

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



Today's approximate schedule

Time	Item	Person
13.00 – 13.10	Getting people into Teams, introducing the trainers	Jouko
13.10 – 13.20	Intro to Theta	Jouko
13.20 – 13.30	Fectar	Monique (fectar)
13.30 – 13.40	WarpVR	Ana (WarpVR)
13.40 – 13.50	Introduce Manuals	Daniel
13.50 – 13.55	Pre-assignment and training platform	Jouko
13.55 – 14.05	Transport, accommodation, travel	Mia
14.05 – 14.10	Helsinki Event Schedule	Jouko
14.10 – 14.30	Participants introductions	



Using low technology Augmented Reality (AR) and Virtual Reality (VR) to enhance hospitality education

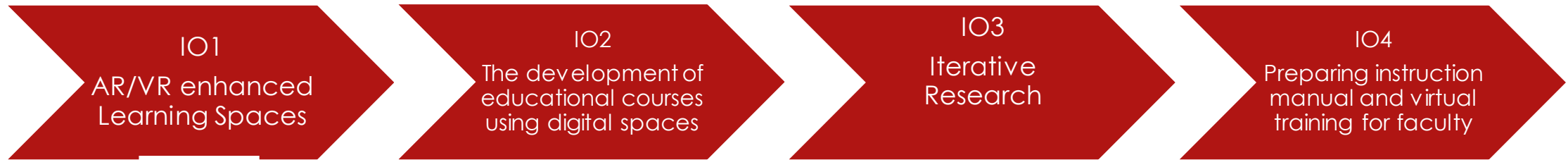


Project Summary

- ▶ Development of five prototypes
- ▶ Design-based research and co-creation
- ▶ Student centric approach
- ▶ Embedding in education

