Virtual Reality and Educational Applications
Virtual Reality

computer technologies that use software to generate realistic images, sounds and other sensations that replicate a real environment (or create an imaginary setting), and simulate a user's physical presence in this environment, by enabling the user to interact with this space and any objects depicted therein using specialized display screens or projectors and other devices.
Oculus-Rift

- $599.99

HTC Vive

- $799.99
Google Cardboard (Single)
$15-$29
What makes VR a promising instructional technology?

• Social Presence
• Immersiveness
• Interactivity
• Novelty
• Accessibility
Outcomes

- Relevance
- Motivation
- Focus
- Learning
Early applications have focused on hard sciences

- Biology
- Anatomy
- Geology
- Astronomy
Collaborative Constructions
Social Interactions
Application: Performance Practice
Application: Story Telling