STEM Education and Training with e-REAL: 3D and Holographic Visualization, Immersive and Interactive Learning for an Effective Flipped Classroom

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The 19th and the 20th centuries were, in education, mainly about standardization.

The 21st century is about visualization, interaction, customization, gamification and flipped teaching.

What today we know about learning from cognitive psychology is that people learn by practicing, with feedback to tell them what they're doing right and wrong and how to get better. For STEM education, that means they need to practice thinking like a scientist in the field. So e-REAL is a cornerstone, coming from workplace learning.
Practice thinking like a scientist in the field!
Ultra short-throw projectors & proximity devices making «touchable» and writable the walls

Virtual interactive tools

Virtual mentor focusing on key-topics and issues related to the learners' performance on a dummy

Closing of the simulation session: Debriefing, Q&A, Assessment & Review phases