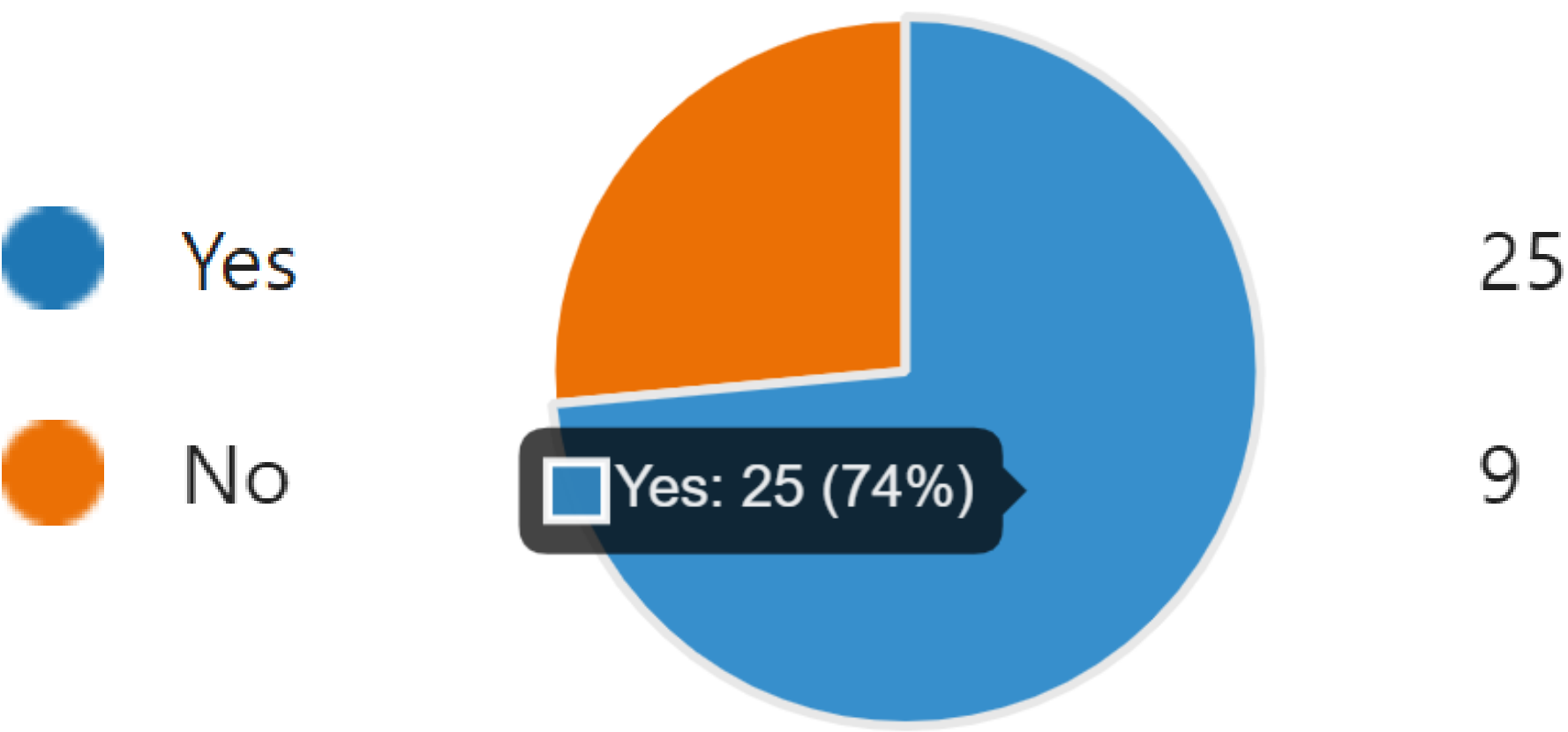


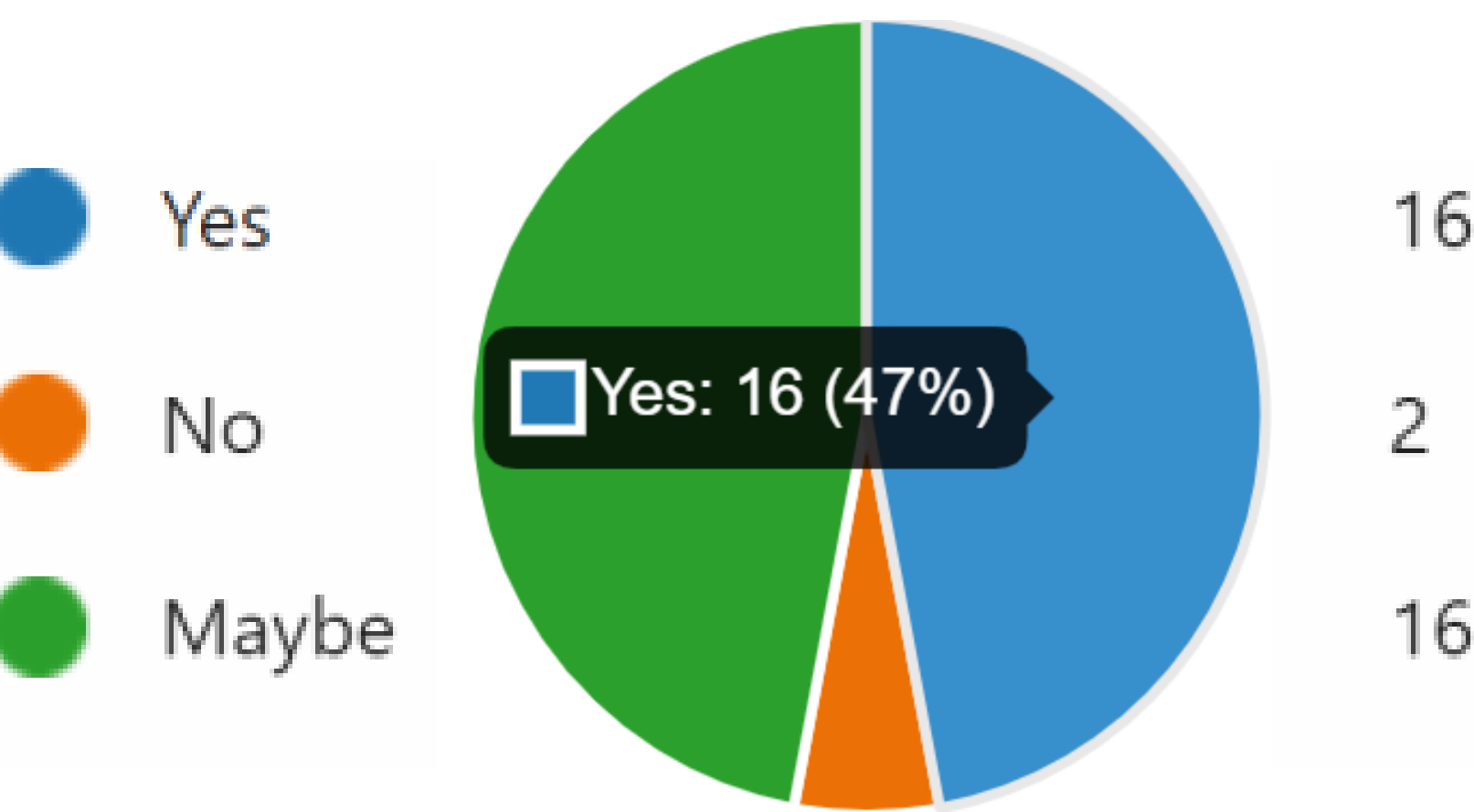
Determining Student Interest for a Virtual Reality Safety Training Course