21/02/22

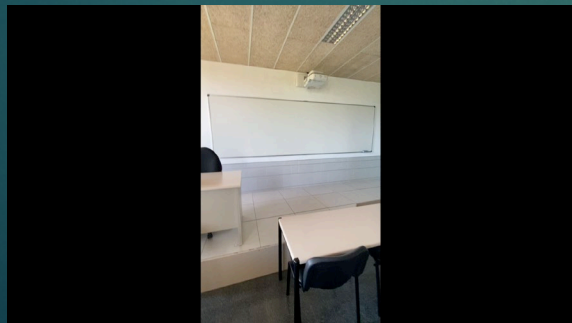
20/02/24



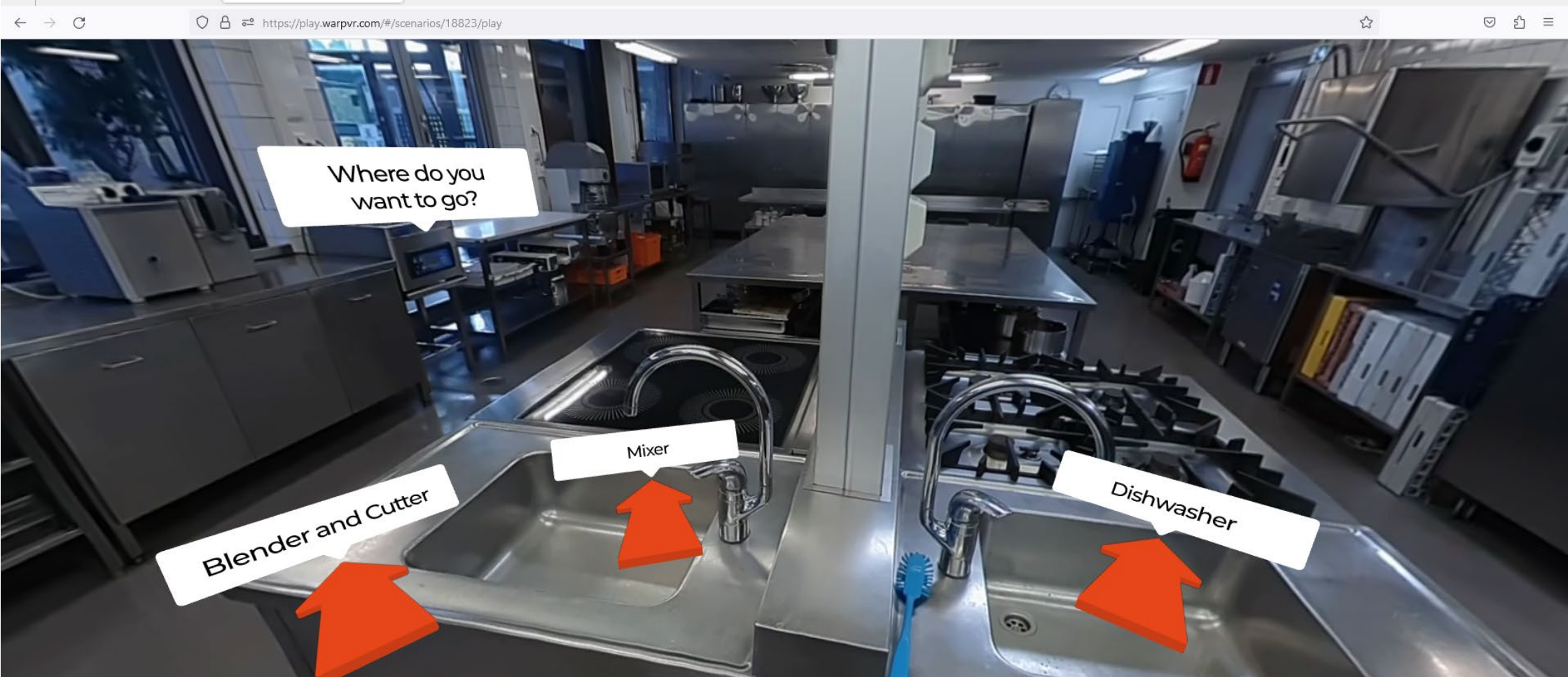
Four Intellectual Outputs - IOs

Prototype: Holographic Chef

