



JeSeiPa

Immersive Serious Games for Learning Physics

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Directeur de Thèse : Patrick Bourdot
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VENISE group

Funding : ED STIC – Paris Sud

LIMSI PhD Day - 6 June 2019

Research Context



Learning physics → manipulating
Immersive and interactive → advantages over traditional
digital simulation didactic approach



→ Create **virtual experimental laboratories** where the learner can manipulate actual 3D objects to observe or predict their behaviour

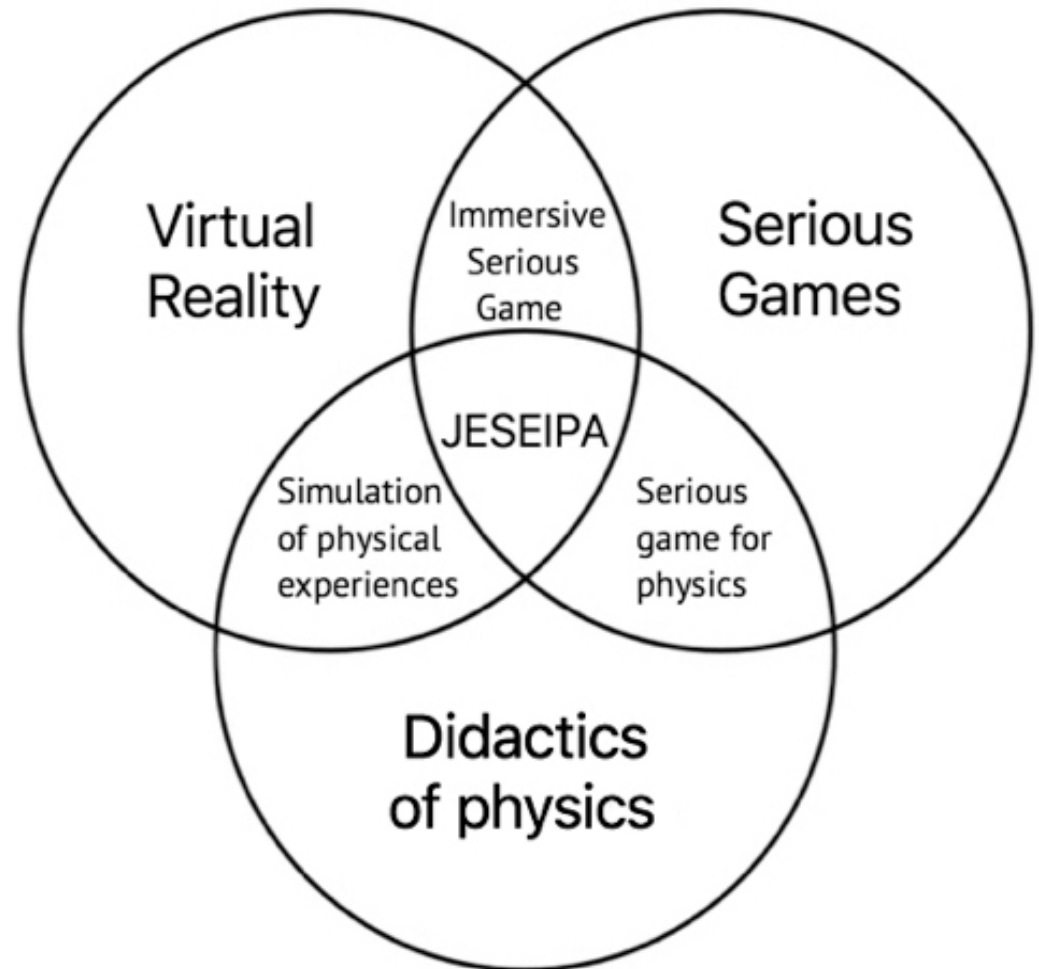
Objective



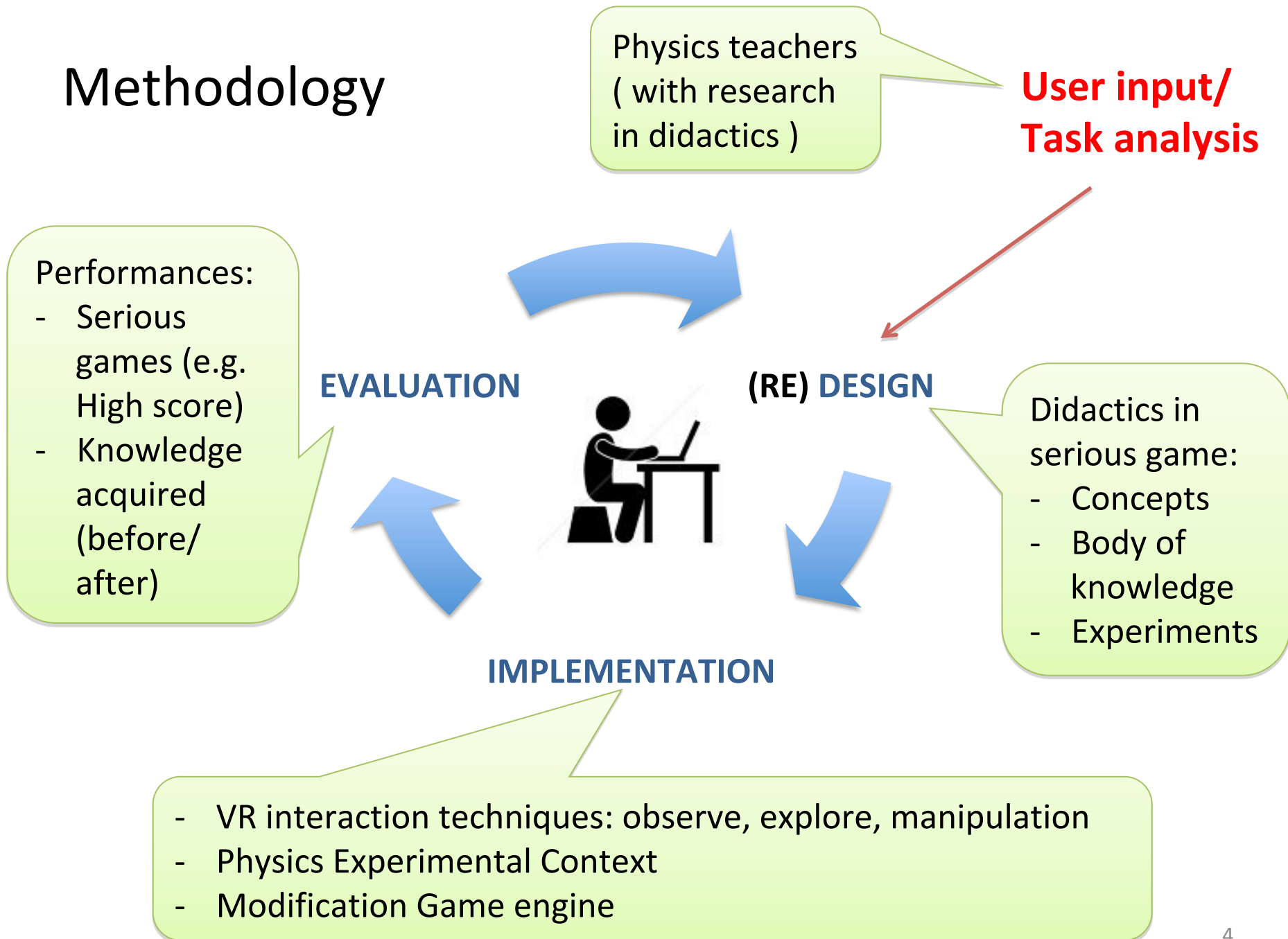
Methodology

Creation of immersive systems dedicated to learning physics concepts

(creation and dissemination of VR tools for didactics in physics, possibly extensible to other disciplines)



Methodology





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Jeu **S**érieux **i**mmersif **P**our l'**a**pprentissage
de la physique