A Gamification Framework for Mixed Reality Training

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Key Facts

- Learning Environment in Mixed Reality
- Gamification Elements for Longterm Motivation
- Targets the Microsoft HoloLens
- Uses Microsoft's Open-Source MixedRealityToolkit for Unity

- Open-Source Project
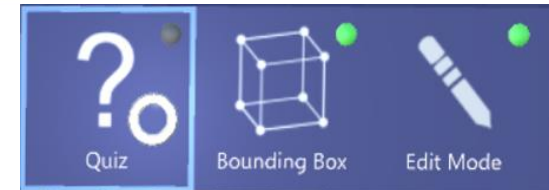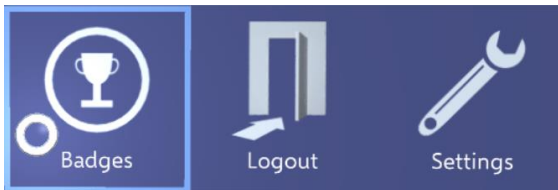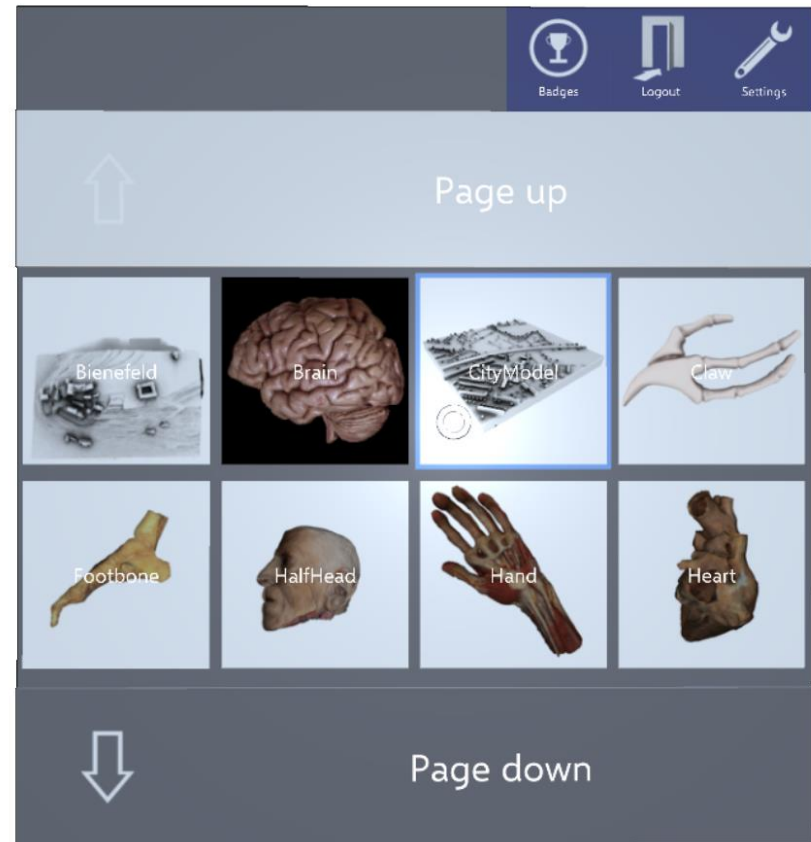
Check out our Code on
https://github.com/rwth-acis/GaMR

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Features

- View 3D Models

- Create Annotations

- Create and Solve Quizzes

- Customisable

- Gamification
  - Badges
  - Progress Bar

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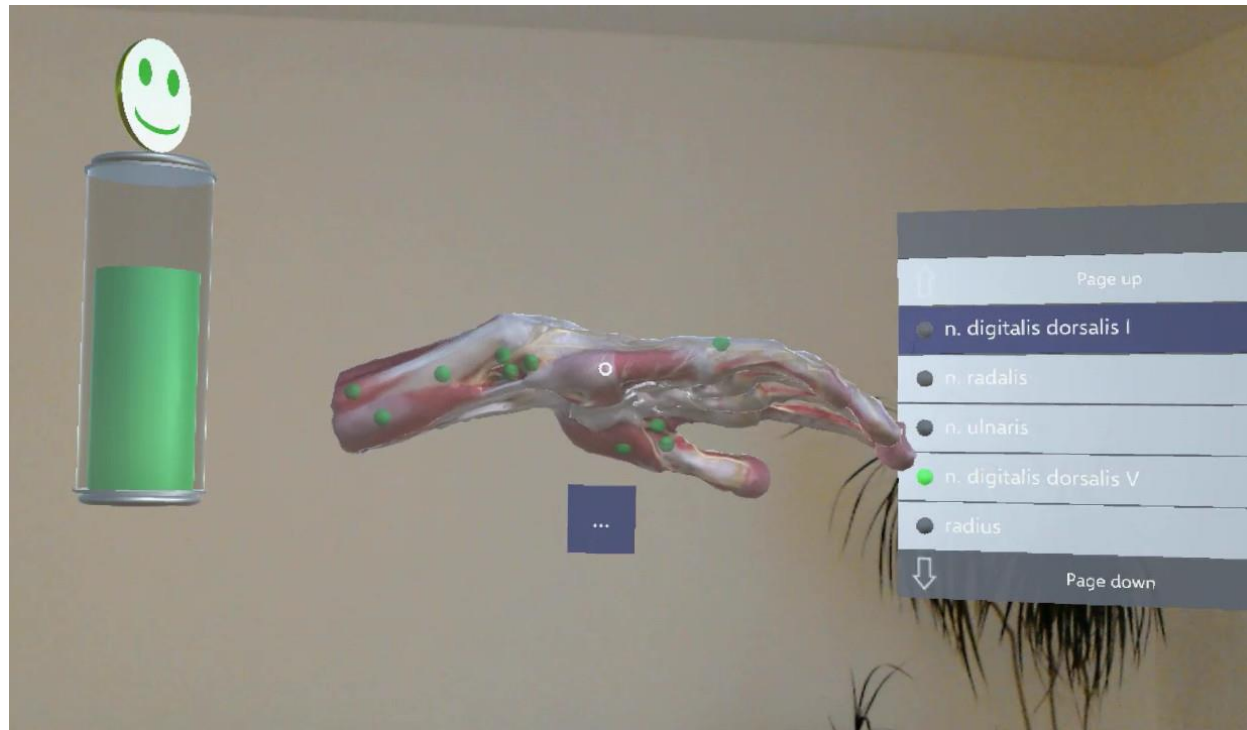
Design

- Open Source User Interface Elements
  - Re-Usable Buttons
  - Menu System
  - Icons

- Model Import and Bounding Box

Fields of Application

- Higher Education

- Medical Training

- Museums

- Archaeology

- Instructions at the Workplace

- Gamified Apprentice Training

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