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What type of research project?

Market Research

Topic of proposed research project:

AR Learning Aptitude

Goal of research project (200 words):

Could we get support to research the learner's improved aptitude, retention or understanding compared to traditional ILT or Lab-based instruction? Can the learner's abilities be improved with the use of these tools?

Upskill's use of Skylight software has proven that relatively simple tasks can be performed on the manufacturing floor far more quickly using hands-free, AR tech. Could we also apply the same to the learner as well? The type of suggestions is a bit more interesting than software and hardware functional/non-functional requirements and it speaks directly to why a company would deploy it in the first place.

What are the specific objectives for the research?:

1. Prepare a report that shows the improved learning aptitude when using AR tools over traditional industry learning tools (whatever they might be)

2. Get data on other metrics than just learning efficiency: engagement, fun, interest (any metric that is relevant to learning)

3. Create a summary that describes the type of tools best suited for different types of learning situations and goals

4. Find best practices for using AR tools in different learning scenarios

Who do you think has expertise to conduct this research?:

Do not know.