

## **Student Feedback - Subtitle translation English version**

Bêta Test : **Level 1 GRAIL VR**

CB\* Cyprien Buret

SL\* Sebastian Lungu

### **Student presentation :**

CB : “ My name is Cyprien Buret and I am currently a third grade student engineer in IMT (Mines and Telecom Institute) based in Lille and Douai, Northern France.”

SL : “ My name is Sebastian, I’m 21 years old and I am a student at IMT Lille Douai. I am particularly fond of energies and IT fields”

CB : “ I choose to take part of the second semester and participate to the Energy and Environment classes and in this course, we had fluids mechanics classes in order to learn mecaflux basics into a game and testing the different limits of the game. How to be organized with the teams in order to resolve the exercices at the same time than playing, it was interesting ”

### **What did you think about using the virtual reality headset ?**

CB : “ Well, it is very nice. It was my first time testing so ... I had perhaps some concerns at the beginning relative to the headaches etc but finally it is fine, it hurts a little bit. I tried for half an hour and after this time, we finally feel that it is a bit heavy on your head.”

SL : “The thing I noticed was, this is not always easy to adapt in the area in which we are. But I think this is a real new experience, we feel that it is really an immersive way.”

CB : “ That means we can walk around, visit the dam, the installations and really, we have such a great immersion in the game and this is a real good point. Precisely, not having experiences in virtual reality makes that we need a little adaptation period and we also are in groups of four. It makes four times more adaptation periods because not a lot of people already try the virtual reality so it is necessary to take in consideration.”

### **Do you think that virtual reality brings something different to your learning process ?**

CB : “Well yes, we are immerged, we are well transported, we can be more aware about the constraints. We realized better the reality of the situation when we are on the dam than when we have it on a schema, the 2D schema having their issues that is why we don’t necessarily realize well.”

SL : “I thinks that we would need a class where we learn fundamental basics, where we learn how to resolve equations, the things we must know about how mecaflux is working but for resolving problems I find that it is very interesting because we feel more involved by the issues we are facing.”

CB : “ Well, being able to make a difference between this class and the previous one, I can’t tell. But it is attractive in order for people who have difficulties to commit because fluids mechanics it is a bit boring sometimes, there are calculations it could be really useful.”

**When you are using VR, does it give you the impression of missing something ?**

SL : “ When we are using VR, we feel a little bit unable to think in terms of physics and maths. I mean we have difficulties to apply sciences, because we don’t have something to write on, that is normal.”

CB : “ About the learning process, considering that we don’t resolve the calculations directly in the game, finally it looks a bit similar to what we did before. I mean that we make the calculations in front of our computers or with a sheet of paper and this is not a big difference. But about the immersion, it brings something, we realize much better the situations.