

Use of Virtual Reality in the future of Tec de Monterrey, Campus Queretaro

In recent years, there has been an increased amount of advances made in virtual reality (VR). This has allowed general public to become more aware of its existence and the uses that it can have. For example, according to a Statista research, 92% of respondents in the US are aware of the term VR (Bilyk, 2019). Developers have also envisioned and created new ways in which this technology can be used in an academic environment. The current state of VR allows to overcome difficulties such as capacitating staff and students which will help increase its use in the university campus.

Nowadays, virtual reality has become available to the general public thanks to the gamma of VR devices offered by companies in the industry. Some of the most popular are the Google Cardboard, the Oculus Rift and the HTC Vive. The Google Cardboard allows people to use their phones as VR devices while the Oculus Rift and the HTC Vive are actual VR headsets. This has opened the opportunity to use VR in academic settings since obtaining the technology has become easier. According to the Statista research mentioned before, 97% of students want to study a VR course and 80% of teachers have access to VR (Bilyk, 2019). This shows that there is a demand for using the technology in an academic environment and that the technology is actually available for use.

Even though there is high demand for using VR in an academic setting and the technology is available, only 6.9% of teachers use regularly the technology. This is due to the fact that both teachers and students need to be capacitated to know

how to use the devices and it is not common that teachers know how to create VR content. However, developers have taken this opportunity and every day there are more companies that provide software for education as well as training people to use the technology. Some companies such as Unimersiv, EON Reality, Immersive VR Education and zSpace offer VR experiences that can be used in an academic environment and some even receive requests for creating experiences based on necessity. Using the solutions that are offered by these companies will make it easier for teachers to use more often VR in their courses.

During the dialogue forum that took place in the campus on October 16 of 2019, one of the topics discussed at the “future of Tec” table was the need to use new technologies such as VR in academic sources. First of all, it was mentioned that since the beginning of the current semester (Aug-Dec 2019), 7 campus of the Tecnológico de Monterrey Institute have opened VR zones. These VR zones provide students with new ways of reinforcing their education through challenges that teachers create. It was also mentioned that the focus now should be in finding ways to foment the use of these VR zones and that the solution could be to use applications that have already been created by companies and come up with ways in which they can be applied to particular courses. Another solution that was mentioned was to encourage the participation of students from different careers to create projects using this technology.

In conclusion, the demand for using VR in an academic setting can be met with headsets that the campus already has and difficulties can be overcome with

help from software companies that create solutions for VR in education. The fact that the campus has VR zones is the first step towards creating an academic setting that allows students to use newer technologies in their education. Now it is just a matter of actually using it and fomenting students and teachers to create projects with people from different careers. The next step that everyone should take is to visit the VR zone and learn how to use the apps that are currently available.

Bibliografía

- Bilyk, V. (2019). AR / VR Education: Practical Application of the Technology. [online] Theappsolutions.com. Available at:
https://theappsolutions.com/blog/development/ar-vr-in-education/#contents_6
[Accessed 17 Oct. 2019].
- Reality Technologies. (n.d.). Education Applications in Reality Technology (MR, AR, VR). [online] Available at:
<https://www.realitytechnologies.com/applications/education/> [Accessed 17 Oct. 2019].
- Treviño, R. (2019). ¡Un viaje a la realidad... virtual! Abre Tec Zonas VR en 7 campus. [online] Tec.mx. Available at:
<https://tec.mx/es/noticias/nacional/educacion/un-viaje-la-realidad-virtual-abre-tec-zonas-vr-en-7-campus> [Accessed 17 Oct. 2019].