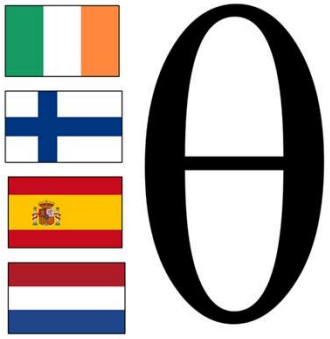
Using AR/VR to enhance hospitality education

The THETA Project



THETA

Transformative Hospitality Education through Tech Abilities:

A blueprint for creating immersive (learning) experiences using VR/AR

Co-funded by the Erasmus+ Programme of the European Union

IO1
AR/VR enhanced Learning Spaces

IO2
The development of educational courses using digitally enhanced spaces

IO3
Iterative Research

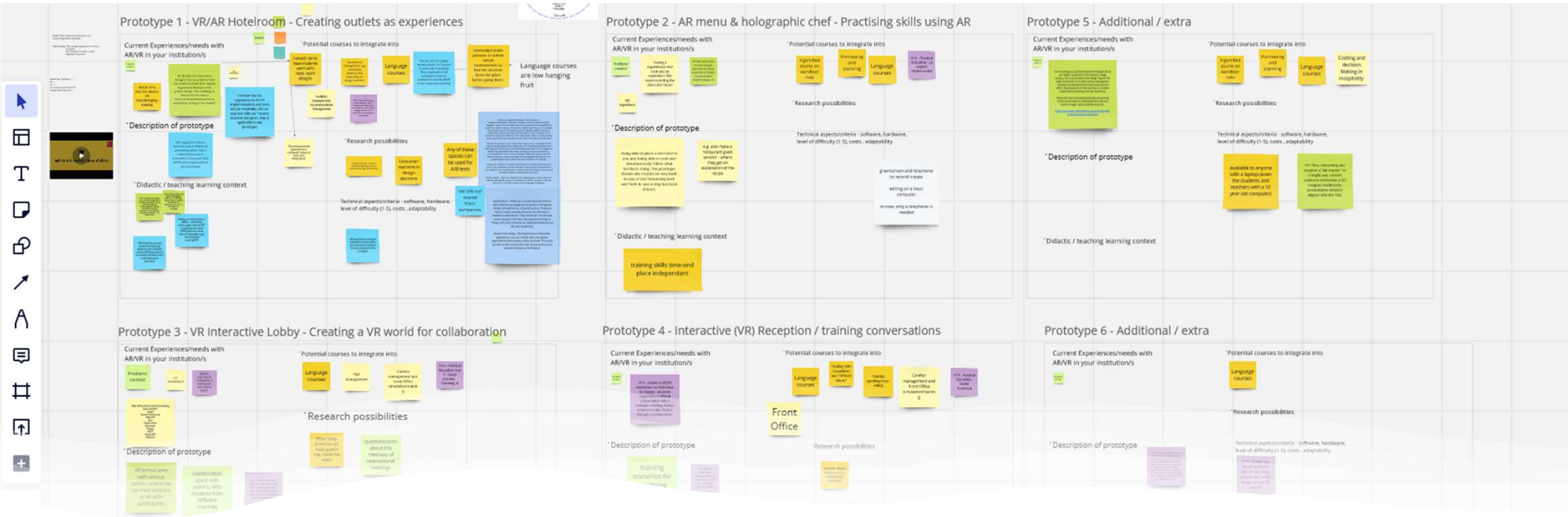
IO4
Preparing instruction manual and virtual training for faculty

Universitat de les Illes Balears

HOTELSCHOOL THE HAGUE
Hospitality Business School

Haaga-Helia
University of Applied Sciences Ltd.