Survey Results

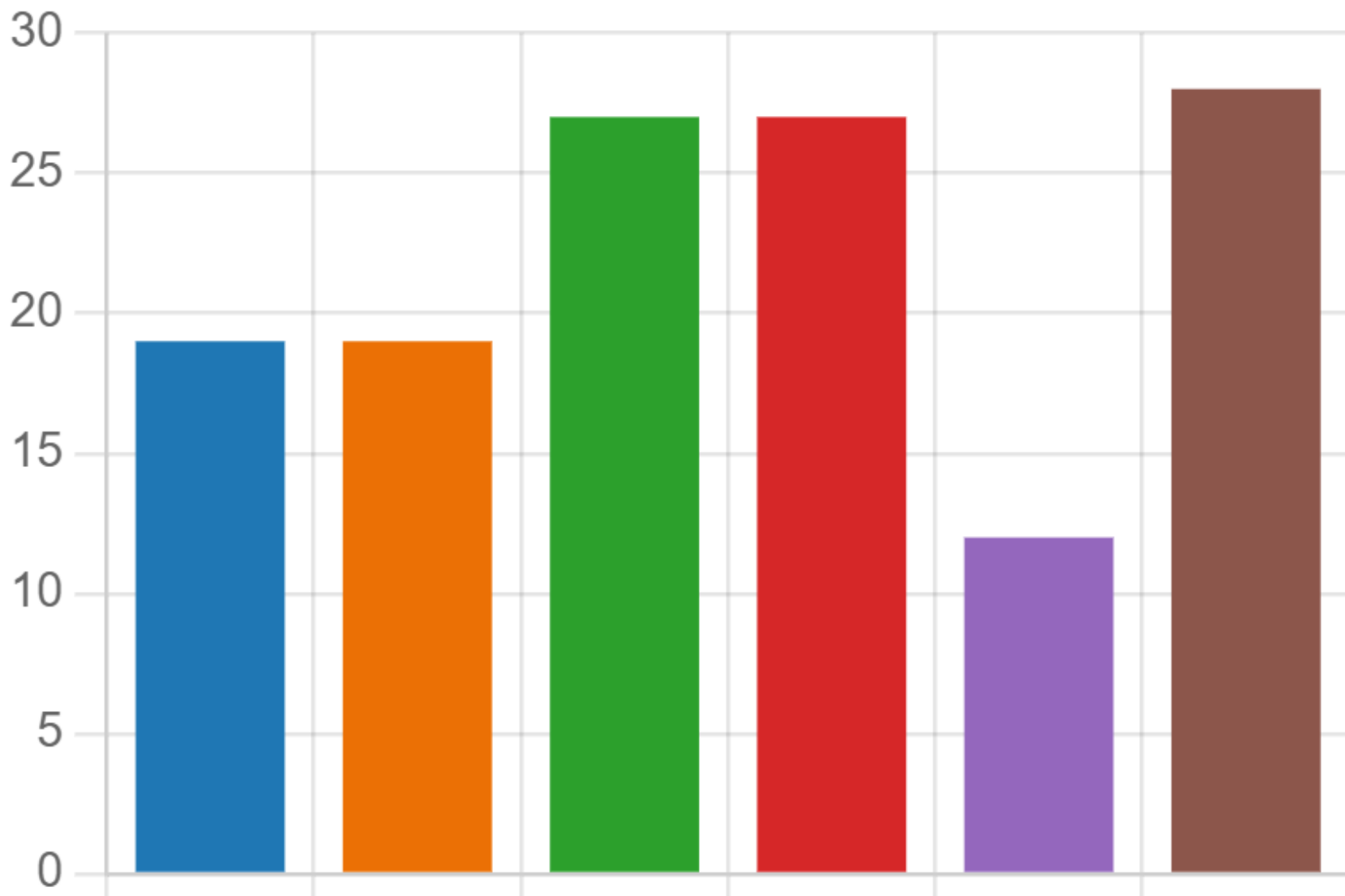
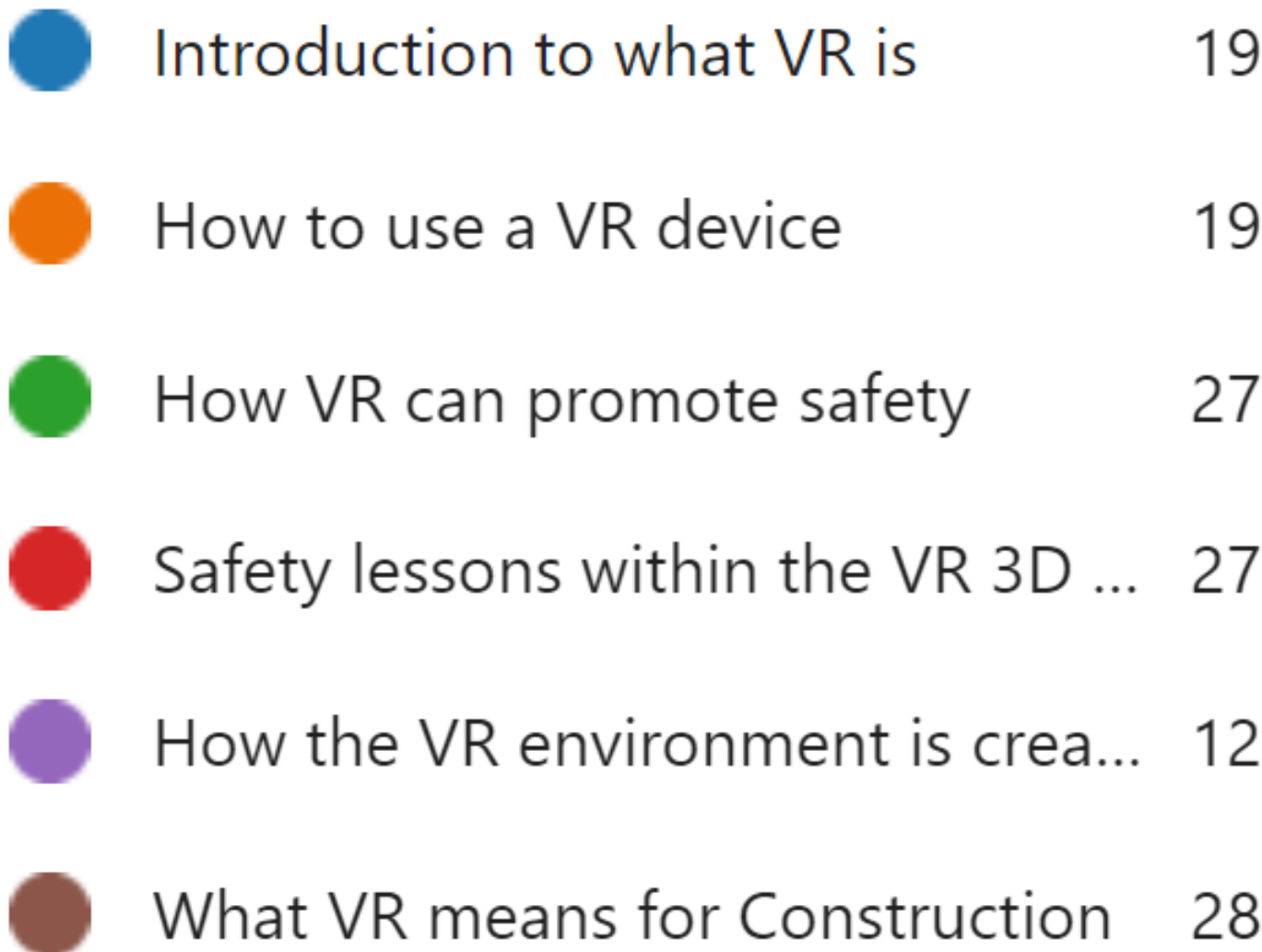
