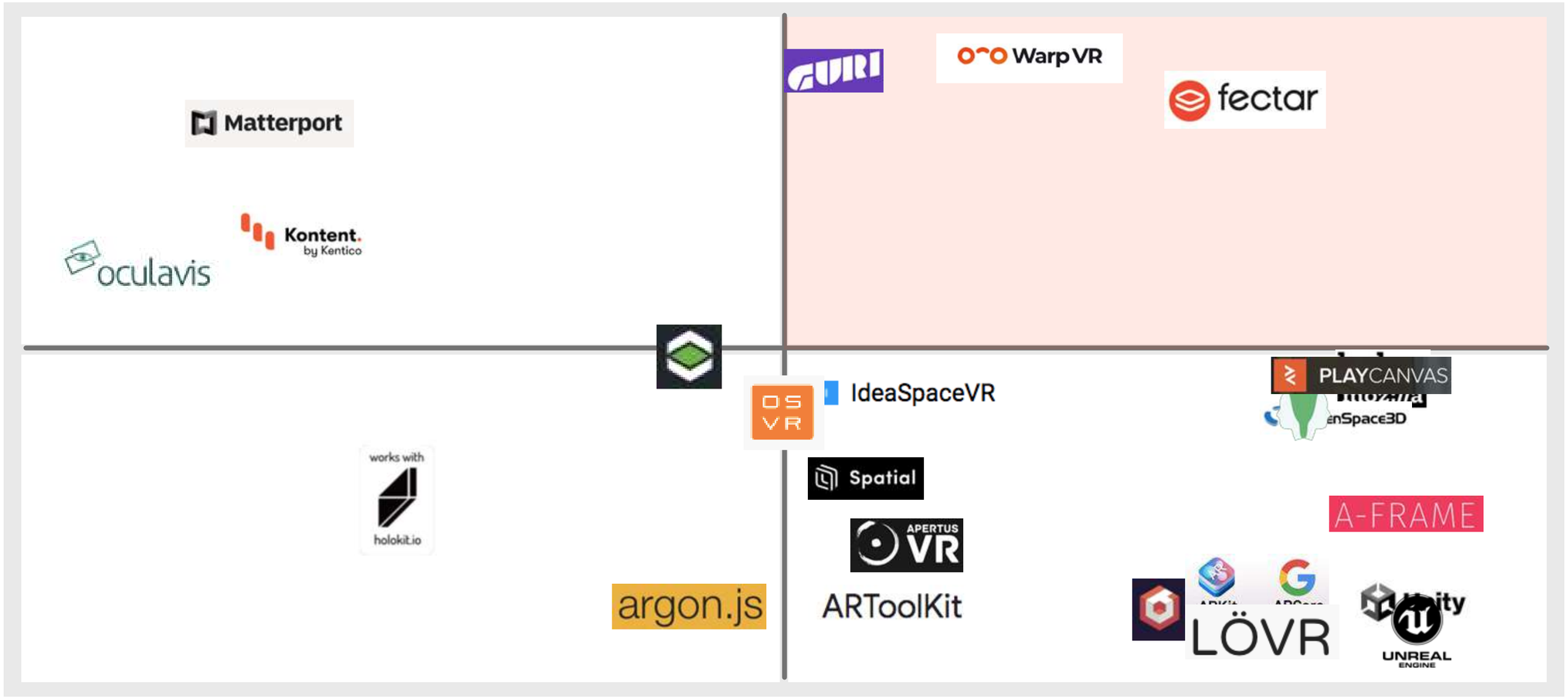
In this graph, the versatility vs. the learning time of a specific user is evaluated.

The further up and to the right, the better rating the technology has (1 Quadrant). Featured Fectar.

2

Organize the Pantry

G: Versatile Vs Time no TIC



2

Organize the Pantry

Tacit Data

Our Qualification Excel

We invite you to review our ratings and features table.

	Column	Row
	Evaluated	Recommended
	Informative	Suggested

3

Tasting

	Characteristics	Description
1	Versatility	It can be adapted to multiple activities, in order to achieve multiple objectives.
2	Portability	Be compatible with multiple platforms.
3	Learning Time	Learning time in using technology.
4	Student Screening	Ability to generate evaluation among participants and observers.
5	Content Manager	Manage content, keeping AR/VR in mind

