Integrating eXtended Reality and Digital Printing as a Solution for Personalized and Electronic/Printing Learning Teaching Approaches upon COVID19 Pandemics

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Abstract:
The researched paper presented eXtended reality (XR) as it has revamped the way people experience the physical and the virtual environments, from observation to immersion. XR (AVR) is an umbrella term that encompasses both augmented reality (AR) and virtual reality (VR), among others (360 degrees, Holoride, Holoportation, Holofurnish, Remote Reality, 3D, 4D and beyond). Over COVID 19 each student looking forward to have a path to make the learning content much easier and very attractive, courses teachers/lecturers on the internet even though they explains the course data, students still have someway of misunderstanding, the old PowerPoint also doesn’t support them or the digital printed course data without adding any other helping technology. Thus, the author has researched the paper content using the specified methodology to explore the integration between XR technology and digital printing to create opening new ways for the interaction between the physical digital printing and virtual world, which is a very important area for future learning applied upon pandemics or in future education. The theoretical study introduced the XR as it can even provide a new direction for the real world that we are living in by placing virtual objects into the learning scene and the different needed instruments in some cases, system design, the process adding XR, the new direction in XR libraries or even students self-learning and the potential for XR in learning applications and the most important famous worldwide projects near to that approach. As well as the study has emphasizes on the nowadays need to personalize learning especially upon pandemic times like (COVID 19). Whereas the practical study introduces XR/DP experiment learning system example which has been build up for what the integration between both XR and Digital Printing can create to lecturers/learners or even their families. The author continued search the technology acceptance model within a suggested constructs TAM model for the new example system depending five previous researches followed by statistical analysis. The results show the successful of the suggested research model of Technology acceptance Model of XR/DPLS. Finally, the author has recommended the ministry of higher education to start develop the experiment in a large over thinking ideas, to build up system platforms to be valid serving in all learning sectors.

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