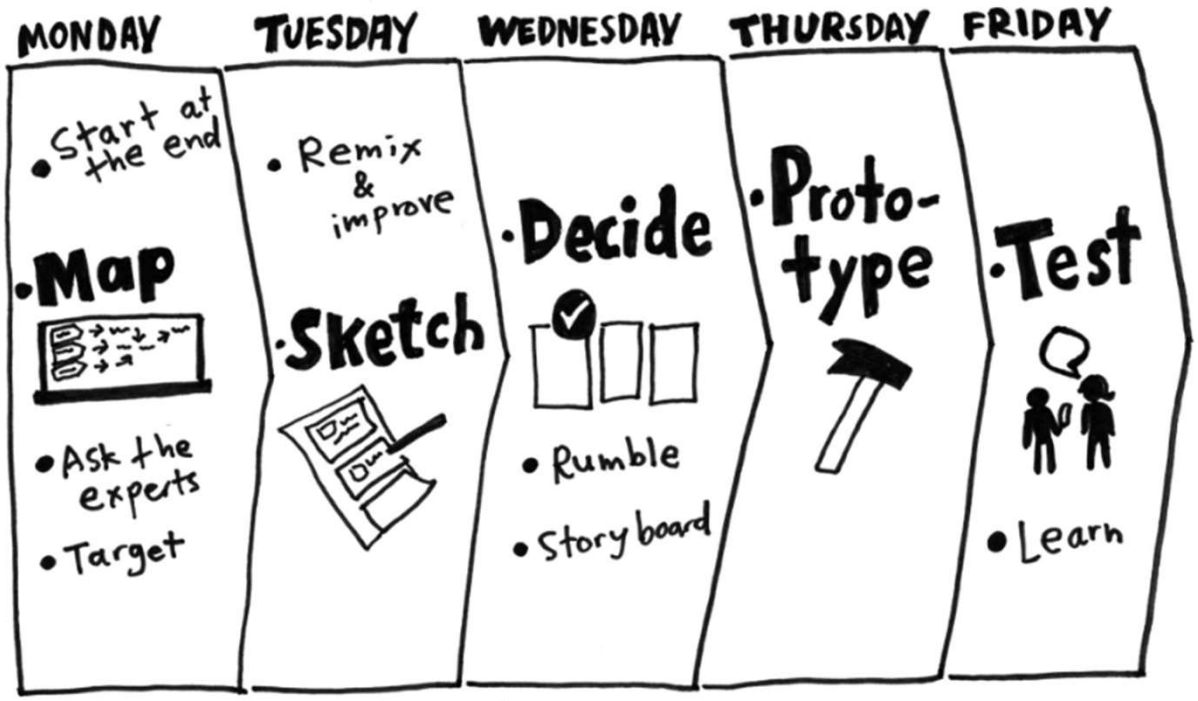
DUBLIN
TECHNOLOGICAL UNIVERSITY DUBLIN



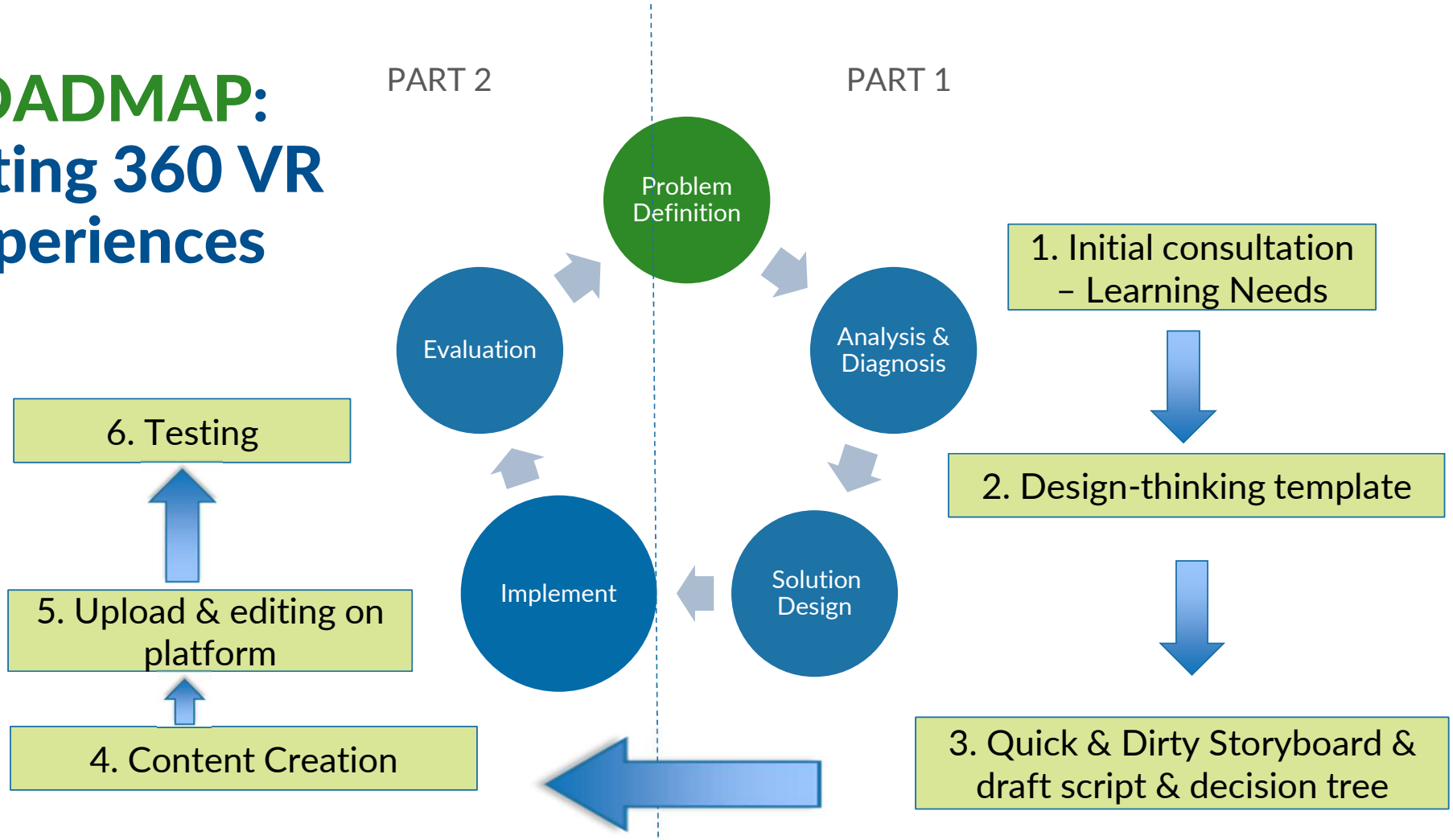
Develop pilot cases

- Spoke to Lecturers – use cases, gaps in curriculum
- Needs, description, courses for integration, technical aspects, identify technologies

Process to make 360VR Content: Quick & Dirty Prototyping



