

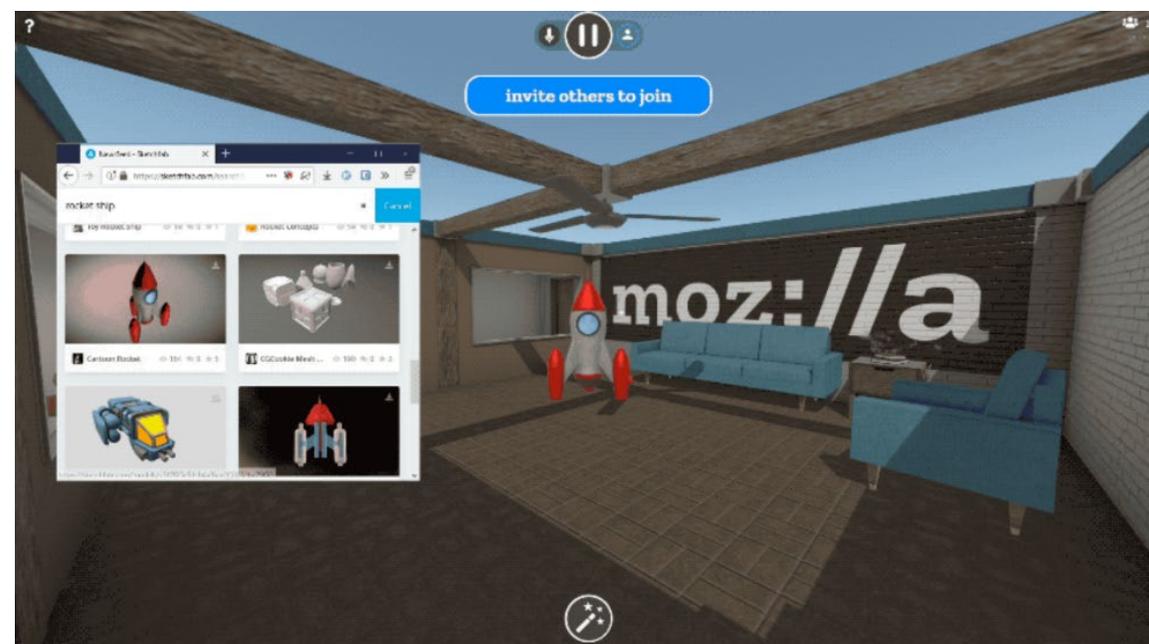
VRinHE

VIRTUAL REALITY IN
HIGHER EDUCATION

Module 6: Online collaboration tools in Virtual Reality: The case of Mozilla Hubs

Mozilla Hubs

VR chatroom designed for every headset and browser, but it is also an open-source project that explores how communication in mixed reality can come to life. Step inside one of our virtual rooms or build one from the ground up.



Mozilla Hubs

Specs

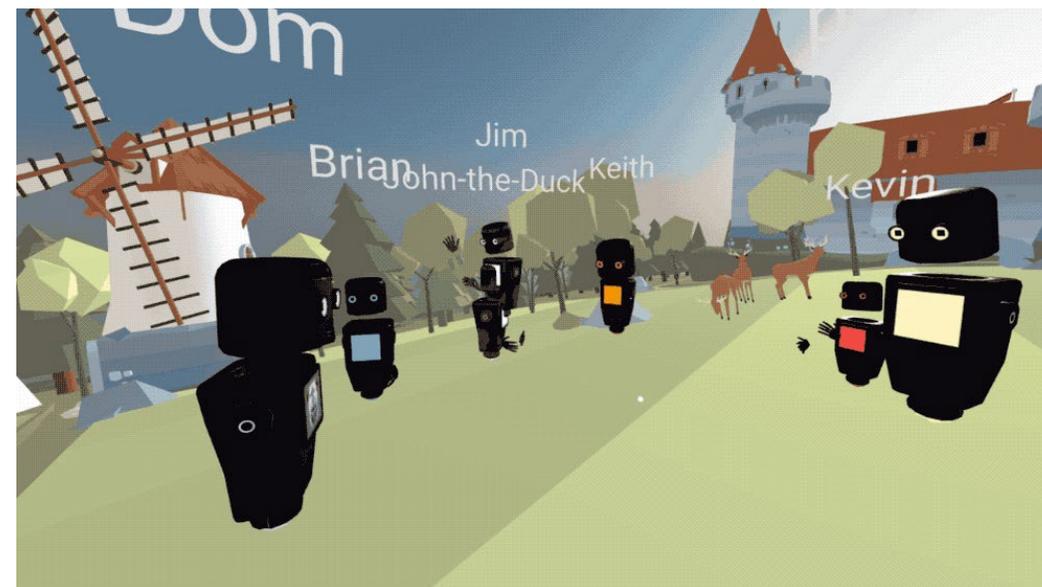
Windows, Mac and Linux (via browsers)

Android, Safari, iOS (via browsers)

Oculus Rift, Windows Mixed Reality, or HTC Vive

Pico Neo 2, Oculus Quest and Oculus Go

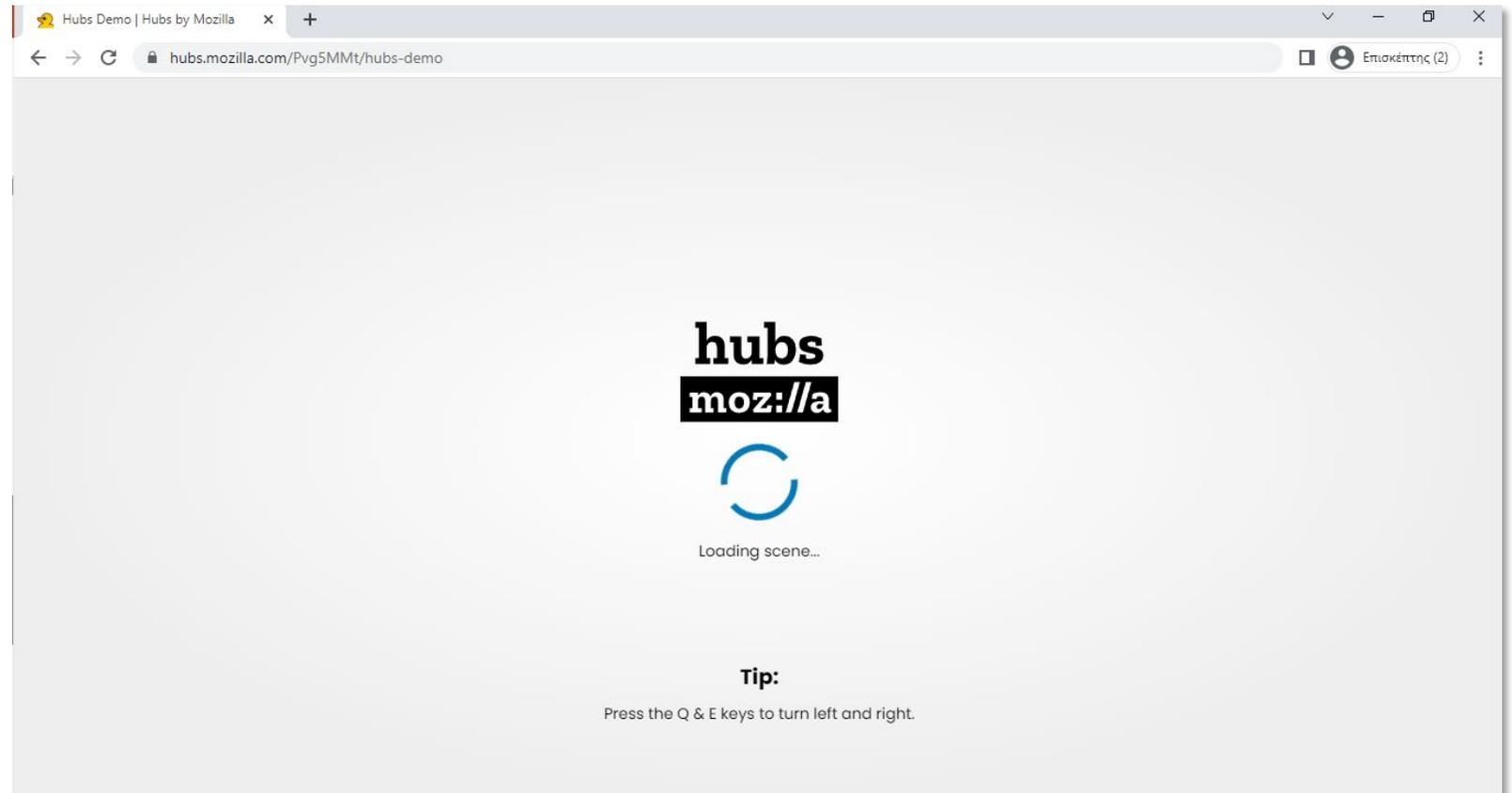
Samsung Gear, Google Cardboard.





