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Developing 5G+VR Curriculum Resources to Promote Education Research

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Financial literacy education is a crucial aspect of school moral education. With the support of 5G network technology and environment, integrating 5G+VR technology into financial literacy courses has become a new challenge. This study aims to enrich students' learning experience, promote education reform, and bring a new perspective to financial literacy education research by creating financial literacy education scenes. In the context of financial literacy learning, games are a fast and effective learning tool. The subject of this research is to use the visual and interactive features of AR/VR to design a game-based teaching scene that is consistent with the teaching content, attractive, and stimulates students' interest in learning to improve the learning effect. With the help of 5G+VR technology, students' classroom experience has transformed from 2D to 3D, from the plane content presented in textbooks and blackboards to more three-dimensional content. For some abstract or invisible content, AR/VR can display visually, which helps to improve cognition and understanding. The specific development process includes three parts. First, determining the development content and designing the script based on the course content and teaching objectives. The second part is communicating with the design company to carry out specific scene development, creating VR scene buildings, objects, characters, etc., and optimizing the scene design. Finally, with the cooperation of communication equipment providers, content providers, and schools, installation and commissioning are completed.

Keywords

5G+VR, Curriculum Resources, Subject Research

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