

VRinHE Project

Virtual Reality in Higher Education

Reference number: 2021-1-BG01-KA220-HED-000032128

Module Number: 3

Module Title: Introduction to VR: terminology, types, devices, applications in HE education

Module Description

This module serves as an introduction to Virtual Reality (VR). The trainees will become familiar with the terminology and key aspects of this term and the different types and equipment needed to support the use of VR in Higher Education. Finally, potential challenges, applications in a higher education setting and best practices will be examined.

Learning Outcomes

With the completion of this module, the trainees will be able to:

- Define Virtual Reality (VR) and understand its key aspects.
- Identify different types of VR solutions.
- Recognize the challenges associated with the use of VR.
- Describe the potential applications and benefits of VR in higher education.

Instruments/ Tools/ Supporting Material/ Resources to be used.

- PPT – introduction to VR (available [here](#)).

Methodology

- Presentation of VR terminology, its key aspects, types, challenges, potential applications and benefits in HE
- Discussion,
- Reflection

Learning Activities Plan

1. Introduction Activity	
What	Get familiar with VR technology
How	PPT (slides 1-3), Open discussion
Where	Desktop resources

Who	Trainers
Estimated Time	10 min
2. Development activity	
What	Introduction to VR (key aspects, types, equipment)
How	PPT (slides 4 – 12), brainstorming (via slido)
Where	Desktop resources, slido
Who	Trainers
Estimated Time	20 min
3. Development activity	
What	Virtual Reality in Higher Education
How	PPT (slides 13 – 19)
Where	Desktop resources
Who	Trainees
Estimated Time	20 min
4. Reflection activity	
What	Reflection and summary
How	Assessment (slido)
Where	Slido
Who	Trainees and Trainers
Estimated Time	10 min