Mozilla Hubs

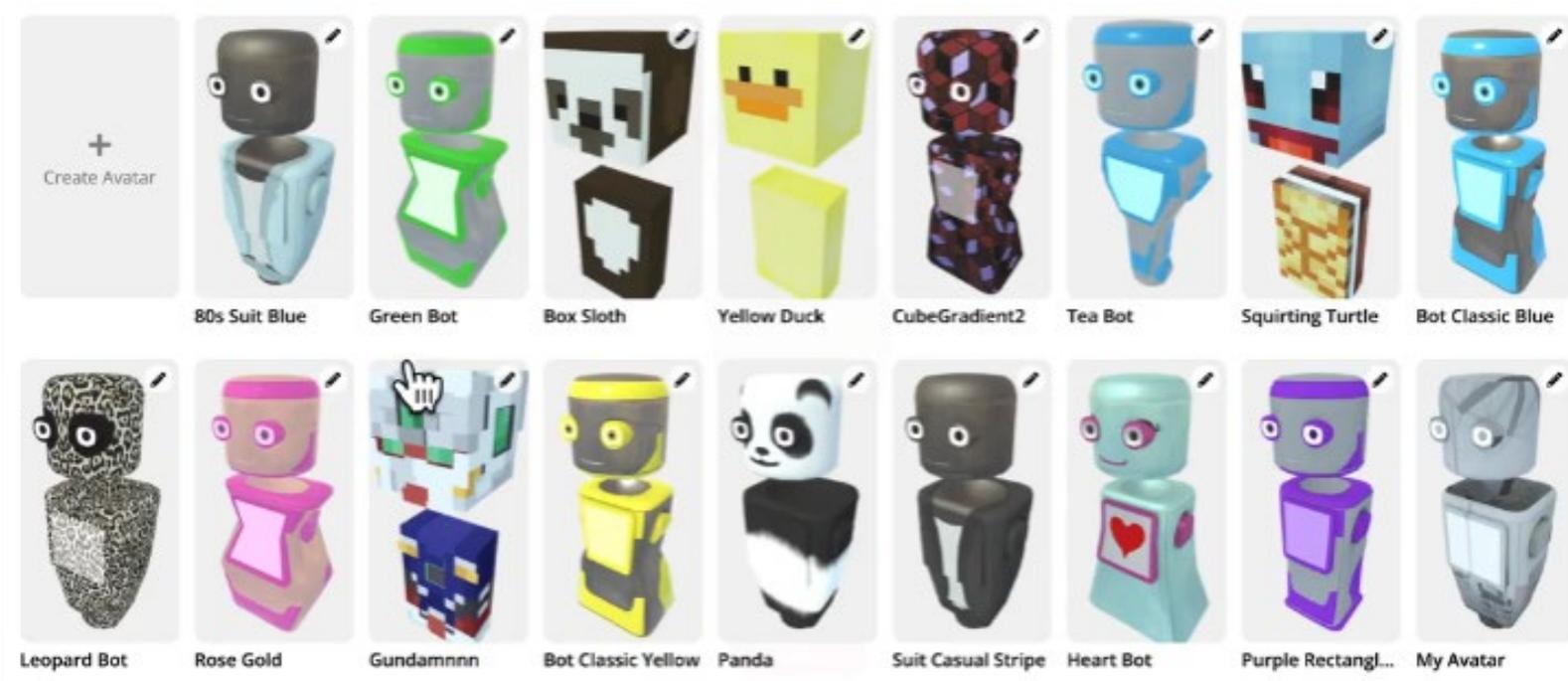
Browser -> Virtual Reality!





Mozilla Hubs

Custom and public Avatars.



