VR Program Evaluation – Assignment

Overview & Evaluation

For this project I took the VR Tools I had and took a visit to my old high school in Maryland. I keep in touch with a couple of teachers there and was allowed to come in and meet with some students during their home room. With the equipment I went into the room and started explaining the purpose of my visit, and what was going to happen.

As for the VR component, I wanted each student to get a few minutes to experian e designing a presentation in a VR setting. This particular home room was in the CHemistry department so, I allowed the students to build up some VR components using typical chemistry ideas (i.e Beakers, Elements, etc.).

As for what worked, using the VR to showcase the capabilities of technology into the educational system was welcomed with open arms by the students. Most have played games on a VR Screen but never tried to design anything or have it incorporated into learning. This was the opportunity to see how it might be useful in a sense for education. The students were able to navigate through various screens and import photos into a "Presentation" format using the software in the phone that was used for VR.

This software allowed the students to take a variety of photos and incorporate them into a presentation. ALong with this students had the ability to change transitions, make effects, and add text to the environment. Just as one would on a typical computer using powerpoint.

Success & Struggles

As for some of the struggles, especially for me, was not having access to the RobotLab. This would have been a way better overall experience; that being said, VR is VR and using the software I have was still effective in showcasing the capabilities of VR in education.

THe students took this opportunity in stride and attempted to make the most of it. Being able to play around and design their own presentation was neat to see. Each student had a different approach of how to get to the end product. Some of the students struggled using the software, however these students did not have much practice using VR software. This is understandable as VR software is still very expensive.

With that being said, if the price came down,. And more people had access students would be excited to learn using VR. The students were able to look up, design, and showcase a short version of a presentation using the VR Software.

Improvement

As for if the VR improved the overall lesson, I would say, yes! If we look at this form the sense that most students are used to a powerpoint on a screen or on their laptop, these students were excited about the prospects of something new. Overall I think that the VR Software allowed the students to better understand what the lesson would be about, and how it all comes together. This gives the students more of an appreciation for the presentations, and how they work.

Along with this, the students were very interested to build and design a new presentation. The students Designed and built a presentation using their ;limited knowledge of the VR software. THis comes with struggles but the students were open minded and their designs for presentations better than met expectations.

Next time I want to add more specific software for the students to use. I want them to have more ability to build a full presentation, and having a better improved software is crucial. ONe thing to remember is VR is still new technology. It is constantly being updated and changed as time

goes forward. The software that I used was a generic phone presentation software that was on my phone. It had limitations when it came to pairing with the VR. There are a few presentations software that work, but are costly, at least for now.

Continuing with improvements I would have a full example built for the students to experience first, and then build their designs AFTER, seeing a full presentation using VR. This would give the students a sense of the true capabilities and might push them to try to over engineer a particular part of their presentation.

I would also like to build in a section that allows time to "explain" how the software is used, rather than answer questions as the students are using the software. This would eliminate a few of the overall issues that arose during the session

Questions

There were a few questions that came up in regards to the VR experience. Mainly helping figure out how to use the software. This, as stated above in the improvement section would be a huge piece. Most of the questions that were asked regain the software, were based around the "generic" software.

As for the VR experience there were only a few questions about how this would fit into learning. Which I was glad to hear students were eager to have this type of technology implemented into their education. Overall I think this would be a huge bonus. I spent much of my time in this regards talking about some of the capabilities of the VR and how it can be used for the purpose of education.