RAEng Visiting Professors Conference
27th November 2019

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Augmented Reality in Engineering Education

Engineers routinely deal with complex 3D concepts, but teaching is mostly delivered in 2D.

Augmented reality overlays 3D holograms and explanations onto the physical world, allowing better learning outcomes with less need for physical equipment.
Andrew Sherlock Secondment at Babcock

Working with Babcock in their ‘Digital Shipyard’ initiative, applying AR to:

• visualising shipyard redevelopment
• factory layout
• digital work instructions
• operator training

Digital Shipyard initiative in place to increase productivity / reduce costs through introduction of new digital technologies
AR Teaching at University of Edinburgh

PTAS award (Principal’s Teaching Award Scheme) to develop educational demonstrator apps in multiple disciplines:

- Engineering: Formula Student design
- Medicine: orthopaedic medical training
- Art: museum artefact curation
Formula Student
EdAR: Educational Augmented Reality Apps for Engineering

Form a start-up in AR for engineering education. Develop initial products via collaboration with industrial and university partners.
EdAR

**Purpose:** Formation of start-up in AR for engineering education. Development of initial products via collaboration with industrial and Uni partners

**Consortium:**
- University of Edinburgh
- Babcock
- Theorem Solutions
- DTx Colab (Bosch)
- University of Minho

**Funding:** Funding of around €540k (of €743k total costs) from EIT Digital from October 2019
Questions?

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