



High Impact Technology Exchange Conference

Educating America's Technical Workforce

Fairmont Scottsdale (Arizona)

July 19–22, 2009

Title: Session D6: Virtual Enterprise Integration and Virtual Reality Training

Date/Time: Wednesday, July 22, 3:30 PM – 5:00 PM

Location: Fairmont Scottsdale Resort, Salon D

Description: The Virtual Enterprise (VE) simulation program has been successfully tested with IT and Biotechnology programs, adding soft- and entrepreneurial-skills to the students' skill-sets. Numerous workforce studies have shown the need for these skills across all disciplines. The panel will discuss opportunities for broadening the non-technical skill-sets of technicians of all fields and creating a sustainable workforce development model throughout the ATE (advanced technological education) network. The disciplinary and administrative expertise of the participants will be drawn upon in the discussion.

Research efforts have used technology to close the gap between aviation education and the hangar environment to create a safer flying experience for all passengers. These efforts generally focused on providing technology-based solutions using multimedia or low fidelity simulators to support curriculum applications. Most of the solutions do not provide a holistic view of the complex maintenance/inspection environment. To address these limitations, technology incorporating interactive three-dimensional (3D) objects has been proposed. This presentation explores the use of virtual reality (VR) to aid in training aircraft maintenance technicians in visual inspection tasks at Greenville Technical College's Aircraft Maintenance Technology Program.

Presenters:

Edgar Troutt, Technology Director, The CUNY Institute for VE at Kingsborough
Christoph Winkler, Curriculum Director, The CUNY Institute for VE at Kingsborough
Dr. Mary Beth Kurz, Clemson University



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