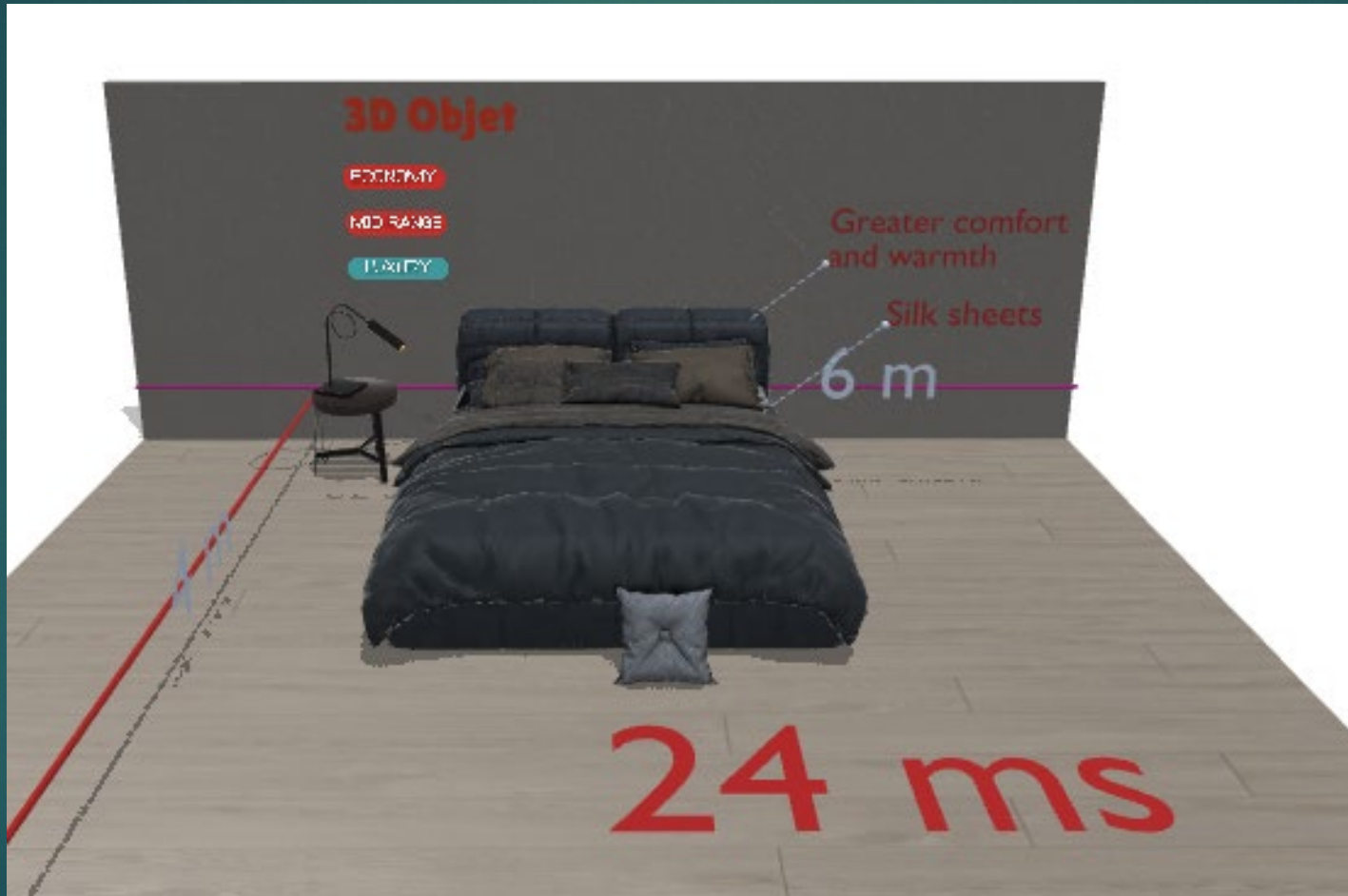
- ▶ Holographic character that provides step by step instructions that can be projected into an educational space



