

IDENTIFYING INFLUENCING FACTORS ON USER PERCEPTION OF SIMULATION
BASED TRAINING PROGRAMS

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STATEMENT BY THE AUTHOR

I hereby declare that this submission is my own work and to the best of my knowledge, it contains no material previously published or written by another person, nor material which to a substantial extent has been accepted for the award of any other degree or diploma at any educational institution, except where due acknowledgement is made in the thesis.

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ABSTRACT

IDENTIFYING INFLUENCING FACTORS ON USER PERCEPTION OF SIMULATION BASED TRAINING PROGRAMS

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The integration of Virtual Reality (VR) technology in industrial training has gained significant attention due to its potential to enhance learning efficiency, engagement, and skill retention. This study assesses the effectiveness of VR-based training in a multinational automotive manufacturing company, focusing on trainee performance, knowledge retention, and operational efficiency. A comparative analysis is conducted between VR training and conventional training methods to evaluate improvements in skill acquisition, error reduction, and overall productivity. Additionally, factors such as user experience, adaptability, and cost-effectiveness are examined to determine the feasibility of VR training as a sustainable solution for workforce development. The findings of this research provide insights into the advantages and limitations of VR training, offering recommendations for its implementation in large-scale industrial environments.

Keywords: *Virtual Reality, Training Performance, Skill Development, Industrial Training, Workforce Efficiency.*

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DEDICATION

I dedicate this work to the family and friends who have helped through so much of this thesis process. I would also like to dedicate this work to the betterment of technology in Indonesia and the growing, brilliant innovators who might one day put some of this research into good use.

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TABLE OF CONTENTS

ABSTRACT.....	4
DEDICATION.....	6
ACKNOWLEDGEMENT.....	7
TABLE OF CONTENTS.....	7
LIST OF TABLES.....	10
LIST OF FIGURES.....	11
CHAPTER 1 - INTRODUCTION.....	12
1.1 Background.....	12
1.2 Research Problems.....	14
1.3 Research Questions.....	14
1.4 Research Objectives.....	14
1.5 Significance of Study.....	14
1.6 Scope.....	15
1.7 Timeline.....	16
CHAPTER 2 - LITERATURE REVIEW.....	16
2.1 Simulation training.....	17
2.1.1 Simulation training Past Usage of Simulators.....	17
2.1.2 Simulations in the 21 st century.....	18
2.2 Virtual Reality.....	18
2.2.1 Virtual Reality Training.....	19
2.2.2 Serious games implementation as a learning method.....	20
2.2.3 Technique and safety standards training.....	20
2.3 Mixed and Augmented Reality.....	20
2.4 Factors Influencing VR Training Effectiveness.....	21
2.4.1 Cybersickness.....	21
2.4.2 Demographic and Prior Experience.....	22
2.5 Literature review table.....	23
CHAPTER 3 - RESEARCH METHODS.....	39
3.1 Research Methodology.....	40
3.1.1 Population and sampling method.....	40
3.2 Method Of Analysis.....	40
3.3 Expected Outcomes.....	41

3.3.1 Descriptive Statistics.....	42
3.3.2 Reliability Testing.....	42
3.3.3 Independent Samples T-Test.....	42
3.3.4 Exploratory Factor Analysis (EFA).....	42
3.3.5 Data Collection and Preparation	43
3.3.6 ANOVA	43
3.3.7 Post Hoc Analysis	43
3.3.8 Multiple Linear Regression.....	46
3.3.9 Interpretation of Results.....	45
3.4 Data Sources and Collection.....	46
3.4.1 Problem Identification	66
3.5 Method of Analysis.....	66
CHAPTER 4 - RESULTS AND DISCUSSIONS	67
4.1 Respondent Profile.....	67
4.2 Descriptive Statistics.....	69
4.3 Reliability Testing and Factor Analysis.....	72
4.4 Analysis of Variance (ANOVA) Across Sectors.....	77
4.5 Independent Samples T-Test: VR vs. Non-VR.....	78
4.6 Hypothesis Testing and Multiple Linear Regression Analysis.....	81
4.6.1 Ease of Use Predictions.....	81
4.6.2 Cybersickness Predictions (CyberSickness_Total).....	80
4.6.3 Virtual Or Practical Predictions (VirtualOrPrac_Total)	80
4.7 Discussion	81
4.7.1 Discussion and Findings.....	83
4.7.2 Summary of Research Question Findings Based on Statistical Analysis.....	85
4.7.3 User Guidelines to Prevent Cybersickness During Training	86
4.8 Study Limitations.....	85
CHAPTER 5 - CONCLUSION AND RECOMMENDATIONS.....	86
5.1.1 Guidance Clarity Is Fundamental to User Interface Perception	86
5.1.2 Visual Quality Is a Strong Determinant For Cybersickness	86
5.1.3 Guidance Clarity Is Fundamental to User Interface Perception	87
5.1.4 Not All predictors Influence All Outcomes	87
5.2 Recommendations.....	87
5.2.1 Recommendations for VR Training Developers and Educators.....	90
5.2.2 Recommendations for Future Research	89
REFERENCES	90
GLOSSARY.....	93

APPENDIX A.....97

CURRICULUM VITAE.....99

LIST OF TABLES

Table	Page
1. Literature Review Table	23
2. General Questions table for the Survey	46
3. Visual Questions table for the Survey	48
4. Auditory Questions table for the Survey	50
5. Module Questions Table for the Survey	52
6. Instructor Questions Table for the Survey	55
7. UI/Ease of Use Questions Table for the Survey	57
8. Cybersickness Questions Table for the Survey	59
9. VR or Practical Questions Table for the Survey	63
10. Frequency of Industry of Survey Respondents	67
11. Summary Table of Each Respondents to Each Sector	70
12. 1 Reliability Analysis Results for Each Sector	74
13. ANOVA Summary Table of Significant Results	77
14. Summary of T-Test Results	78
15. Summarized Table of UI_Total Linear Regression Analysis	80
16. Summarized Table of CyberSickness_Total Linear Regression Analysis	81
17. Summarized Table of VirtualOrPrac_Total Linear Regression Analysis	81
18. Glossary Table	92

LIST OF FIGURES

Figures	Page
1. Gantt Chart Depicting the Stages of Study	17
2. Flow Chart Depicting How This Research is Conducted	40
3. Relationship Diagram for Linear Regression	395