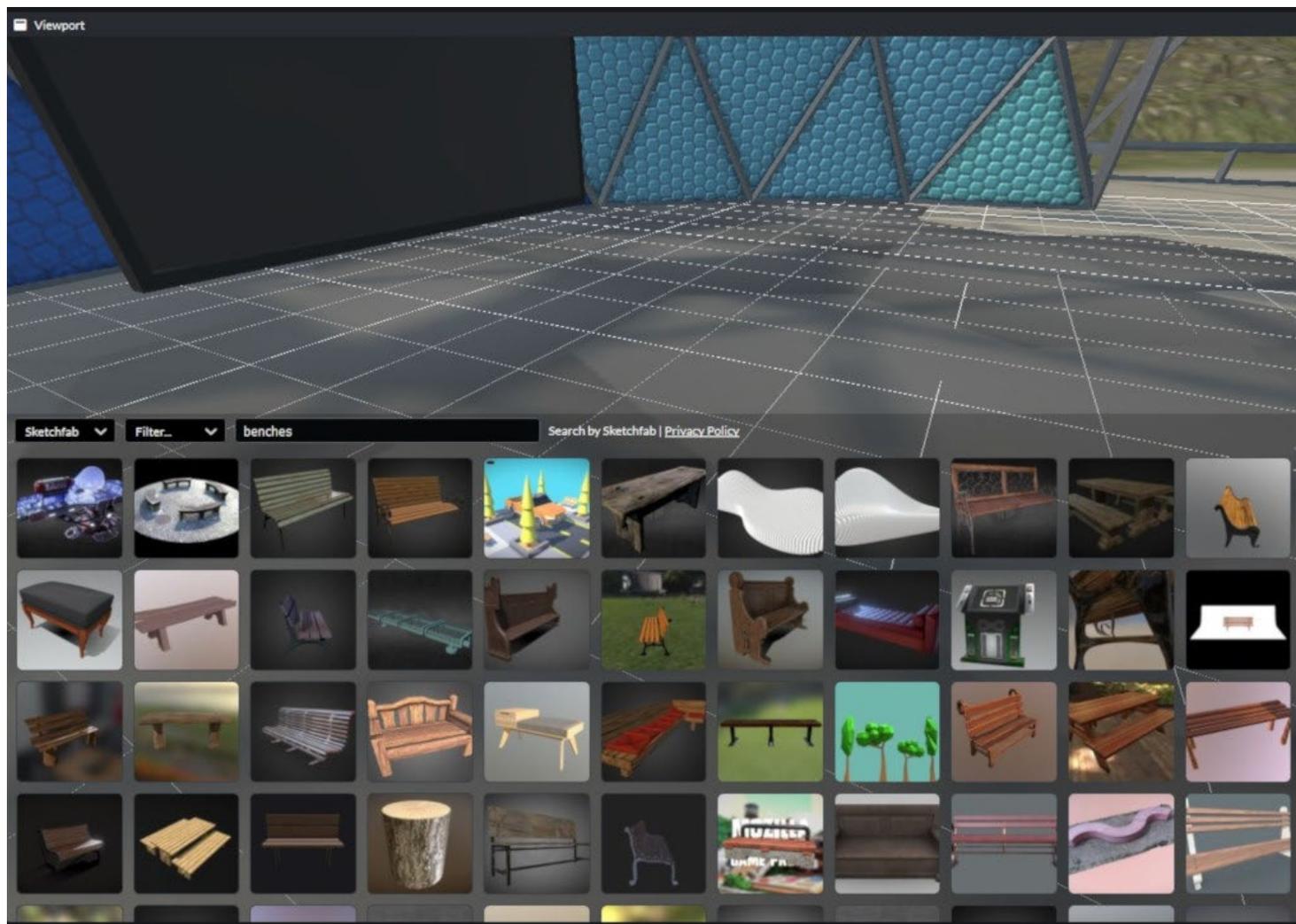
Mozilla Hubs

Separate Virtual Worlds/Rooms

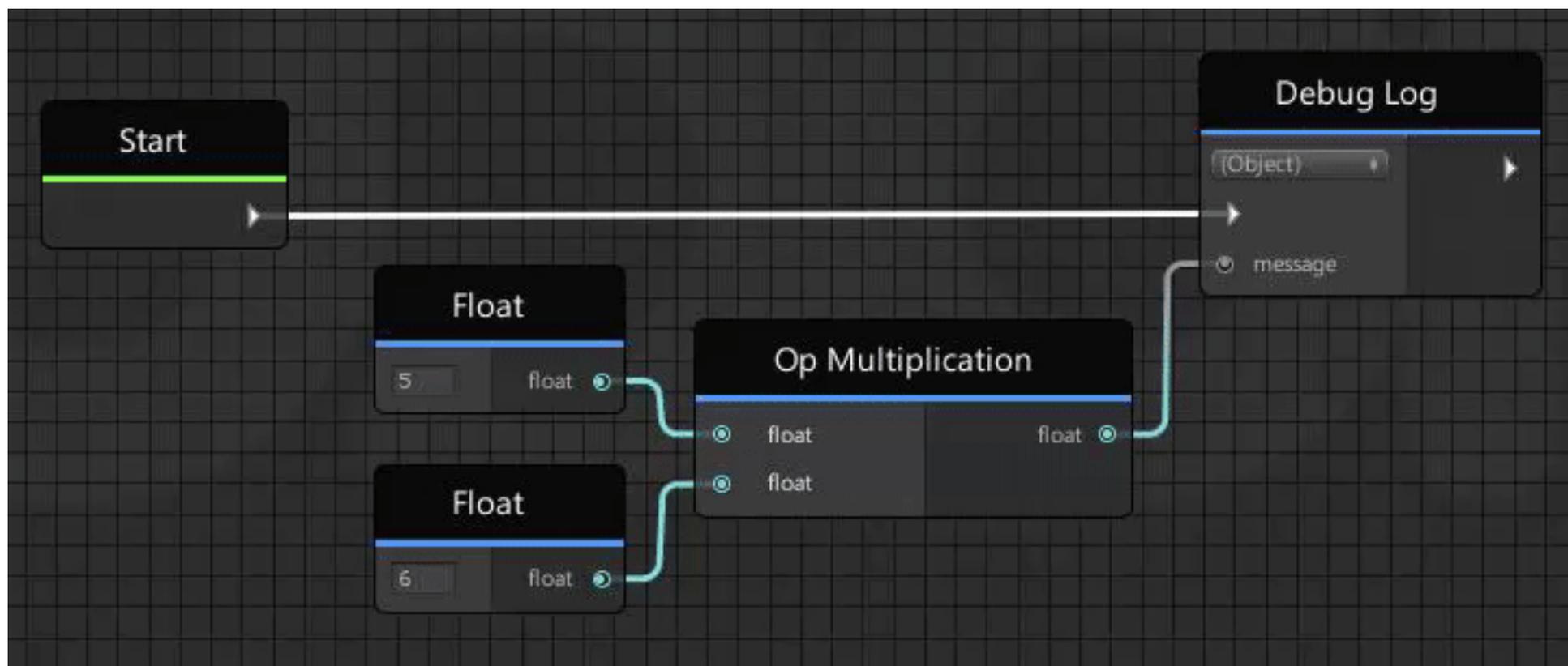


Mozilla Hubs

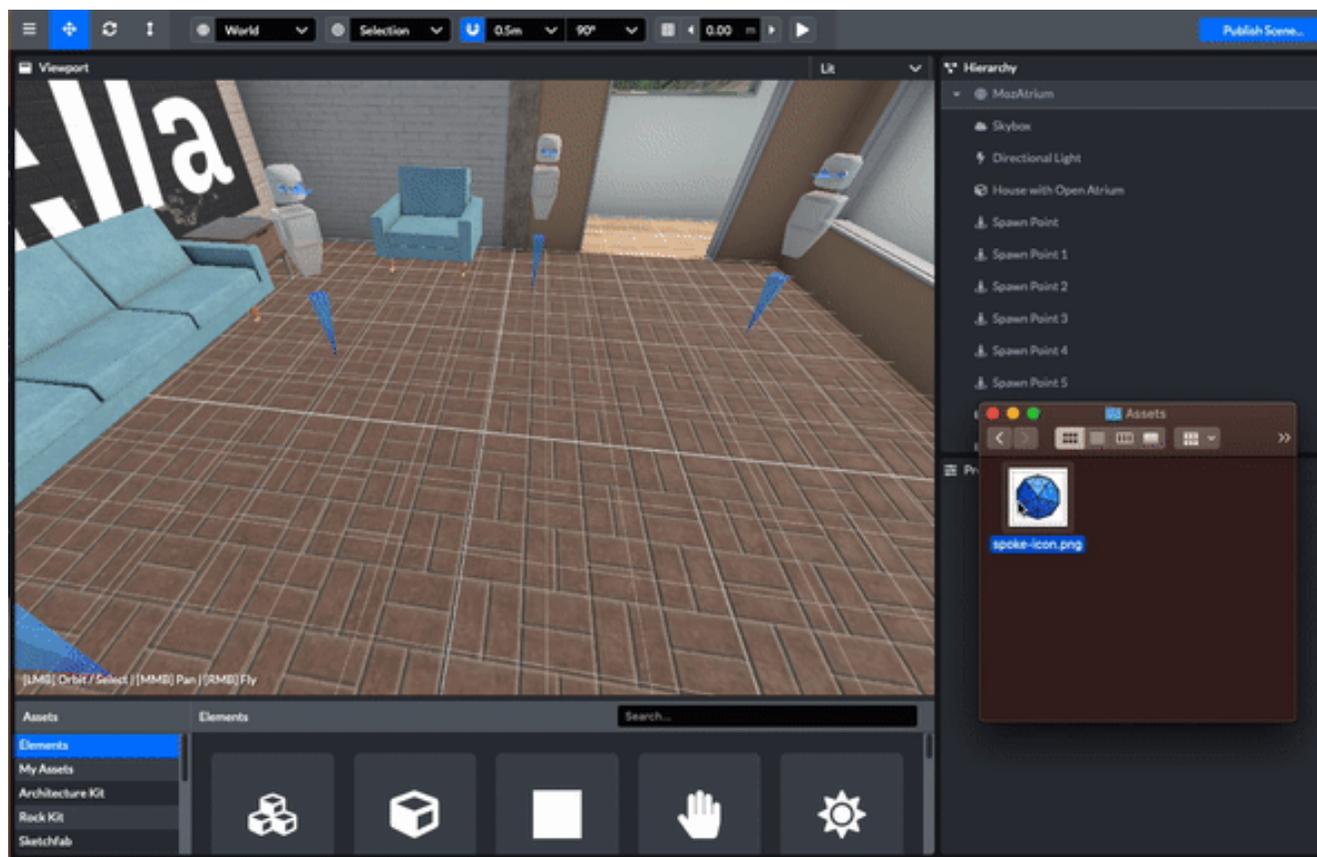
Built-in engine (Spoke)



Spoke vs VRChat (Unity)



Spoke vs VRChat (Unity)



Spoke vs VRChat (Unity)

VRChat allows for sophisticated worlds design and development.

Mozilla Hubs focuses on simplified worlds. Still, it supports worlds of increased complexity.





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Let's join a room!