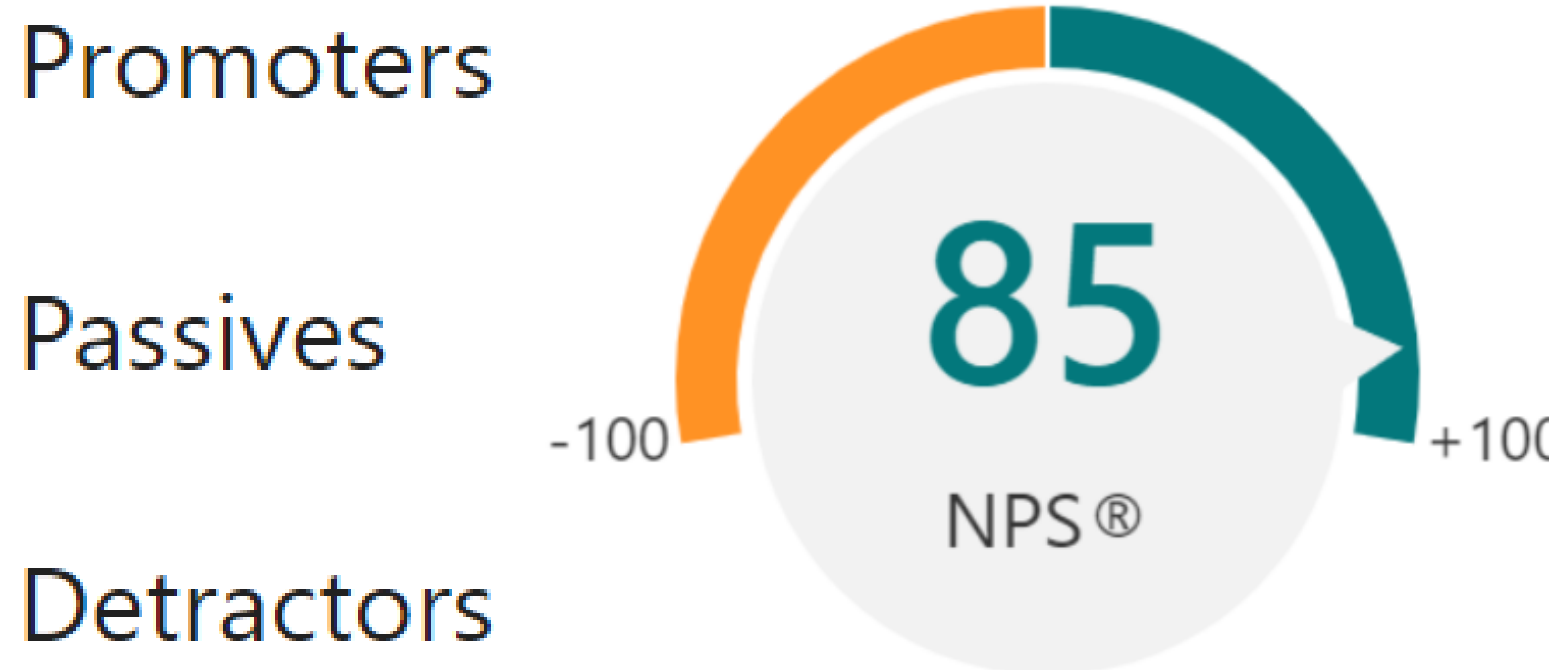
Have students ever used a VR device?



