

# VIRTUAL REALITY SIMULATION IN COMPUTER ENGINEERING EDUCATION.

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## Abstract

A virtual reality simulation (VRCNetS) is an educational tool using a virtual reality interface that brings together a 3D model of real components and a virtual visualization of physical situations in an interactive manner. VRCNetS enhances students' understanding by providing a degree of reality unattainable in a traditional two-dimensional interface, creating a sensory-rich interactive learning environment. In this paper, we present a development of a computer-based virtual reality simulation that helps students to learn computer networking concepts and components such as communication media and connectors, topologies, network adapter cards, modems, the OS model in networking, and access methods at the university introductory level.

Keywords: VR, Simulation, 3D, HMD, Visualization.

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