

# Flight Simulator for Instruction

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## Flight Simulator for Instruction

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**Project Description:**

As the cost of commodity visualization and interaction devices (Oculus Rift, Kinect, etc.) continue to decrease, use of advanced simulations for training and education are becoming more widespread. The focus of this project will be designing and building a user interface to work with a commodity flight simulator. This simulator will be used to provide flight experience to undergraduate students during the course of their curriculum. The interns will research appropriate user interface design methods and tools, apply those tools, and evaluate their outcomes. The developed interfaces will work with Microsoft Flight Simulator and X-plane. The interface, and associated simulations, must incorporate appropriate experiences as defined by the Aerospace Engineering Department at Iowa State University.