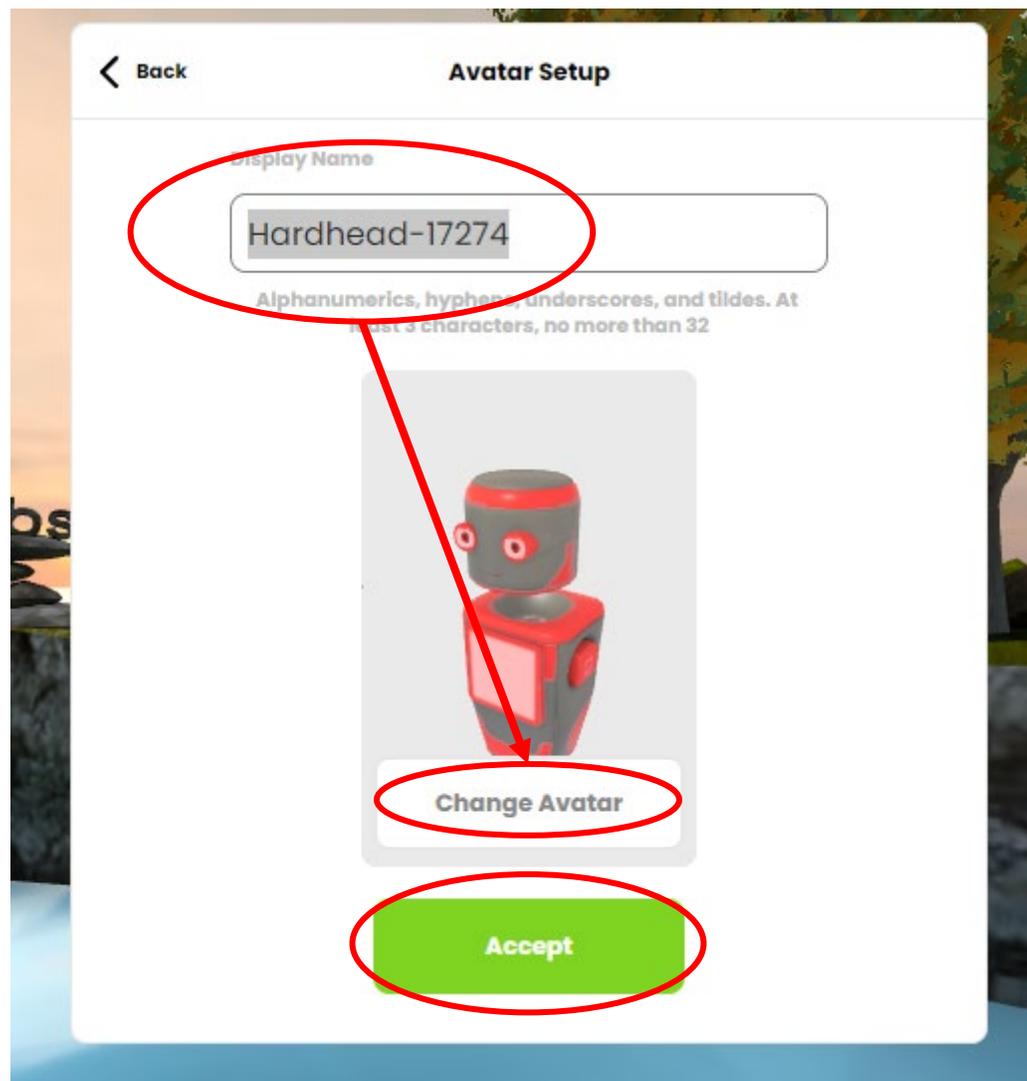


hubs [Creator Labs](#) [Hubs Cloud](#) [Explore Hubs](#) [Go To Dashboard](#) [See Pricing](#)

A whole new world, from the comfort of your home

take control of your online communities with a fully open source virtual world platform that you can make your own.

[See Pricing](#) [Explore Hubs](#)





Search Avatars...

Avatar GLB URL

Sketchfab

Scenes

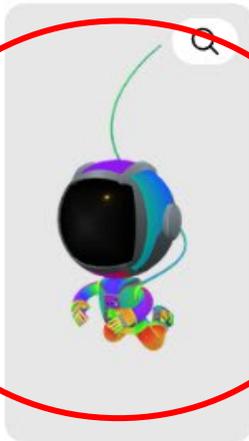
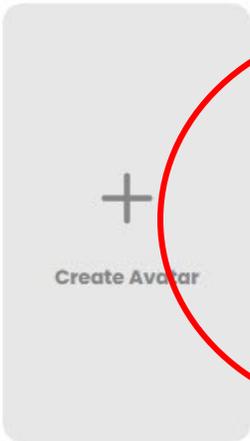
Avatars

