



## Game Engine Based Learning – New Perspectives for Web and Computer Based Learning

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### Abstract

Achieving the goal in a situation-specific and practice-oriented manner, virtual scenarios are well suited to enable visualization of the make-up and function of technical systems. Along with the teaching of theoretical fundamentals, handling skills for the operation and control of complex systems can be trained.

Thereby, training time on real equipment, facilities or vehicles along with production downtimes can be reduced to a minimum.

Interactive method training with simulative materials offers the opportunity for “didactically guided expeditions”.

The user can:

- move himself/herself through a room
- move or manipulate objects
- conduct estimates and assessments
- set priorities