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Utilizing the Hologram Technology to Promote the Visual Perception of the Students at Arts Faculties "A Case Study on the Design Basics Curriculum"

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Abstract:

Hologram technology is a widely recognized and widely used technology in various fields. As a faculty at Applied Arts, a practical technical college, we aim to develop students' skills and expand their perceptions by utilizing modern and advanced technologies in the educational process. Our goal is to deliver scientific content in the design basics curriculum and achieve educational objectives and outcomes effectively. as one of the fundamental and influential curriculums in forming the design process in its formal and functional aspects. The research aims to enhance first/zero-level students' imagination in the curriculum of design basics by using hologram technology to develop visual perceptions of design principles and elements. The goal is to convert traditional lectures into interactive ones, highlighting the positive impact of hologram technology on students' visual perception in various design fields.

The research hypothesizes that using hologram technology as an educational tool in the design basics curriculum can help students visualize products from various fields of applied arts, enabling them to connect scientific content with different disciplines. The study uses analytical descriptive and semi-experimental approaches, experimenting with hologram video clips to apply design principles, analyzing their impact, and concluding results to ensure reliability. One of the most important results of the research is that despite the high costs of applying it, The Research highlights the significant impact of hologram technologies in educational settings, particularly in art and design. It recommends their widespread use in design curriculums and suggests collaboration with companies and industrial institutions to provide necessary devices and applications.

Keywords:

Hologram technology- Design Foundations- Visual Perception

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