GIFs

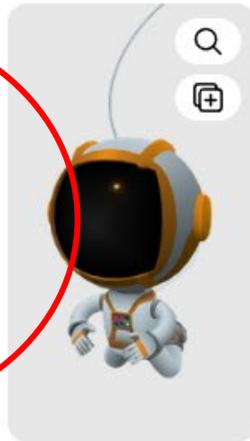
Featured

My Avatars

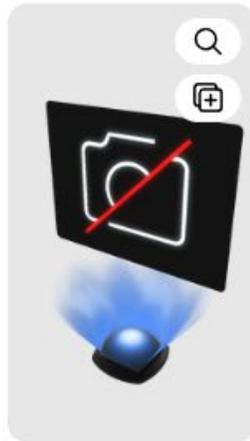
Newest



SpacePerson Pri...
Hubs Team



Webcam Astron...
Hubs Team



Webcam Hologr...
Hubs Team



Dragon
Theanine3D



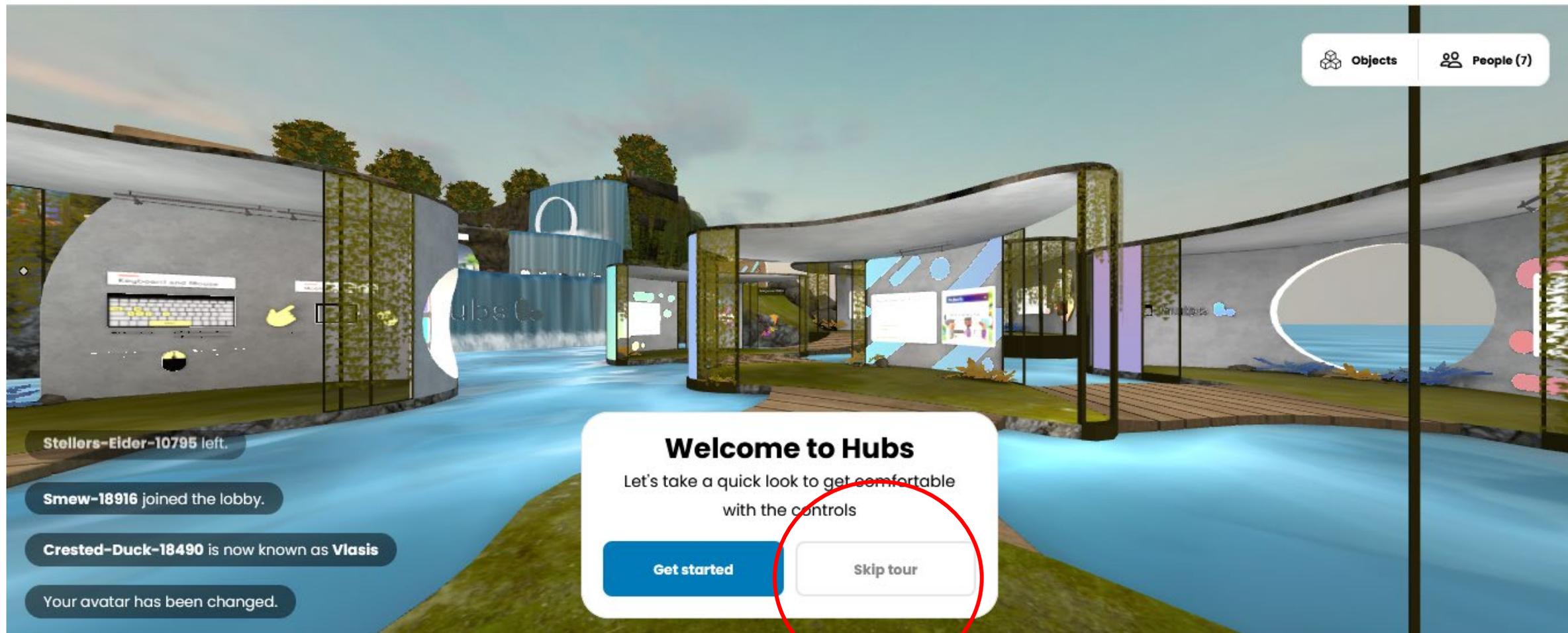
Rabbit
Theanine3D



Rat
Theanine3D



Monkey
Theanine3D



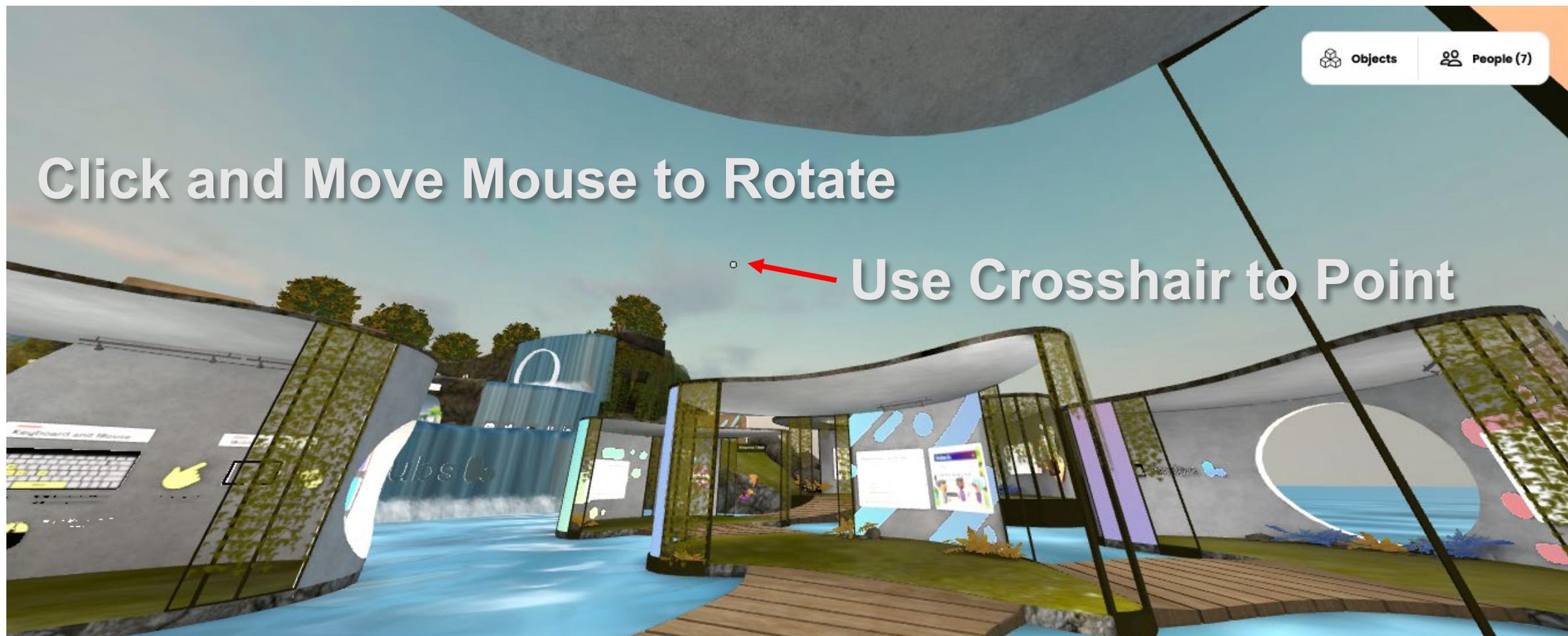


Click and Move Mouse to Rotate

Use Crosshair to Point

Objects

People (7)





Use WASD or Arrows to Move

 Objects

 People (11)

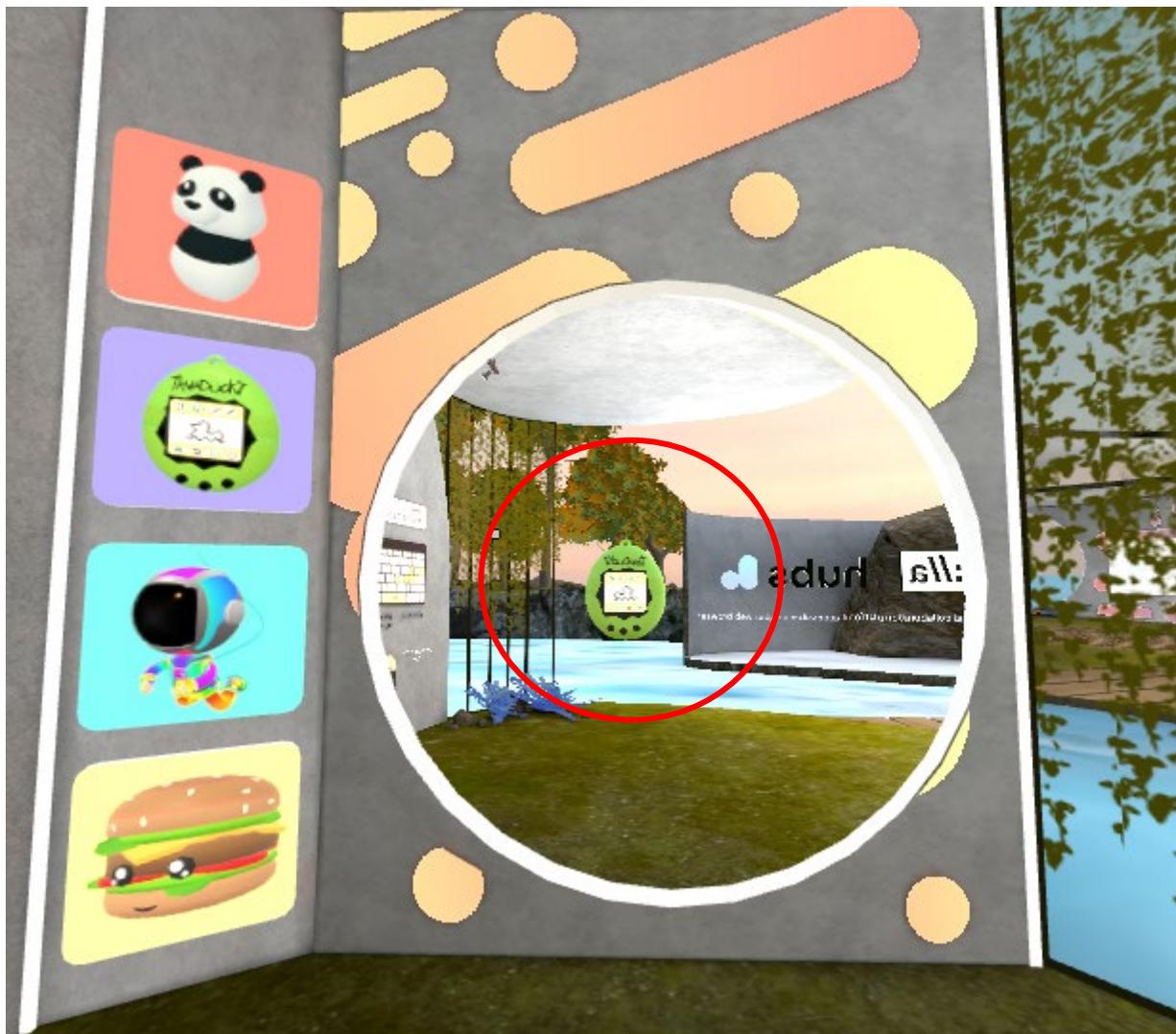
Rosy-Billed-12224 is now known as **kanako**

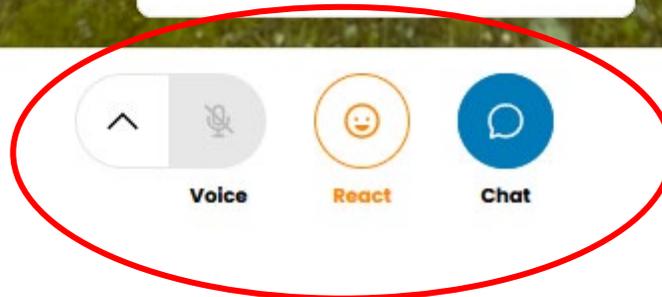
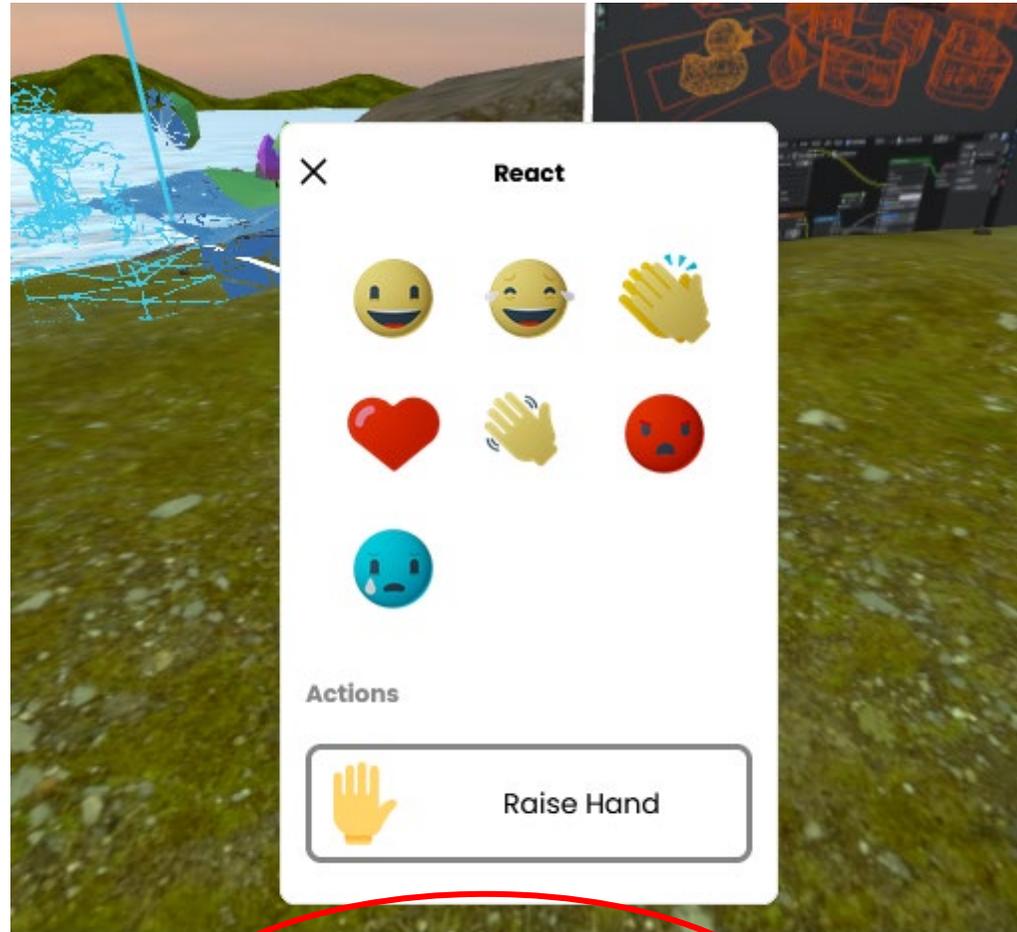


