

Education Experts Concluded with Discussing Digital Transformation thru Immersive Technologies like VR and Ai

MANAMA, BAHRAIN, November 3, 2017 /EINPresswire.com/ -- The Abu Dhabi government has been determinedly investing efforts and resources for the betterment of the education sector in the UAE. The goal is to bring the local education system up to the best global standards and then surpass. In order to achieve that, the government has taken many initiatives including standardization of curriculum in all government led schools and private schools that follow government curriculum; attainment of creativity and innovation in the learning techniques through the use of digital



technologies; and facilitation of every opportunity for the local youth to utilize their talents to maximum and excel in their selected careers.

All these developments are a way to realize the <u>UAE Vision 2021</u> and the <u>Abu Dhabi Economic Vision 2030</u>, both of which put the education at the base of all economic growth and progress. The government has developed a very comprehensive strategy to make their vision come true. The Education Experts Conference that has just come to an end in Abu Dhabi, is one of the many such initiatives. Prominent educators attended the conference from all over the world to share their thoughts on how improvements can be brought to the existing educational system.

One of the most important aspects of the conference was the discussion in the use of immersive technologies in classrooms such as Augmented Reality (AR) and Virtual Reality (VR). An in-depth discourse on these technologies proved how AR/VR can transform the way students think, perceive and learn. The talk also entailed the many benefits that these digital technologies bring to the learning techniques where conventional systems fail to deliver. VRXOne team took the opportunity to conduct an amazing workshop for the educators and teachers, demonstrating how with the use of AR/VR technologies, simulated, close-to-reality immersive environments are created where students get practically involved in the learning process. The idea is to follow a "learn-by-doing" method or more formally "experiential learning". The workshop was able to deliver a great understanding among the participants about the potential of VR technology in education and the response was hugely positive.

Where on one hand these technologies help students learn better, on the other hand, they also improve students' memory retention. Students are able to acquire in-depth knowledge on any subject – be it a science discipline, arts project or a foreign language. Since these VR programs have been designed on a social pattern with the classroom environment in perspective, the group learning also gets as improved as individual learning as students can discuss and share ideas and get creative with

the VR programs.

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