ROADMAP: creating 360 VR experiences



Created Five Prototypes

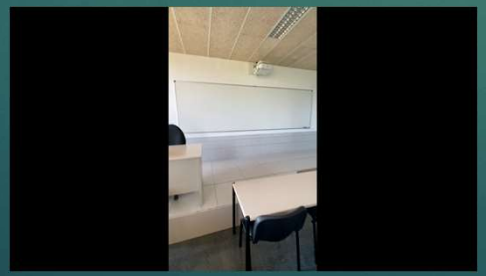
Key criteria: ease of use – readily available equipment

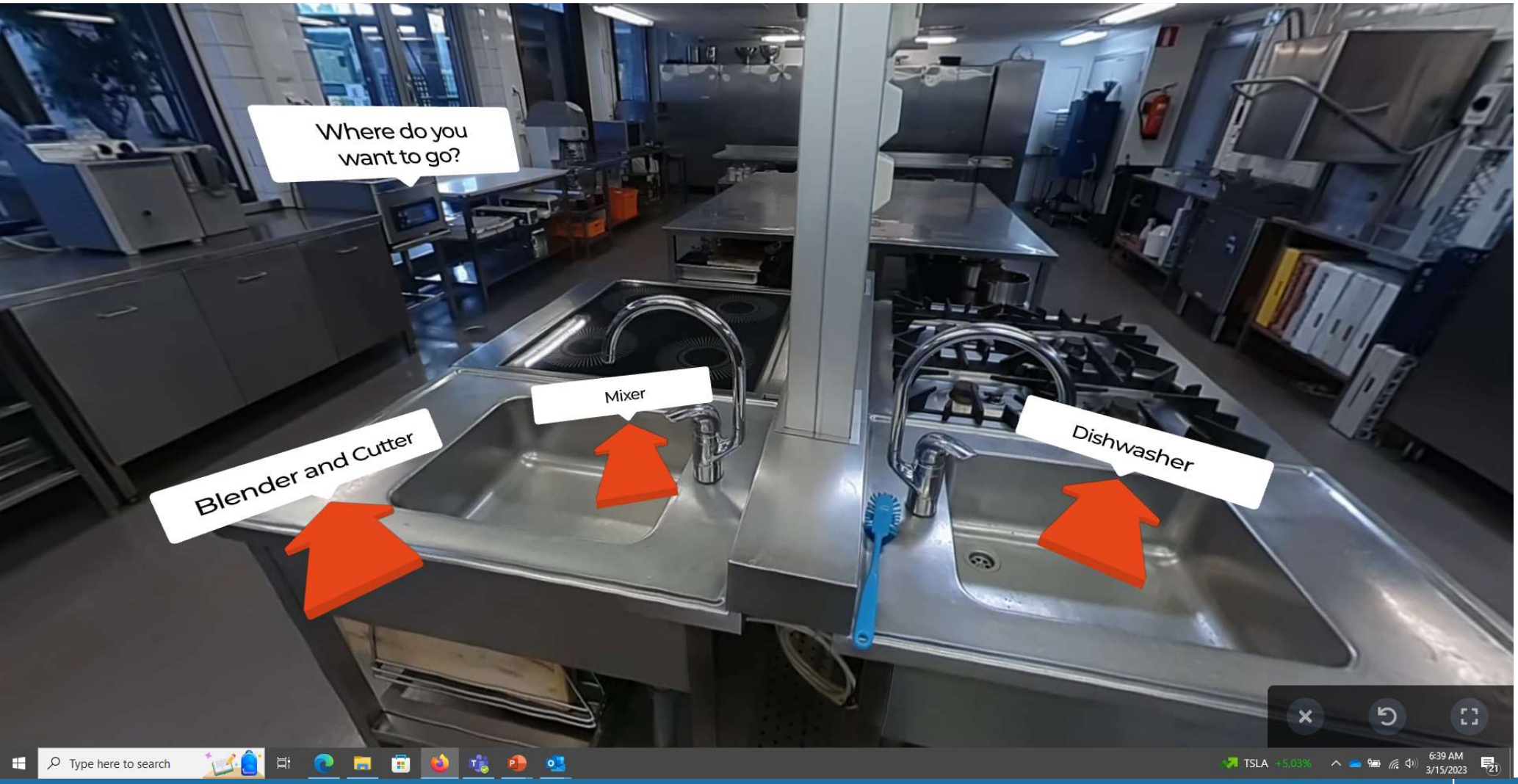
1) Holographic Avatar
2) AR Hotel Room
3) Outlets – Introduction to Kitchen Equipment
4) Difficult Customer
5) Room Assessment

