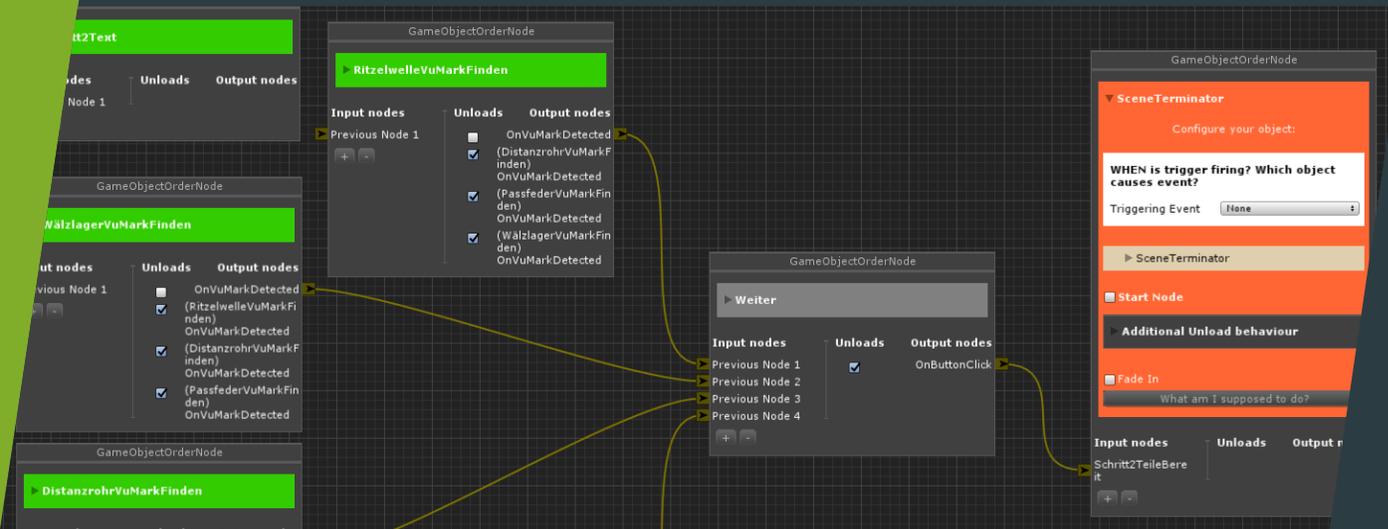


Frameworkbasiertes Augmented Reality-Lernszenario in der Kfz-Ausbildung

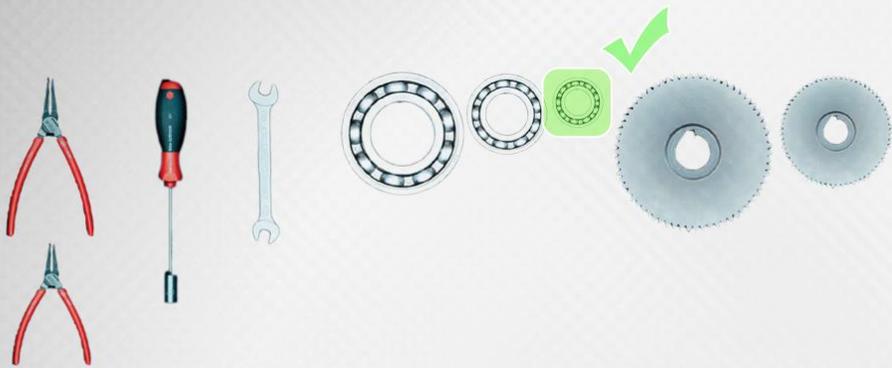


DeLFI 2017

HoloLearningFramework

Gregor Tallig

Getriebemontage-Lernszenario



SPRACHE **K**

LEGEN SIE DIE RITZEL-
WELLE (42447) MIT WÄLZ-
LAGER
(6004), DISTANZROHR UND
PASSFEDER BEREIT.



Flexibilität und Wiederverwendbarkeit

The screenshot displays the Unity 5.6.0f3 Personal development environment. The central 3D scene features a large, semi-transparent text box with the following German text:

Willkommen zum Augmented Reality (AR)
Lernszenario zur Getriebmontage!
Du kannst entweder mit der Montage oder
Demontage beginnen. Bei beiden hast du jeweils
die Möglichkeit den geführten oder freien Modus zu
wählen. Tipp: Der geführte Modus eignet sich um
den Vorgang zu lernen. Der freie Modus wiederum
ermöglicht dir zu schauen, wie weit du in deinem
Lernprozess bereits vorangeschritten bist.
Viel Spaß!

