Dexavier Chang

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**AR/VR in K–12: Schools Use Immersive Technology for Assistive Learning**

The basic overview of this article is some endless amounts of possibilities can come from implementing virtual reality in classrooms. According to expert studies, virtual reality use can help students build social skills, can help students focus, and allow exploration among other things. The skills-building part was the most important one to me since we live in a society where you must learn to navigate. You must know how to interact with people and surroundings to succeed. By having virtual reality, the experts believe that students will practice their social skills in a judgment-free environment. Many students nowadays have disorders that relate to being unable to focus. With virtual reality, students can go at their own pace and learn what works and what doesn’t. Students will be able to explore any type of environment while wearing the headsets and won’t remain confined despite still being in a classroom. As technology changes and schools become overpopulated, you’re more likely to see virtual reality being used. The main takeaway that I get from this article is that virtual reality could be highly beneficial to education and that it could serve as a safe space for students.

URL of summarized article: https://edtechmagazine.com/k12/article/2019/08/arvr-k-12-schools-use-immersive-technology-assistive-learning-perfcon