Virtual Reality

Published 11/16/2020 by Anh Lam

What is Virtual Reality (VR)?

A fully immersive, interactive, 3D digital environment.

How can VR promote learning?

VR allows students to interact with a realistic environment in order to:

- gain access to inaccessible spaces – hazardous environments, historical settings, microscopic/astronomical spaces, abstract or imaginary worlds.

- simulate actions and scenarios for training and repeated practice.

- embody a different identity or experience a new situation to build empathy.

Visit a historical setting. This experience allows viewers to explore a site of historical significance as it appeared in the past in order to better understand the events that transpired there.
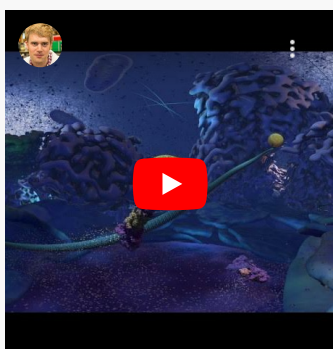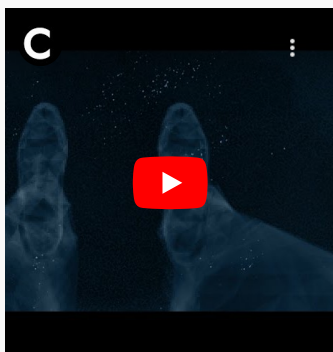

Be immersed in the microscopic world. In this narrated VR tour, the viewer is shrunk to

microscopic size to experience the inner working of a cell and its components.

Practise assembling complex machinery. In this simulation, users operate tools and manipulate parts to complete a complicated assembly task.

Experience the world from another perspective. A unique VR experience that uses directional sounds and the concept of embodiment to deliver a powerful message.

Requirements

Question	Requirement
What do my students need to use VR?	VR headset and motion controllers
	Lesson plan that outlines how the VR experience will be used to teach, practice or assess learning.

What do I need to implement VR in my teaching?	**VR application.** Browse these catalogues for VR apps. • Oculus Experiences • VIVEPORT • SteamVR • Google Play/App Store
How is it made?	Creating a custom virtual reality application is a time and resource intensive process and a requires an advanced skill set, including expertise in: • software programming • 3D design • game development • UI/UX

Where do I start?

Complete the XR Project Intake form on the Getting Started page for assistance with finding VR applications, setting up an activity for your students (including equipment loans) and to discuss new project ideas.

tags : extended-reality-guide, teaching-and-learning, teaching-and-learning-centre, virtual-reality, xr, xr-guide