VR in Education game

Simulated environments, such as virtual and augmented reality, 3D simulations, and multiplayer video games, are emerging approaches to deliver educational content. Research indicates that simulation-based learning provides students with enriched experiences in information retention, engagement, skills acquisition, and learning outcomes. In Nov 4th 2016, The U.S. Department of education push-out a Challenge named ’EdSim Challenge’, the participant are asked to seek next-generation educational simulations that strengthen career and technical skills. The EdSim Challenge calls upon the gaming, developer, and educational technology communities to design simulated environments that prepare America’s students for a more competitive world through high-quality career and technical education. Simulated learning experiences, such as immersive gaming environments, virtual reality, and training simulations, represent an emerging class of instructional content delivery in education[3],

**VR教育：拯救注意力**

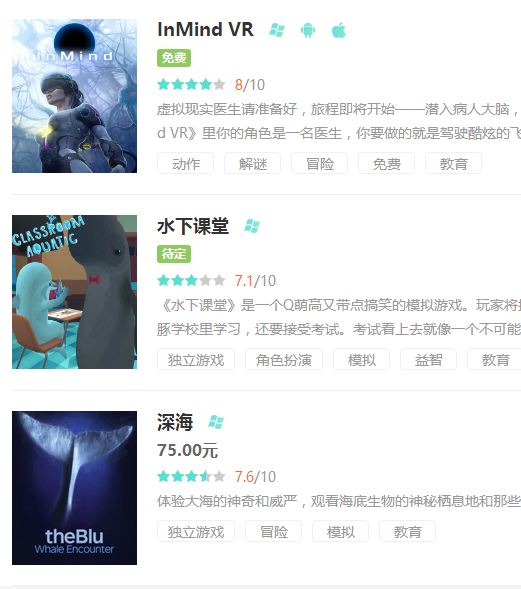
　　在当今高度碎片化的时代，注意力一直是稀缺资源。相较于传统的教育方式，“游戏化”的体验式教育更能够让学生集中精力。

# **美国教育部今天推出了EdSim Challenge挑战赛**

# 川大耗时5年VR解剖课投入教学 未来可模拟手术

# **10部最值得期待的VR游戏**

<http://games.qq.com/a/20160111/063784.htm>



# **教育的未来是VR化和游戏化**

http://sanwen8.cn/p/29612Id.html

VR games have become an important part of young people entertainment culture, however, VR- game are not welcomed in class because many educators are alarmed by them, on the other hand, there are also many researchers and educators who believe that the attractiveness of computer games should be exploited for the benefits of education.

Intergrating VR games with ITSs

VR games may provide very attractive educational environments, however, a major issue is how to design an educational system that is benefit to students, on the other hand, Intelligent Tutoring Systems(ITSs) have been quite good at providing dynamic aspects to the reasoning ability of educational systems, the integration of technology of VR games with ITSs can provide effective educational applications

VR-ENGAGE

VR educational negotiation game on geography, it is an educational software that integrates a vr game with an ITS.

The VR-Environment of the Game

The environment of a game plays a crucial role for its popularity. The environment of the game is similar to that of the popular game called “DOOM” which has many virtual theme worlds with castles and dragons that the player has to navigate through and achieve the goal of reaching the exit.

[1] Tobias, S., and J. D. Fletcher. “Reflections on ‘A Review of Trends in Serious Gaming’” Review of Educational Research 82, no. 2 (2012): 233-37;

[2] Rutten, Nico, Wouter R. Van Joolingen, and Jan T. Van Der Veen. “The Learning Effects of Computer Simulations in Science Education.” Computers & Education 58, no. 1 (2012): 136-53.

[3]The homepage of EDSiM Challenge <https://www.edsimchallenge.com/>