



Master/Bachelor thesis opportunity for students of Engineering or Educational Sciences

Virtual Reality prototype for chemical operator training @ Merck



What is the purpose of this study?

This project is part of an EU-funded research consortium and investigates new immersive training and learning methods for the education and advanced training of chemical operators.

This specific part of the project is managed by Merck KGaA in Darmstadt and applied on our chemical operator workforce.

Objectives / Expected Results:

- New insights on the effectiveness and efficiency of gaming applications when applied for the education or advanced training of chemical operation technicians/ apprentices.
- New insights in the learning outcome results of immersive training vs. standard/ traditional methods.
- New insights in the effects on digital natives vs. digital immigrants.

Who can participate?

We are looking for a highly motivated master student who wants to take part in our project, collaborating in the study, data recollection and data analysis. We will also accept bachelor students, with a reduced workload.

What is the timeframe?

The main investigation or VR prototype testing period is planned for the months October – November 2021. During this period, 200+ chemical operators will experience the VR training. Learning analytics will support the evaluation of the learning outcomes. Training will be conducted on the Merck premises in Darmstadt.



curious?

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More information: charming-etn.eu