Prof. Raphael Zender



Faculty of Mathematics and Natural Sciences
Department of Computer Science
Didactics of Computer Science | Computer Science and Society

Expertise

Professor Zender and his team at the Chair of "Didactics of Computer Science | Informatics and Society" work on a wide range of topics related to educational technologies, the teaching methodology of computer science and socio-technical systems. He focuses on the use of immersive technologies such as virtual and augmented reality in teaching and learning settings. His activities concentrate on the design and development of such VR and AR systems. In his projects, Professor Zender always collaborates with a wide network of interdisciplinary partners from the fields of computer science, media didactics, media pedagogy and various other.

In addition, Professor Zender is the deputy speaker of the specialist group on educational technologies of the German Informatics Society (GI) and initiator of the GI working group on VR/AR-Learning.

Topics / Trends

E-Learning
Human-Technology-Interaction
School & University
Virtual & Augmented Reality
Continuing Education / Lifelong Learning

Industries

Education
Information & Communication Technology
Mobility & Logistics

Scientific Services

- Consulting on the use of educational technologies in concrete teaching and learning settings
- Conception and development of learning-effective applications with virtual and augmented reality (VR/AR)
- Conducting lectures and training courses on the topic of "Teaching and Learning with VR/AR"

Testimonials

- Cooperation with companies and research institutions from vocational education and training: conception and development of teaching/learning systems, realisation of transfer events
- Cooperation with training institutions from the automotive industry in particular: development of VR simulations for training purposes
- Cooperation with companies from the IT sector (e.g. providers of learning systems): design and development of teaching/learning systems
- Cooperation with scientific institutions (universities, private research institutions, etc.): implementation of research projects, scientific events and transfer activities as well as community work

Continuing Education

Teaching and Learning with Virtual and Augmented Reality

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