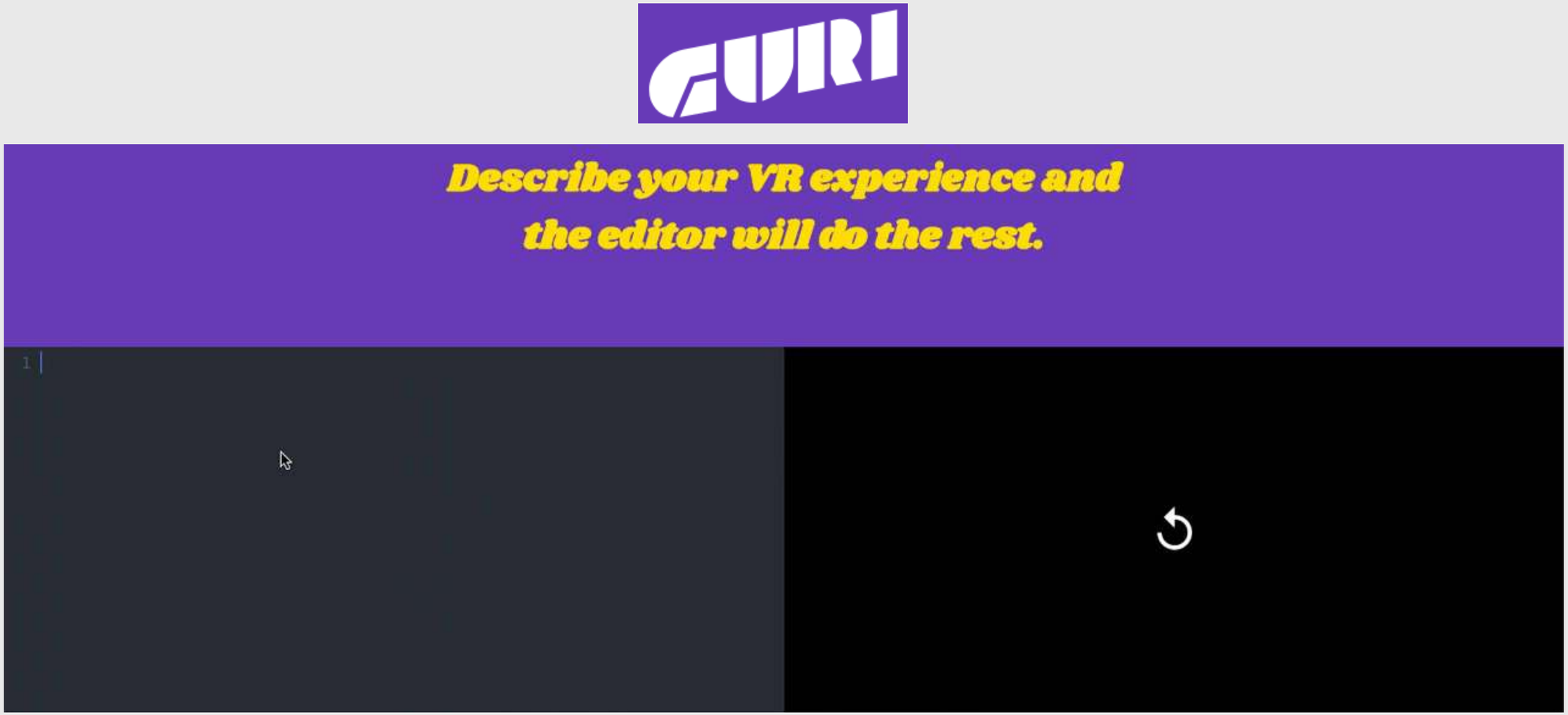
3

Tasting

	AR/VR editor who narrates the scene
	Modular, to load AR/VR Content Management System (CMS) + Multi language(idiom)+ Asset Management
	Creation of collaborative space in real time. A multi-user room.
	Modular, it allows the quick loading and creation of AR/VR material. With an educational approach. Multi user room.
	Allows the import of code and assets. Rooms for multiple users and interact with each other in real time.

3

Tasting


GURI
Describe your VR experience and
the editor will do the rest.
1

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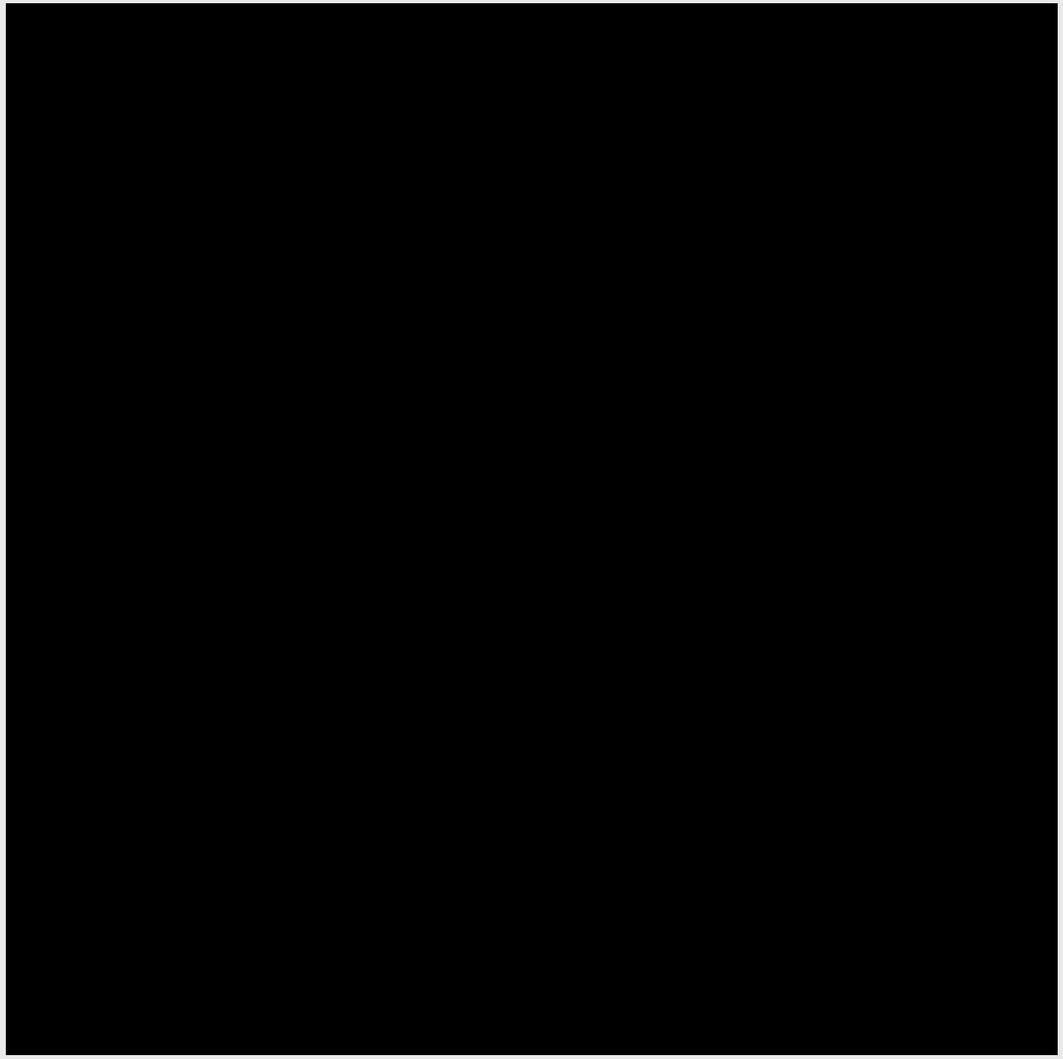
3