Prototype: Introduction to Kitchen Outlet

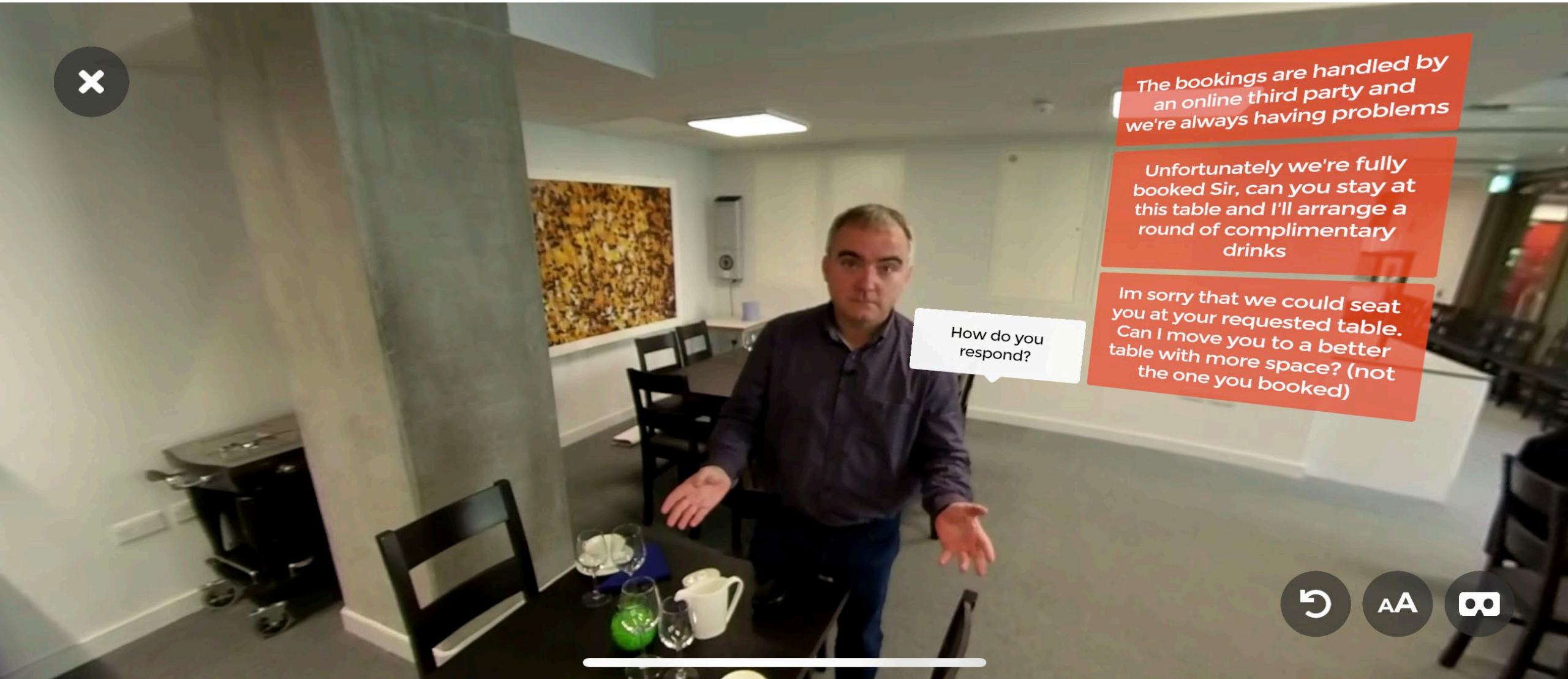


Prototype: AR Hotelroom



Illustrate the difference between room categories

Prototype: Difficult Customer



X

The bookings are handled by an online third party and we're always having problems

Unfortunately we're fully booked Sir, can you stay at this table and I'll arrange a round of complimentary drinks

Im sorry that we could seat you at your requested table. Can I move you to a better table with more space? (not the one you booked)

How do you respond?

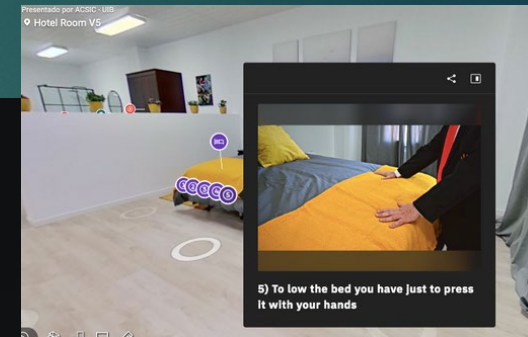


AA



Matterport Virtual tour

Presentado por ACSIC - UIB
📍 Hotel Room V5



Word from the suppliers

- ▶ Monique Roefs

- ▶ VR/AR Consultan from Fectar

- ▶ Ana Ilievska

- ▶ Customer Success Manager from Warp VR

Prototype manuals aka Cookbooks

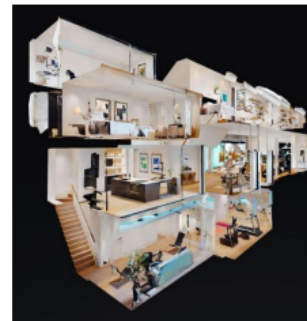
- ▶ We created a cookbook manual for each of the prototypes
- ▶ The cookbooks contain:
 - ▶ Overview
 - ▶ Preparation time
 - ▶ Ingredients
 - ▶ Needed equipment
 - ▶ Instructions

3D SPACE CAPTURE (DIGITAL TWIN REAL ENVIRONMENT SCAN) - HOTEL ROOM

3D space capture software can transform real-life spaces into immersive digital 3D models and is effective for visualizing environments and creating virtual tours for Hospitality Education.

This software can help guests visualize their stay in a hotel or showcase the wonders of a destination.

Matterport is one of the leading 3D space capture software companies focused on digitizing and indexing the built world. The Matterport Capture app (which you can download from the App Store or Google Play) will allow you to scan any space as illustrated in the diagram below.



- Allows a safe space to practice conducting a room assessment before doing it in real-life.

