

# VIRTUAL REALITY



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## WHAT IS VR ALL ABOUT?

Virtual reality (VR) is a simulated experience that can be similar to or completely different from the real world.

Applications of virtual reality include entertainment (e.g. video games), education (e.g. medical or military training) and business (e.g. virtual meetings). Other distinct types of VR-style technology include augmented reality and mixed reality, sometimes referred to as extended reality or XR



## WHAT IS VR LEARNING?

Virtual reality, or VR, is taking off in education with an increasing number of schools adopting the technology.

VR allows students to experience destinations from across the world without ever having to leave the classroom. Imagine students being able to explore the pyramids of giza whilst sat at their desks.

This is what virtual reality education allows.





# How can virtual reality improve education?

Virtual reality can improve education by providing students with memorable and immersive experiences that would otherwise not be possible. What's more, it can all take place within the classroom.

VR is accessible to every student and can be easily monitored by teachers. Virtual experiences have the power to engage and inspire students in a unique and powerful way.

## Students learn better through experience

VR provides students an opportunity to learn through experience, in contrast to the traditional methods of reading and writing.

## VR has the ability to inspire

Being able to see and experience extraordinary locations within the classroom is completely unique to VR and it is inspirational to students.

## VR sparks the imagination and encourages creative thinking

The immersive experience that VR provides is unparalleled in teaching. Students are "transported" out of the classroom and their imagination is allowed to flourish





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## VR in the classroom is inclusive

With VR, every student gets the same opportunity to enjoy the experience. Unlike traditional school trips that can be too expensive for parents or too impractical for their children, VR is for all students.

## VR offers memorable educational experiences

Long after the VR has finished, students remember the experience and they are eager to reflect on it in future lessons.





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## VR in education promotes peer interaction

Throughout the VR experience, students are encouraged to interact with each other. Afterwards, they are eager to share their thoughts and discuss their experiences.

## VR engages students

Many students get bored with classic teaching methods. The modern technology of VR gets students' attention like nothing else. We find that students instantly want to try out the VR.

## VR provides realistic travel experiences

Using VR, schools can provide students with travel experiences that would not be possible or practical. Schools can save time and money whilst providing students with incredible experiences.





# Implementing VR in the classroom

There are two main ways in which VR is implemented in the classroom: VR headsets, and immersive classrooms.

One of the most common and effective ways of utilising VR in education is via virtual reality classrooms, or immersive classrooms.

An immersive classroom is a teaching room in which images are projected onto the internal walls of the room. This creates a virtual environment within the classroom.

Students can be “transported” to a different place, without having to leave the classroom. Without the need for VR headsets, students can enjoy the experience together, and are encouraged to interact with each other.

Unlike VR headsets which some students can find difficult or uncomfortable to use, immersive classrooms are suitable for all students. The pupils are able to enjoy the VR content in a more familiar environment.



# IMMERSIVE CLASSROOM





# AN ITALIAN PROJECT



The Didactic Immersive project aims to explore and consolidate the educational potential of the so-called "virtual worlds". Virtual worlds are computer-simulated online 3D environments in which users - mediated by an avatar - can explore environments, help realize them, participate and design activities, communicate with other users.



# EDMONDO