Tasting

IdeaSpaceVR



3

Tasting

Tasting

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4

Creating the Recipe

Considering

The overall aim of THETA is to prepare students and professionals for a changing profession by offering versatile, virtual contexts for real-life case studies, using the AR/VR enabled learning spaces. These spaces, accessible through multiple platforms, in particular mobile phones

We recommend

Recommended

Suggested

In this document you will find the recommended technology list

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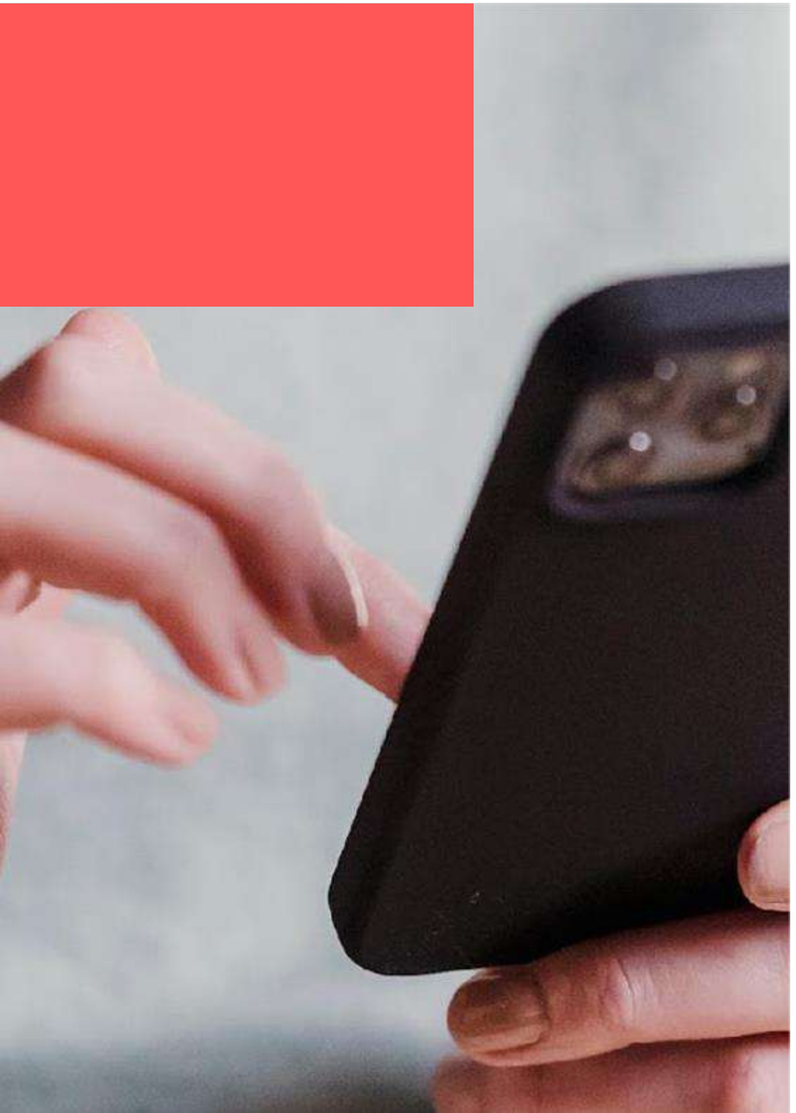

Thank You