One hand uses the keyboard to move,
the other moves the mouse around to direct the movement











Chat

- Nakamura left.* 7 minutes ago
- zen left.* 7 minutes ago
- kanako left.* 6 minutes ago
- Spot-Billed-19085 left.* 5 minutes ago
- Merganser-15050 left.* 5 minutes ago
- Brown-Teal-15106 left.* 5 minutes ago
- Nakamura joined the lobby.* 4 minutes ago
- BKP joined the lobby.* 4 minutes ago
- Nakamura entered the room.* 4 minutes ago
- BKP left.* 4 minutes ago
- Your avatar has been changed.* 3 minutes ago
- Merganser-15050 joined the room.* 2 minutes ago

Text chat has been turned off by a moderator

Send message to 8 others...



Invite



Voice



React



Chat



Leave



More



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Let's create our own!



Hubs - Private, virtual 3D worlds x +

hubs.mozilla.com

Επισκέπτης

hubs Creator Labs Hubs Cloud Explore Hubs

[Go To Dashboard](#) [See Pricing](#)

A whole new world, from the comfort of your home

take control of your online communities with a fully open source virtual world platform that you can make your own.

[See Pricing](#) [Explore Hubs](#)



Enter your email to continue to X



https://accounts.firefox.com/oauth/?client_id=34bc0d0a6add7329&entrypoint=auth.myhubs.dev&scope=profile%2Bopenid%2B



Enter your email

to continue to Mozilla Hubs

Sign up or sign in

A Firefox account also unlocks access to more privacy-protecting products from Mozilla.



Set your password

vlasiskasapakis@gmail.com

[Change email](#)

Password

Repeat password

How old are you?

[Why do we ask?](#)

Practical knowledge is coming to your inbox. Sign up for more:

- Be safer and smarter online
- Test new Firefox products
- Take action to keep the internet healthy

[Create account](#)

Password requirements

-  At least 8 characters
 - Not your email address
 - Not a commonly used password
-  Stay safe — don't reuse passwords. See more tips to [create strong passwords](#).



Enter confirmation code

for your Firefox account



Enter the code that was sent to vlasiskasapakis@gmail.com within 5 minutes.

Enter 6-digit code

Confirm



Hubs Demo | Hubs by Mozilla

https://hubs.mozilla.com/Pvg5MMt/hubs-demo

People (7)

hubs moz://a

Room Name
Hubs Demo

Join Room

Enter On Device

Leave Room

Creating a new room will leave this one. Are you sure?

Leave and Create Room

More

- You are not signed in
- Sign In
- Create Room
- Change Name & Avatar
- Favorite Rooms
- Preferences
- Room
- Room Info and Settings
- Favorite Room
- Support
- Community

Invite

Rafi Agustiar D - SMKN 1 CIMAHI left.



Creator Labs

Hubs Cloud

Explore Hubs

See the world in 3D and share it with
your friends.

Try out a variety of avatars.

Tour incredible community Hubs.

[Try Mozilla's Hub](#)



Search mail ☰ ? ⚙️ ☰

← 📧 ⚠️ 🗑️ | ✉️ 🕒 🔄 | 📁 🗑️ ⋮ 1 of 1,503 < > 🗨️ ⌆

Your Hubs Sign-In Link 🗨️ Inbox x 🖨️ 🔗

Hubs by Mozilla <info@hubs-mail.com> 11:11 (3 minutes ago) ★ ↶ ⋮
to me ▾

Important To sign-in to Hubs, please visit the link below. If you did not make this request, please ignore this e-mail.

https://hubs.mozilla.com/?auth_origin=hubs&auth_payload=wMP2a7IPATBMww3Hvu9HB70BNGxpwVZOJn4owkfM%2FnLlumvDsC79su8Uls4NZfcglDho7%2B%2FBKIXIH5gjZ450HKf14NMK&auth_token=b6a65f3f8a6b9d0bbc8eebfc14971948&auth_topic=auth%3Aae5eacaf-ce64-4228-92ca-8f2205a6b05b

↶ Reply ↷ Forward



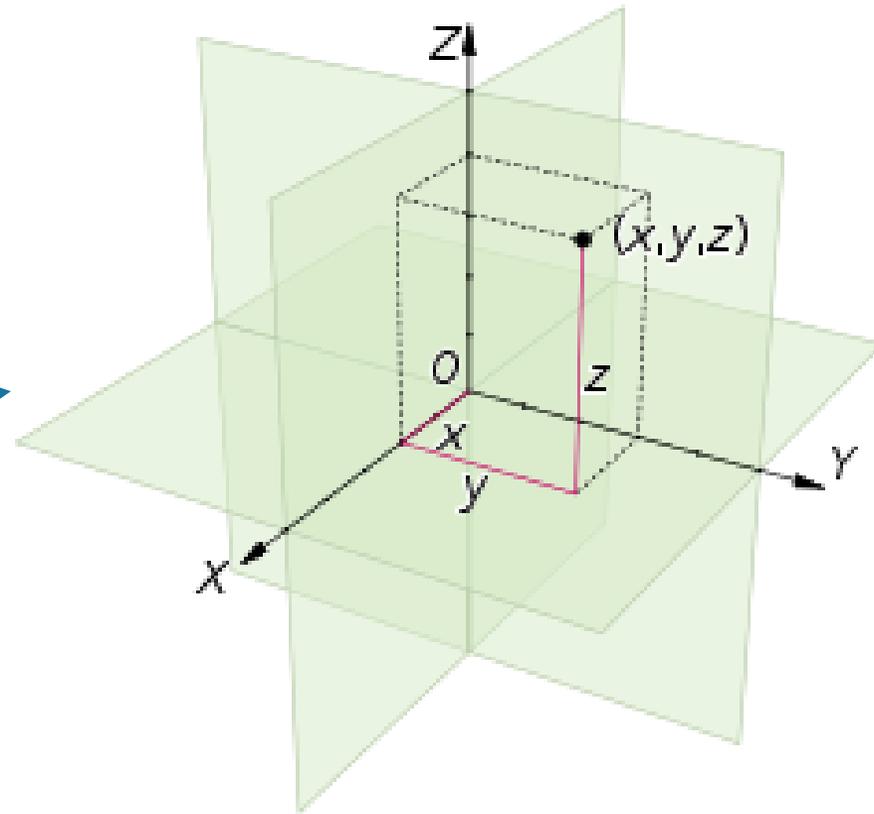
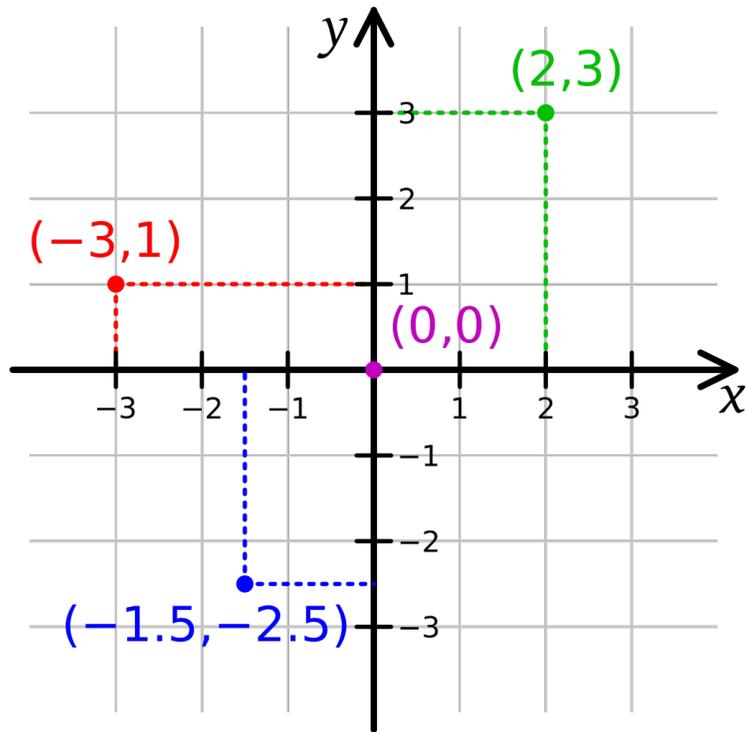
Verify

Verification Complete

Please close this browser window and return to
hubs.