Preparation Time:

Brainstorming: 3 ~ 4 hours

Decision Tree/Flowcharts: 1 hour

Filming and Editing: 4 ~ 5 hours

Total time: 7 ~ 9 hours (a full day)

Level of Complexity: 3

Service Scenario: 3D Space Capture (Digital Twin Real Environment Scan)

INGREDIENTS:

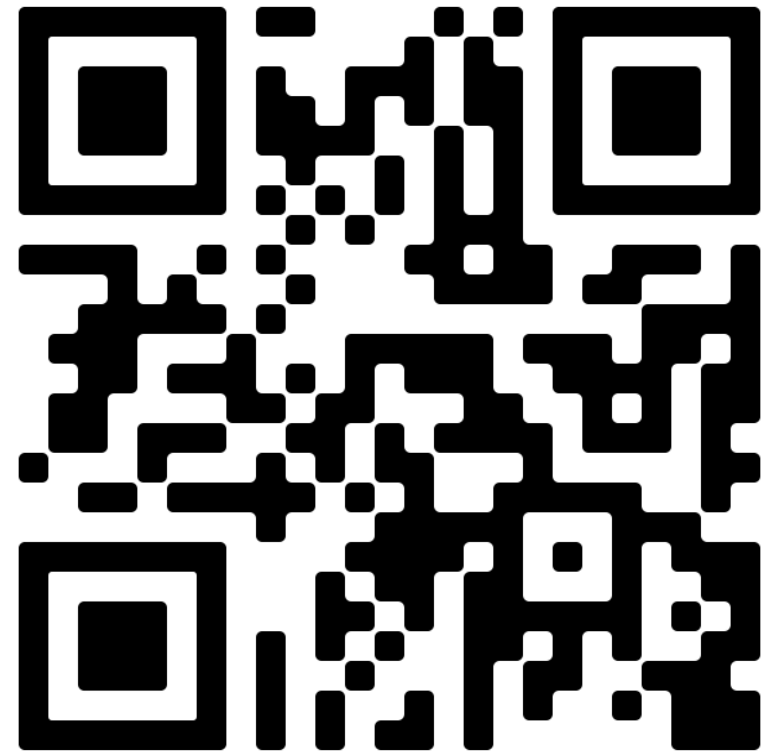
- Equipment required includes a 360-camera compatible with Matterport, a cell phone or a mid-range tablet
- A starter pack for creating a 360-degree educational environment costs around €450 (excluding a phone or tablet).
- Click on this link to see a suggested list with prices: [360 Camera Prices](#)
- Software (*list of software and suppliers and link to website*)
- You will need a Matterport Starter licence (free for one space only).

Pre-assignment

- ▶ 1. Sign in Google Classroom
- 2. Create a 5-minute presentation on "What is extended reality (XR)?" and "How would you like to use XR in your future teaching?".
- 3. Familiarize yourself with the manuals provided by the Theta team.

Google Classroom

▶ <https://tinyurl.com/thetaclass>



Meet and Greet



Meet and Greet Schedule

No due date



Meet and greet slide show

Posted Yesterday



Learning Outcomes: Part 1

Edited Yesterday



Pre-assignment

Due Nov 26

Posted Oct 26 (Edited 1:50 PM)

Assigned

1. Sign in Google Classroom - <https://classroom.google.com/c/NjM0NTkzMzA3NjQ5?cjc=vs7sasw>
2. Create a 5-minute presentation on "What is extended reality (XR)?" and "How would you like to use XR in your future teaching?".
3. Familiarize yourself with the manuals provided by the Theta team.

View instructions

Home

Calendar

Enrolled

To-do

Theta - Train the Trainer Part I

Archived classes

Settings

Pre-assignment

Jouko Loijas · Oct 26 (Edited 1:50 PM)

10 points

Due Nov 26

1. Sign in Google Classroom
- <https://classroom.google.com/c/NjM0NTkzMzA3NjQ5?cjc=vs7sasw>
2. Create a 5-minute presentation on "What is extended reality (XR)?" and "How would you like to use XR in your future teaching?".
3. Familiarize yourself with the manuals provided by the Theta team.

Class comments

Add a class comment

Your work

Assigned

+ Add or create

Mark as done

Private comments

Add comment to Jouko Loijas

LTTA HELSINKI

November 27th-29th



1st part - Train the Trainer Workshops in Helsinki

- ▶ Dates: 27 – 29 November
- ▶ Venue: Haaga-Helia Haaga Campus, Pajuniityntie 11 Helsinki
- ▶ Bring your own laptops and warm clothes! It is going to be wet and cold.



