

# VR in the Classroom: From Immersion Experiences to Creating 360° Video

This poster showcases multiple deployments of virtual reality (VR) and 360° video for undergraduate classrooms that took place, and continue to take place, at Molloy University. We showcase five pedagogical examples of virtual reality ranging from low touch techniques (describing both the use of simpler, more accessible forms of technology and the production of projects) to high touch techniques (meaning more advanced forms of digital technology and the complexity involved in the production) in order to demonstrate the range of skills that these options offer for engaging in virtual reality for educational outcomes, VR development and storytelling. By working within the low to high touch range, we demonstrate how VR need not be reserved for only the most well-funded programs and students.

The pedagogical activities have been divided into “Doing” and “Making” categories for ease of discussion. However, multiple of these technologies can and do work well together (such as the Google cardboard and Panoform or GoPro and Meta Quest 2). For each technology, we provide information about the cost in USD (as of Summer 2023), the additional requirements needed to implement these technologies in a classroom setting, and a general description that outlines any relevant specifications, pros and cons, and suggested pedagogical contexts for use. We additionally included QR codes that link to resources, assignments, and examples of student work using the respective technologies.

