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Proposal – Technology in Education

With the increasing use of technology, it is of no surprise that it has reached the classroom. Students, including myself, use laptops to take notes, watch online lectures, write papers and discuss topics with peers. New ways to educate the public, such as using virtual reality, are coming up in debate. Virtual reality would allow for the user to interact with their curriculum unlike ever before. However, the question to ask is "How much is too much?". When will the classroom be completely replaced by a headset? As a society, we question whether or not "each teaching medium makes unique contributions to learning" (Clark 91) so we have to ask, does it actually help students learn? In my paper, I want to be able to analyze how virtual reality in education specifically impacts students and teachers. An interesting topic I also plan to cover problems with accessibility of technology in education for those who live in low-income regions in the United States.

Introducing a new educational technology solves the problems with text-based education. Job training becomes more efficient as it allows users to go at their own pace and utilize their senses. Class examples can now be demonstrated visually, and students are able to choose a technology that is suited to their learning style (12 Christou). One of the key advantages to using VR in education is that it allows users to engage in experiences that would otherwise not be

available in a textbook. Students will be able to study the Great Wall of China without ever having to leave home.

The main problem with introducing a new technology in education is that only some schools can afford to use modern technologies in their curriculum. What does that mean for schools who are in low-income areas (Halverson 102)? If there are notable advantages to using educational technologies, how can we create easier interfaces to help those who are not as technologically inclined? Some of the other problems include the physical effects on the end user. There is a considerable amount of fatigue that comes with wearing a headset for long periods of time (12 Christou).

Work Cited

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