

Virtual Reality



Virtual reality (VR) is a computerized interactive and immersive environment that simulates a user's physical presence within a virtual space, typically using a head mounted display (HMD).

PURPOSE

VR experiences can provide an active, engaging, and memorable immersive experience for learners that can help them to better understand complex subjects or experience things that would otherwise be too difficult, expensive, or dangerous to experience firsthand in a physical environment.

PROCEDURE

- » A variety of VR platforms exist, from simple smartphone attachments to high-end headsets that support hand controls and room scale. Research and decide which hardware fits your needs and capabilities.
- » Determine whether existing content is sufficient to meet your needs. If not, determine what experience you want to create and

evaluate whether you have the resources and skills necessary to create it.

CONSIDERATIONS

- » It may be difficult to find existing content that perfectly meets the needs of learning objectives.
- » Developing new VR content can be a time consuming and expensive endeavor that requires a diverse set of skills to produce.
- » VR may cause motion sickness for some people.



ADVANCED

Find out more at » nwacco.org/card/virtualreality