VR IN EDUCATION

Problem

Traditional education often lacks imagination due to rigid curricula, rote learning, and a focus on right answers. Standardized testing, fear of failure, and a neglect of arts and humanities contribute to stifling creativity. Reforms promoting student-centered learning and interdisciplinary approaches are crucial to address this issue.

introduction

Virtual reality (VR) is a technology that allows users to interact with computer-simulated environments, such as 3D worlds, games, or simulations. VR can be used for educational purposes in various ways

Enhanced Visualization

Global Outreach

Improved Education Quality

Better Student Appraisal

Collaborative Learning

Improved Research

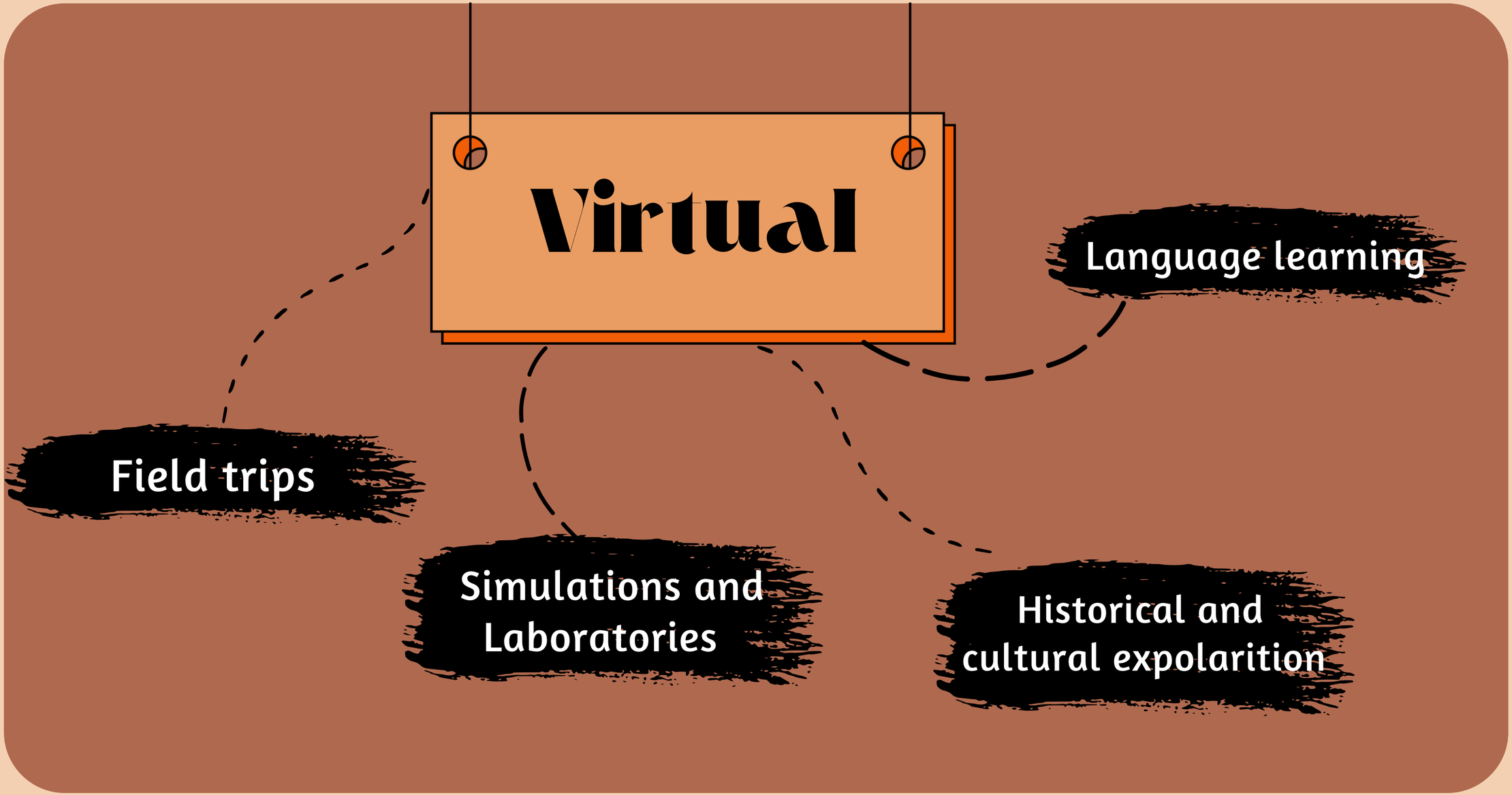
Problems

not being able to practise our language skills

lack of time and budget

lack of laboratories in outlying areas

not being able to go back


Virtual
Language learning
Field trips
Simulations and Laboratories
Historical and cultural expolarition

VIRTUAL FIELD TRIPS

Virtual field trips, powered by VR, transform learning by immersing students in diverse educational destinations within the classroom.

Interacting with virtual guides fosters curiosity, creativity, and critical thinking, creating an engaging and enriching educational experience.

SIMULATIONS AND LABORATORIES

VR simulations and labs offer students a safe, hands-on learning experience in subjects like chemistry and biology. They develop practical skills, problem-solving, and critical thinking in realistic scenarios, fostering confidence and competence.

HISTORICAL AND CULTURAL EXPOLARITION

Explore history and culture through VR, enabling students to travel back in time and immerse themselves in significant events. This immersive experience deepens understanding and makes learning engaging and enriching.

LANGUAGE LEARNING

Virtual reality (VR) enhances language learning through immersive environments, interactive conversations, cultural exposure, personalized learning, virtual classes, real-time feedback, language labs, storytelling, and 360-degree videos. .

It provides a dynamic and engaging platform for practicing and improving language skills in diverse contexts.

COST

For our investigation, the average VR prices suitable for schools are around $250-300 and the average VR computers prices are $1200-2000 . If there are 15 units in each school with a total of 1 labs, the average expenditure for one school would be app $28,125.

REFERENCES

- https://www.techradar.com/news/the-best-vr-apps-for-education
- https://scienceandliteracy.org/vr-apps-for-education/
- https://www.thetecheducate.org/20-top-virtual-reality-apps-that-are-changing-education/
- https://www.courselounge.com/best-vr-apps/

Innov8ors