OXFORD

Prototype: Holographic Avatar

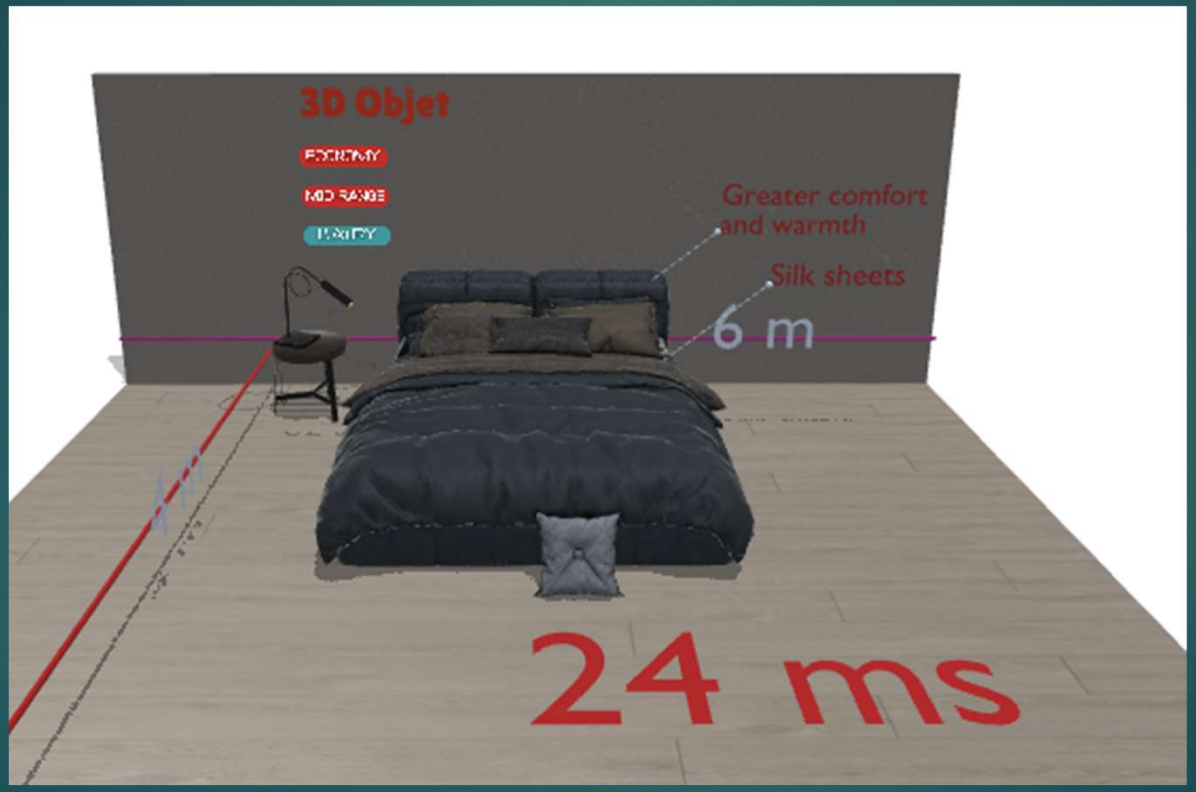
- Holographic character that provides step by step instructions that can be projected into an educational space





