Summary of “Reasons to Use Virtual Reality in Education and Training Courses and a Model to Determine When to Use Virtual Reality”

The document is the summary of the Reasons to Use Virtual Reality in Education and Training Courses and a Model to Determine When to Use Virtual Reality. There are three separate points. The first is the reason to use virtual reality. The second is the advantages and disadvantages of virtual reality. The third is about the time to use and the time not to use virtual reality.

The first point is the reason to use virtual reality in the education and training. Virtual reality can convey learner to new findings, to inspire, and stimulate. Pentelidis (1995) states that virtual reality gives new shape and procedure of visualization, drawing on the strengths of virtual representations. It provides an alternate method for presentation of material. In some instances, virtual reality can more accurately illustrate some features and processes than by other means. Virtual reality allows final close-up examination of an object, observation from a great distance, and study of areas unavailable by other means.

The second point is the advantage and disadvantage of using virtual reality in education. An investigation by Mikropoulos, Chalkidis, Katsikis, and Emvalotis (1998) found students had a favorable view towards virtual reality in the educational process. Learners discover the excitement to step through an environment in three dimensions and create their own three dimensional (3D) worlds. However, along with advantages, there are disadvantages of using virtual reality.

There are disadvantages of using virtual reality in education. The essentially relate to price, a time necessary for studying how to use hardware and software, and attainable health and safety effects. The disadvantage of dealing with feasible unwilling to use and integrate new technology into a course. As with all new technology, each of these issues may fade as time goes by and virtual reality becomes more commonly used in the area of education.

The third point is about the time to use and the time not to use virtual reality. Pantelidis (1996) makes the suggestions on when to use virtual reality in education. Virtual reality is dangerous, impossible, and complicated in training or teaching with the real thing. The experience of creating a simulated environment or model is vital to the learning object. Nevertheless, there is an inappropriate time to use virtual reality.

The virtual reality is not suitable to use in every instructional objective. Virtual reality is costly and considering the predictable learning result. Virtual reality should not use in connection with the real human is necessary. It is possible physically or emotionally damaging.

In conclusion, there is a spot for virtual reality in the education field. There are reasons, advantages, disadvantages, and when to have virtual reality in the education and training. Therefore, school faculty has to come with the decision when to use virtual reality appropriately.