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BRIEF INFORMATION ON NEW CONCLUSIONS OF DOCTORAL THESIS

Title: Teaching Engineering Drawing subject though virtual interactive teaching technology in college
Major: Theory and Methodology of Teaching Industrial Technology
Code: 9.14.01.11
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New conclusions of the thesis

- A teaching method can be considered modern and effective if reflecting the current age' characteristics, such as technology (high-tech, information technology, 4.0 industry, and so on), interaction (reality interaction and virtual interaction), and environment. This thesis employs teaching technology and principle, which is interactive teaching theory of Roy-Denommé.

- The thesis has studies the system of characteristics containing methodology of Engineering Drawing subject in which, these characteristics are mentioned in classical books of Descriptive geometry and Engineering Drawing, yet bearing a more importance in modern era:

+ *Modeling and simulation*, today has become the cornerstone of virtual interactive technology.

+ *Technology*, in addition to the familiarity of technology, nowadays the technical drawing has become one of the basic components of modern manufacturing technology (3D printing technology).

+ *Graphical language*, today also become a mean of communication and telecommunication in the global environment.

+ In addition, with the characteristics of modern graphics (movies, decorations, maketing, etc.): virtual products in computers are also a real product on presentation.

- Virtual Interactive Teaching is interactive teaching in a computer-generated environment. Virtual interactive teaching technology consists of the content and form inherent in traditional teaching technology but the difference is teaching by digital means of simulation, especially in terms of quality, due to the trend in modern interaction and modern interactive capability, virtual interaction can take place at any time, everywhere, with all the impact on learners.

- The virtual interactive teaching process in this thesis is a learning process done in a computer-generated virtual environment. Virtual interactions are selected along with realistic interaction.

Through applying virtual interactive teaching technology, teaching and learning engineering skills will create learning motivation, creativity, and train basic practical and self-studying skills, thus, improving the quality and effectiveness of teaching.

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