Prototoype: Introduction to Kitchen Outlet

Prototype: AR Hotelroom

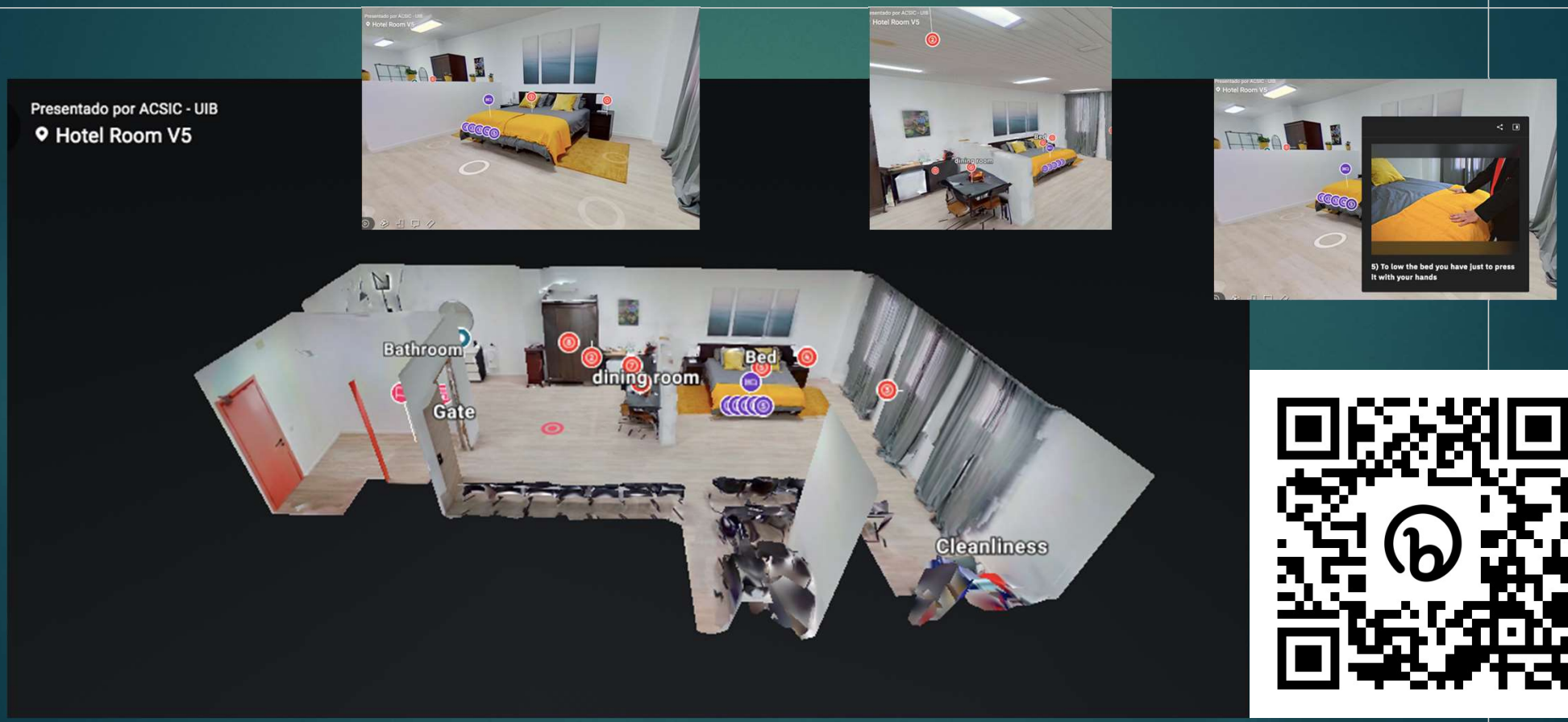


Illustrate the difference between room categories

https://share.fectar.com/VZBZF

Prototype: The Difficult Customer

Universitat de les Illes Balears

Matterport: Room Assessment

THETA