# 360 Media

What is 360 Media?

Photos and videos that provide views in all directions.

360 degree images and videos offer the easiest entry point to XR. They can be embedded with interactive "hotspots" that display text and graphics, play sounds and video clips, link out to external websites, or allow navigation within the 360 scene.

How can 360 Media promote learning?

360 media is most effective when an awareness of the full surroundings is a critical component of the learning process. 360 images and videos allow students to:

- tour a remote or inaccessible location

- experience a viewer'"s perspective

- be immersed in storytelling

- view multiple scenes and actions simultaneously
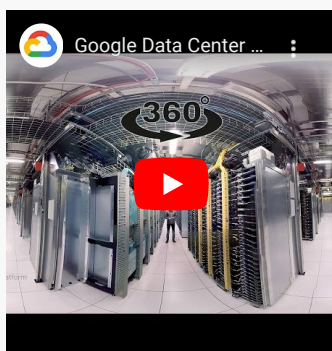
Tour a location inaccessible to the public. In this example, 360 video and spatial audio is used to give the viewer the sense of being within the facility and a deeper understanding of the size and scale of the operation.
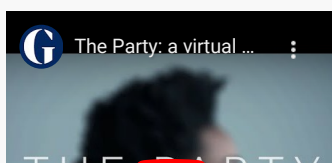
Experience an event from another's point of view. In this 360 video, the action is captured from the point of view of the narrator, creating the illusion that the viewer is seeing and hearing the world through another person's eyes and ears.

This video is private
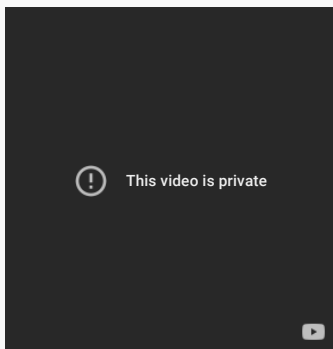
Be immersed in a story. 360 video enhances the power and impact of this documentary by allowing the viewer to become part of the story.


Compare multiple actions simultaneously. In this example, a timeline of technology is set up in a 360 format, giving the viewer the ability to make comparisons by looking in different directions.

Requirements

Question	Requirement
What do my students need to use 360 media?	Most 360 media can be viewed on a desktop computer, mobile device or VR headset.
What do I need to implement 360 media in my teaching?	**Lesson plan** that outlines how the 360 media will be used to teach, practice or assess learning. **360 videos or images.** Browse these extensive catalogues of 360 videos and images. • YouTube VR • Google Arts and Culture • Within • Experience Catalogue
	360 media can be easily created by students and faculty. The process is the same for amateur and professional quality 360 media.
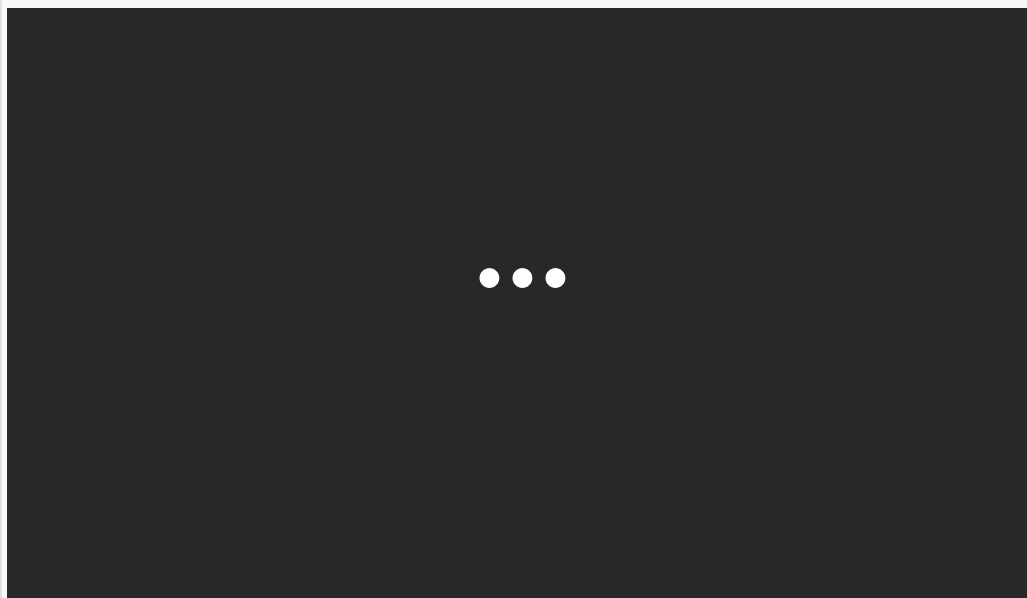
How is it made?	● ● ●
	- layout the experience on a 360 storyboard
	- capture 360 images or videos using a 360 camera
	- edit and add interactivity
	- publish to a platform that can display the 360 format.

Where do I start?

Complete the XR Project Intake form on the Getting Started page for assistance with finding 360 media, setting up an activity for your students (including equipment loans) and to discuss new project ideas.

tags : 360-media, extended-reality-guide, teaching-and-learning, teaching-and-learning-centre, xr, xr-guide