Digital education in the future

Digital education could have a much bigger role in the future, or at least the digitization of education through VR and AR technology.

Since VR equipment is becoming much more portable and accessible every year, it could make its way into schools in the future.

How could this technology be utilized in Neumann?

VR could be used in many ways in the school. In network lessons, it would allow students to see learn how to connect computers, switches and servers, not only in 2D, but in 3D too. Electronics classes could use VR to teach soldering safely without the fear of injury. Students could be taught how to create software for VR. During IéTA lessons, students could construct computers with VR.

Advantages

* Lessons would be much more interesting for students
* It would be much cheaper than having physical networking equipment
* It would make lessons much more interactive

Disadvantages

* The school would need to buy a lot of headsets
* VR headsets are fragile and expensive
* The necessary software might not be available