**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. This paper focuses on the role of using Virtual Reality in the education field. There are three separated 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 reasons to use virtual reality in the education and training. At every degree of knowledge, virtual reality can make a difference, to convey learner to new findings, to inspire, cheer, and stimulate. Pentelidis (1995), states that virtual reality gives new shape and procedure of visualization, drawing on the strengths of visual representations. It provides an alternate method for presentation of material. In some instances, virtual reality can more accurately illustrate some features, processes, and so forth than by other means, allowing final close-up examination of an object, observation from a great distance, and observation and study of areas and events unavailable by other means. Virtual reality mandate interaction and encourages active participation rather than passivity.

The second is the advantages and disadvantages of using virtual reality in education. An investigation by Mikropoulos, Chalkidis, Katsikis, and Emvalotis (1998) of the attitude of education students towards virtual reality as a tool in the educational process, and towards virtual learning environments on specific disciplines, found students had a favorable view towards virtual reality in the educational process. Virtual reality attracts the learner’s attention. Learners discover the excitement and challenging to step through an environment in three dimensions, connect with a situation, 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, time for studying how to use hardware and software, and attainable health and safety effects. The deal with feasible unwilling to use and integrate new technology into a course.

The third 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. Use or consider using virtual reality when using simulation, teaching or training with the real thing is dangerous, impossible, and complicated. The experience of creating a simulated environment or model is vital to the learning object. The training situation has to be real. Although, there is the appropriate time to use virtual reality. There exist an inappropriate time to use it.

The virtual reality is not suitable to use in every instructional objective. Virtual reality is costly and considering the predictable learning result. The connection with real humans, either instructors or learners are 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 a good time and not right time for having virtual reality in the education and training. The school faculty or trainer has to come with the decision when to use virtual reality appropriately.

Pantelidis, V. (n.d.). Reasons to Use Virtual Reality in Education and Training Courses and a Model to Determine When to Use Virtual Reality. Retrieved March 13, 2018, from https://files.eric.ed.gov/fulltext/EJ1131313.pdf

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