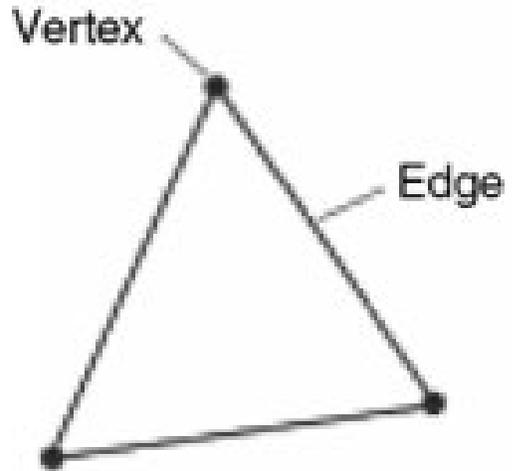


2 Numbers for 2D Graphics and 3 Numbers for 3D Graphics!

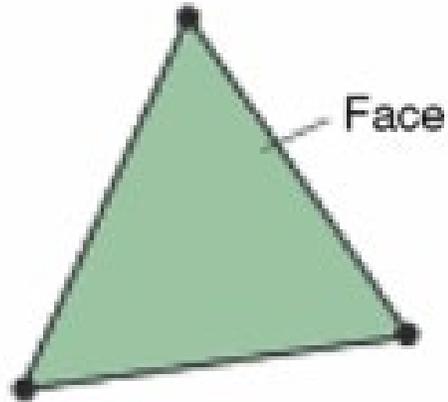




Connect Vertices, Crated Edges, Render Polygons!



Polygon



Filled polygon



Polygonal model



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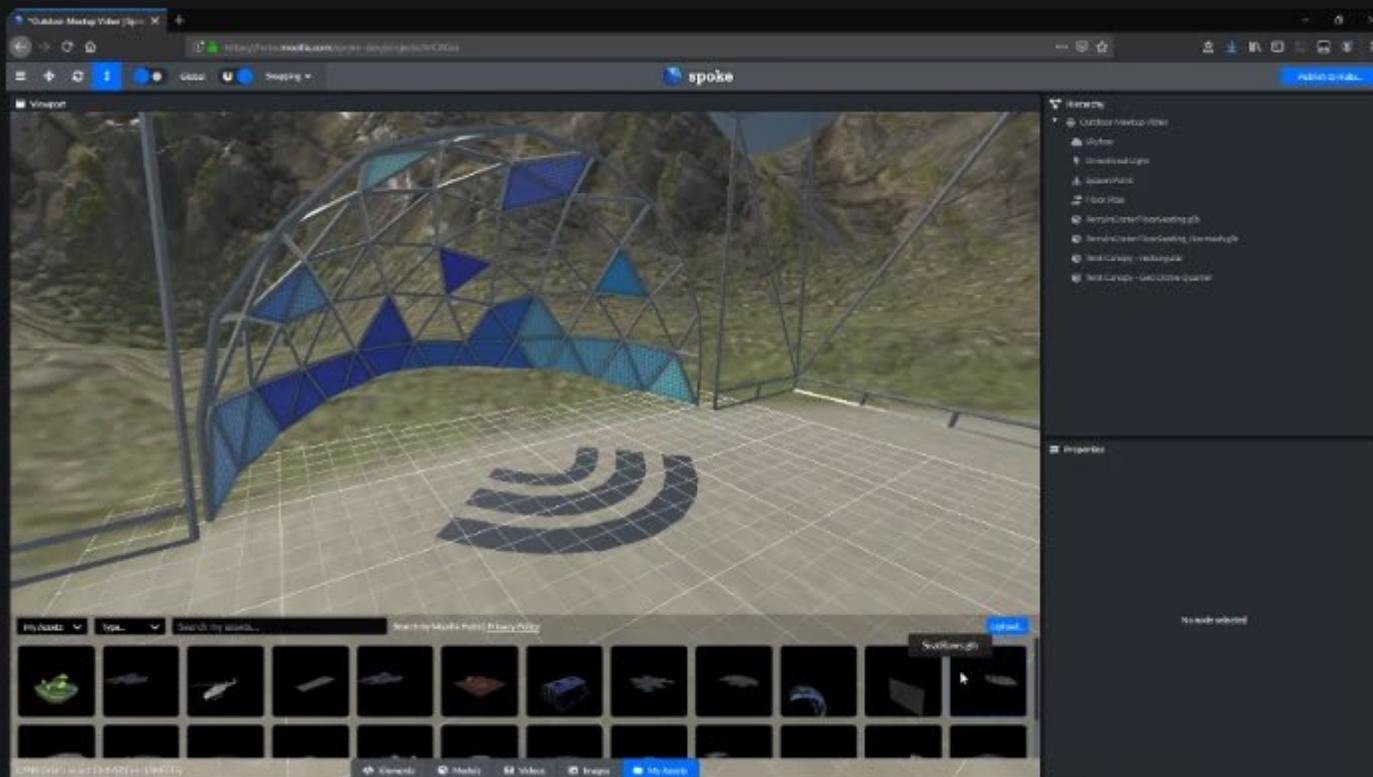
<https://hubs.mozilla.com/spoke>



spoke by mozilla make your space

Create 3D social scenes for Hubs

Get Started





Projects

New Project



New Project



New Project

[Back to projects](#)

Featured All

Search scenes...