Do students want to enroll in a VR safety training course?



How important do students believe safety training is on a jobsite to prevent injuries?



Abstract

The purpose of Cal Poly's Construction Management Department is to provide students with the best possible education and help they can get so they can progress to graduation and leave Cal Poly ready for the challenges they can expect in the professional world. This research paper analyzes students' prior knowledge of virtual reality (VR) and determines the interest of creating a Construction Management (CM) topics course covering VR and safety training which can help train students about safety, hazardous job site situations, and accident preventive measures. This paper also examines the advantages of a VR construction training course taught on campus. VR uses technology to create a computer-generated environment which gives the user the feeling that they are physically in the 3D environment, giving an advantage to students by allowing them to interact with each other in a virtual environment. A survey was conducted to inform the Construction Management department of student interest in a virtual reality and safety training topics course. Based on these results confirming student interest in an additional course, the department may want to develop a VR course for students to take as a technical elective.

Key Words: Virtual Reality, Construction, Course, VR, Safety Training

What type of material would students like to see in a Virtual Reality (VR) course? Choose all that apply.

Conclusions

- Survey shows student interest in a virtual reality topics course for the Cal Poly curriculum
- Results in favor of a virtual reality and safety training topics course
- 47.5% of students interested, 47.5% may be interested, and only 5% not interested in this course
- Possible to create a functional course curriculum
- Oculus Quest 2 VR headset may be used for course based on survey and research



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