Learning outcomes

- ▶ Be able to plan and create a prototype (within WarpVR, Fectar & Matterport) as a team using the design-thinking template and necessary equipment (hardware and software)
- ▶ Understand the benefits and drawbacks of each medium understand how to think through the design of an immersive learning experience
- ▶ Learn how to develop rapid AR/VR prototypes for hospitality education (?) in a quick and dirty way
- ▶ Gain an overview of how to go about integrating AR/VR prototypes in your courses

Transport and tourism in Helsinki

► Haaga-Helia Information for visitors:

<https://www.haaga-helia.fi/en/information-visitors>

► Tourist information:

<https://www.myhelsinki.fi/en/info/tourist-information>

► Helsinki guide:

<https://www.visitfinland.com/en/places-to-go/helsinki-region/helsinki-city/>

► Events:

<https://tapahtumat.hel.fi/en>



Flights to/from Helsinki and other transportation modes are the responsibility of each participant as well as the meals and hotels.



<https://www.hotelhaaga.fi/en/>



Caption

Helsinki event schedule

▶ **DAY 1 (Mon 27.11.2023)**

- 9 - 10 XR opportunities in education - Jouko
- 10 - 12 Army of examples - participants present their pre-assignments
- 12 - 13 Lunch
- 13 - 14 Experience session: Presentation of four prototypes - Che
- 14 - 17 Prototype Workshop - Fectar in detail - Che

DAY 2 (Tue 28.11.2023)

- 9 - 12 Prototype Workshop - WarpVR in detail - Daniel
- 12 - 13 Lunch
- 13 - 16 Prototype Workshop - Matterport in detail - David

DAY 3 (Wed 29.11.2023)

- 9 - 12 Polish one of your prototypes workshop - Che, Daniel, David & Jouko
- 12 - 13 Lunch
- 13 - 14 Presentation of participants' prototypes
- 14 - 15 What happens after Helsinki. 7 credit course details.

	Sun Nov 26th	Monday Nov 27 th Haaga-Helia, Pajuniityntie 11	Tuesday Nov 28 th Haaga-Helia Pajuniityntie 11	Wednesday 29 th Haaga-Helia Pajuniityntie 11	Thu Nov 30 th
Morning		9:00 XR opportunities in education – Jouko, Room Osaamo 10:00 Army of examples - participants present their pre- assignments	9:00 Prototype Workshop - WarpVR in detail - Daniel, Room Osaamo	9:00 Polish one of your prototypes workshop Che, Daniel, David & Jouko, Classroom G-aisle	
Lunch		Kaffeli or Central Park, Hotel Haaga	Kaffeli or Central Park, Hotel Haaga	Kaffeli or Central Park, Hotel Haaga	
Afternoon		13:00 Experience session: Presentation of four prototypes – Che Room Osaamo 14:00-17:00 Prototype Workshop - Fectar in detail - Che	13:00-16:00 Prototype Workshop - Matterport in detail – David Room Osaamo	13:00 Presentation of participants' prototypes, Classroom G-aisle 14:00-15:00 What happens after Helsinki. 7 credit course details.	
Dinner		Central Park, Hotel Haaga or outside	Central Park, Hotel Haaga or outside	Central Park, Hotel Haaga or outside	
Other	Arrival of participants			Departure of participants	Departure of participan ts

2nd Part – 7 ECTS coaching

- ▶ Develop your own XR content (prototype)
- ▶ Starts immediately after Helsinki
- ▶ Ends in the end of January
- ▶ One assignment per week
- ▶ Coaching sessions online
- ▶ Design thinking, story boarding, filming material, building XR content, testing, improving and distributing

Introductions

- ▶ Who are you?
- ▶ Where are you from?
- ▶ What do you teach?
- ▶ What is your relation to XR?
- ▶ What are your expectations for the course?
- ▶ What makes you happy or proud?



Welcome, tervetuloa!