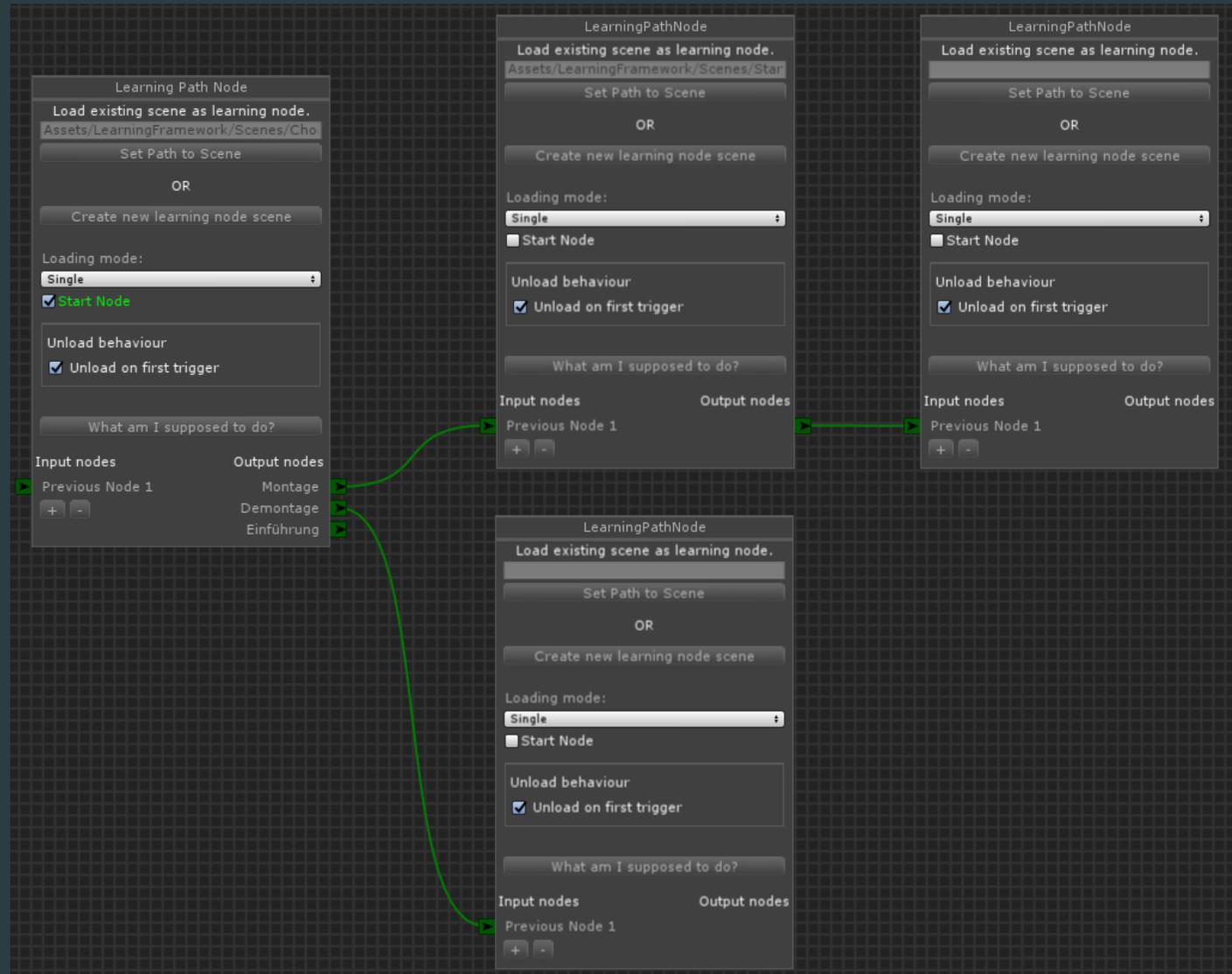
The interface includes several panels and menus:

- File Menu:** A dropdown menu is open, showing options like 'Create', 'Übersetzung', 'Node Editor', 'Help', 'New Learning Node Scene', and 'Text Editor'. Sub-menus for 'Recognition' and 'Object Recognition Target' are also visible.
- Inspector Panel:** Shows the 'VoiceInputManager' component with settings for 'Emulation Mode' (Remote to Device), 'Remote Machine' (192.168.137.89), and 'Connection Status' (Disconnected).
- Inspector Panel (Script):** Displays the 'Voice Input Manager (Script)' with sections for 'Select objects by name', 'Select objects with gaze and voice', and 'Register generic trigger callbacks'.
- Scenes In Build Panel:** A table listing various scenes and their actions.
- Localization Manager Panel:** Shows a list of localized text entries with columns for 'Object Name' and 'Label'.

