	AY2024 Global PBL (Outbound) Performance Report
芝浦工業大學 SHIBAURA INSTITUTE OF TECHNOLOGY	

Virtual Reality Application gPBL in Collaboration with Thai-Nichi Institute of Technology

Date	Place	Partner Organization	Students' Major and Grade	Participants' Information	SIT Instructor
2025/02/15 〜2025/02/22	Thailand	Thai-Nichi Institute of Technology	Department of Computer Science and Engineering、Department of Design Engineering ・Undergraduate 2nd 〜 3rd grade	(SIT) Students 12, Student Staff 2, Professor 1 (Thai-Nichi Institute of Technology) Students 11, Student Staff 2, Professor 3	IJIRI Takashi (Computer and Communications Engineering Computer Science and Engineering)

Image1 Group photo after presentation of results1

We conducted a global Project-Based Learning (gPBL) concerning Virtual Reality in collaboration with the Thai-Nichi Institute of Technology (TNI). Twelve students and two TAs participated from Shibaura Institute of Technology (SIT), and eleven students and two TAs from TNI.

As part of the pre-departure learning, SIT students worked on the Unity and Quest 2 application tutorial. Additionally, to enhance their understanding of the local culture of Thailand, they attended a lecture on Thai culture by Professor Sripian (IGP).

During the on-site learning, students from SIT and TNI worked in pairs to engage in group work activities. The group included tutorials on application development using Quest 2, discussions on the application themes, intermediate presentations, application development, and a final presentation and demo session to showcase their development. In addition, the students participated in field trips to temples and museums within Bangkok and a factory tour.

Group photo after presentation of results2

Group work

Group work

Group work

Lunchtime

Presentation