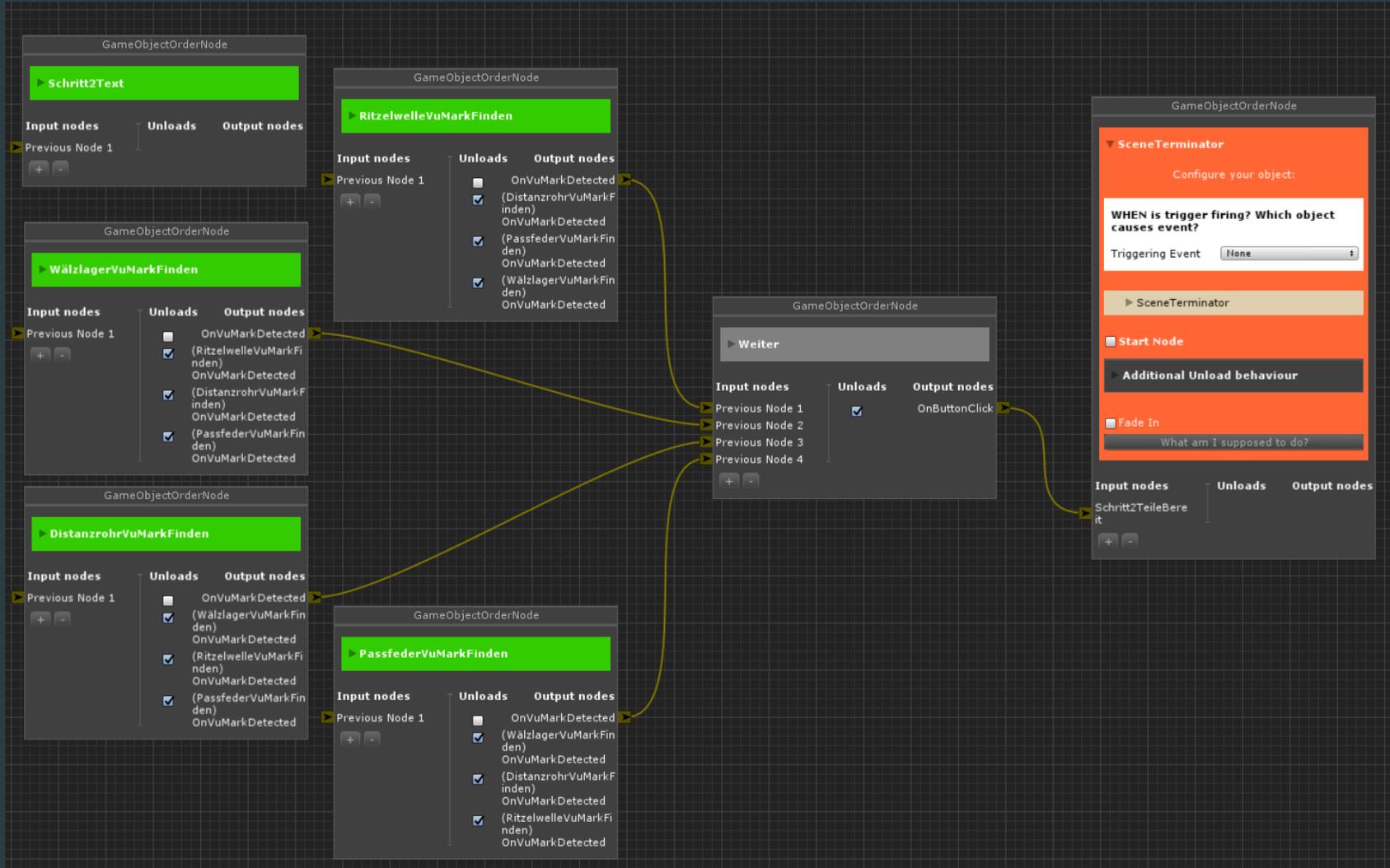
Scenes	Open additive	Edit Scene Flow	Close Scene
Main	Open additive	Edit Scene Flow	Close Scene
StartMenu	Open additive	Edit Scene Flow	
ChooseModeMenu	Open additive	Edit Scene Flow	
Introduction	Open additive	Edit Scene Flow	Close Scene
DemontageBeginn	Open additive	Edit Scene Flow	
ZurückZumMenu	Open additive	Edit Scene Flow	
NoFreeMode	Open additive	Edit Scene Flow	
Scenes/Montage			
MontageBegin	Open additive	Edit Scene Flow	
MontageSchritt1	Open additive	Edit Scene Flow	
MontageSchritt2	Open additive	Edit Scene Flow	
MontageSchritt3	Open additive	Edit Scene Flow	
MontageSchritt4	Open additive	Edit Scene Flow	
MontageSchritt5	Open additive	Edit Scene Flow	
MontageSchritt6	Open additive	Edit Scene Flow	

Object Name	Label
HoloLearningFramework/Localization/Localized Text Editor	HoloLearningFramework/Übersetzung/Übersetzungs-Editor
Create new entry by pick	Erstelle neuen Eintrag per Auswahl

Flexibilität und Wiederverwendbarkeit



Ablauf einer Lernszene



Die Framework-Funktionen

○ Programmverlauf anpassen

○ Lernmedien einbinden

○ Objekte erkennen

○ Feedback geben

Funktionen