Import From Blender

New Empty Project



New Empty Project



Hubs Modular Art Gallery

Hubs Team



Cudillero Diorama

Hubs Team

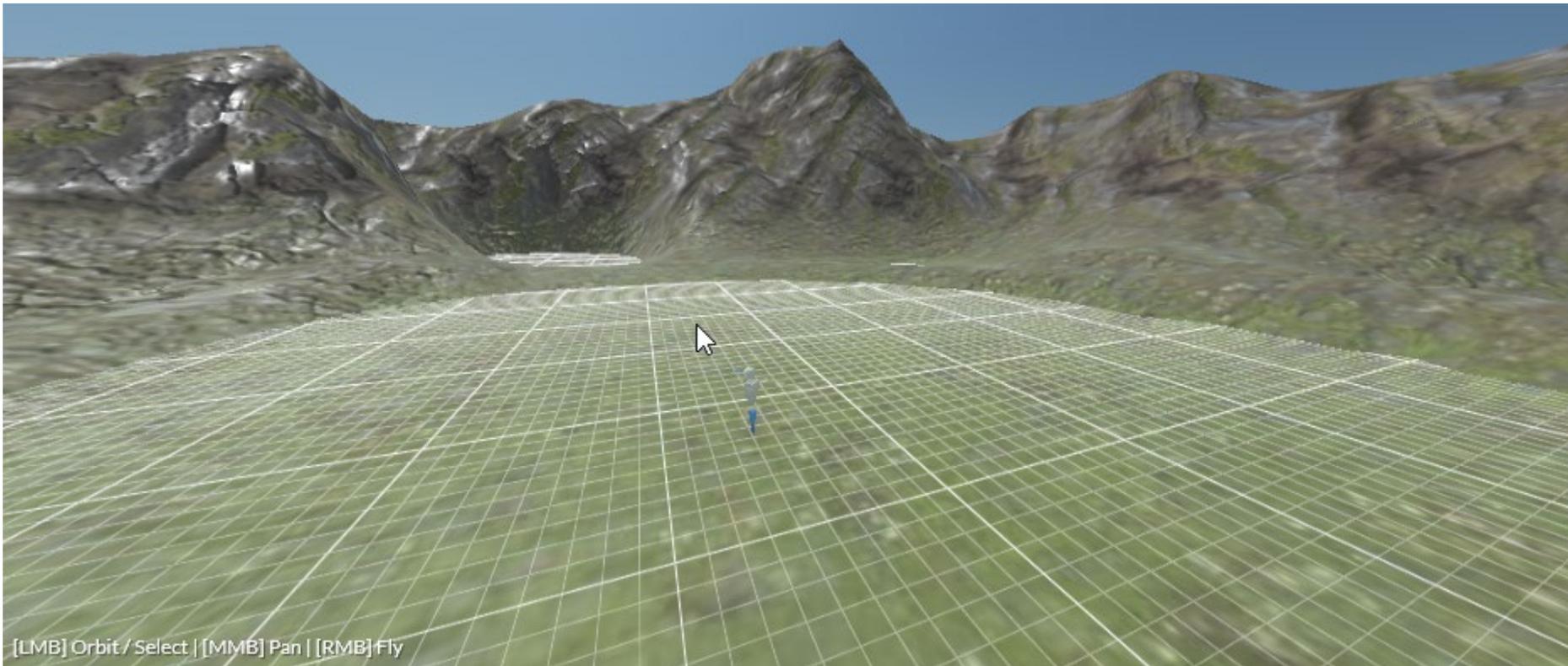


Cliffside Meeting Room

Hubs Team



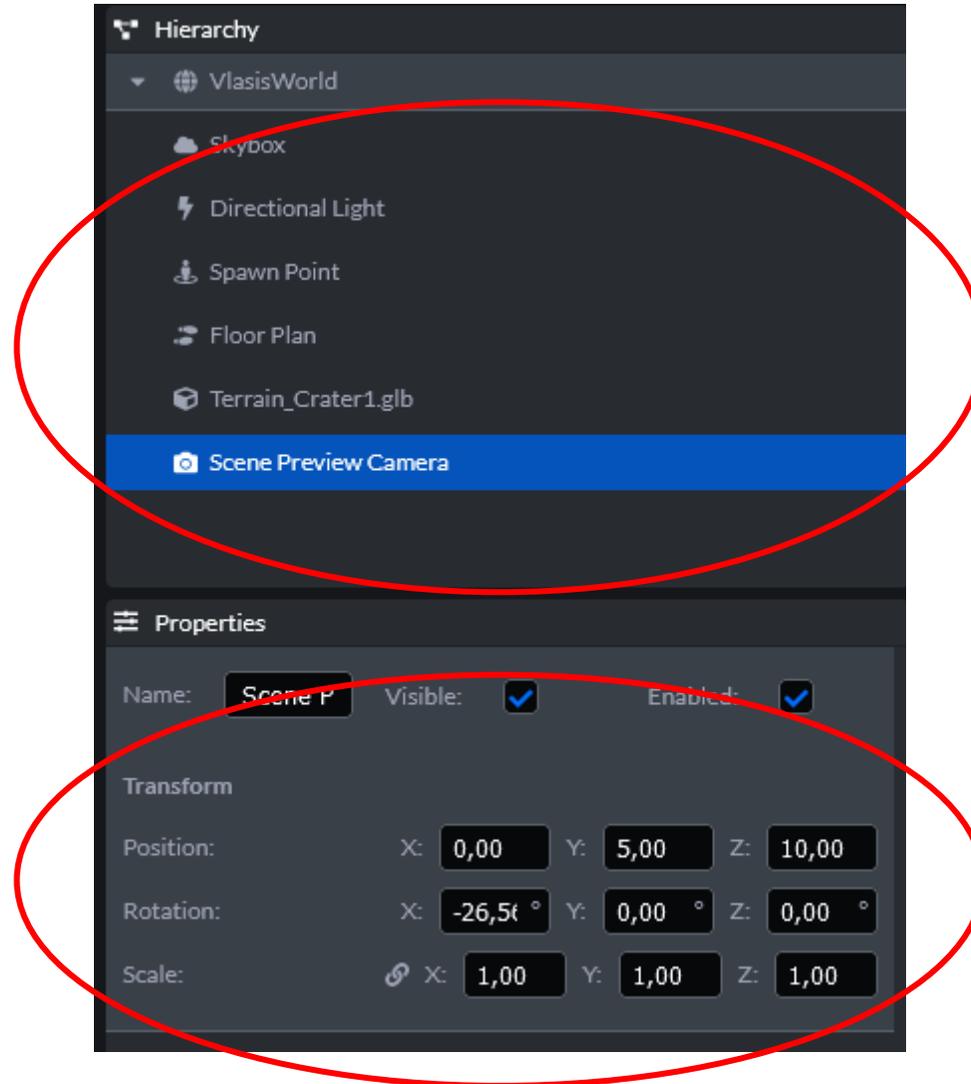
Right Click (Pressed) to Look Around Mouse Wheel (Zoom) Left Click (Pressed) to Select





Select Item

Change Position,
Rotation & Scale





Spawn Point = Position where users appear!

The screenshot displays a 3D software interface with a central viewport showing a virtual environment. A blue capsule-shaped object, representing a spawn point, is positioned on a green grid. The interface includes a Hierarchy panel on the right, a Properties panel at the bottom right, and a bottom toolbar with various icons and a search bar.

Hierarchy Panel:

- VlasisWorld
 - Skybox
 - Directional Light
 - Spawn Point**
 - Floor Plan
 - Terrain_Crater1.glb
 - Scene Preview Camera

Properties Panel:

Name: **Spawn f** Visible: Enabled:

Transform

Position: X: **2,00** Y: **0,00** Z: **2,00**

Rotation: X: **180,0 °** Y: **-45,00 °** Z: **180,0 °**

Scale: X: **1,00** Y: **1,00** Z: **1,00**

Bottom Toolbar:

Assets | Elements | Search... | [LMB] Orbit / Select | [MMB] Pan | [RMB] Fly | [F] Focus | [Q] Rotate Left | [E] Rotate Right | [G] Grab | [ESC] Deselect All



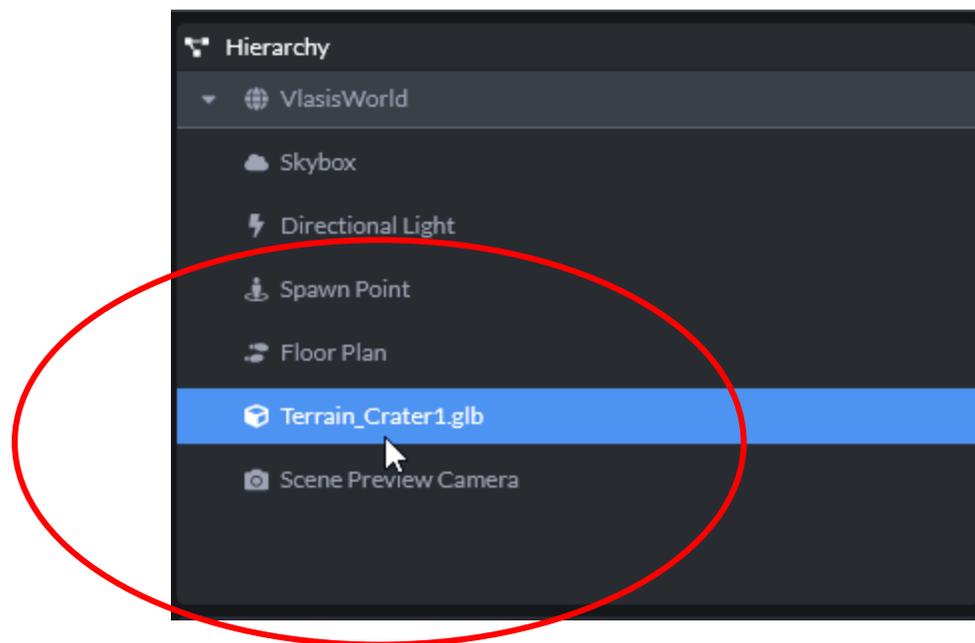
Huge Collection of Assets!

The screenshot displays a Unity Asset Store interface. On the left is a sidebar menu with the following categories: Assets, Elements (highlighted in blue), My Assets, Architecture Kit, Rock Kit, Sketchfab, Bing Images, Bing Videos, Hubs Sound Pack, and Tenor GIFs. The main area is titled 'Elements' and features a search bar labeled 'Search...'. Below the search bar is a grid of 12 asset icons, each with a label underneath:

Group	Model	Ground Plane	Box Collider	Ambient Light	Directional Light
Hemisphere Light	Spot Light	Point Light	Spawn Point	Way Point	Image



Select and hit “Delete” to remove...





World Selection 0.5m 90° 0,00 m

Viewport Lit

Floor_OneSided_2x2_Base

[LMB] Orbit / Select |

Select, right click to place, hit ESC to Release!

Assets

Elements

- My Assets
- Architecture Kit**
- Rock Kit
- Sketchfab
- Bing Images
- Bing Videos
- Hubs Sound Pack
- Tenor GIFs

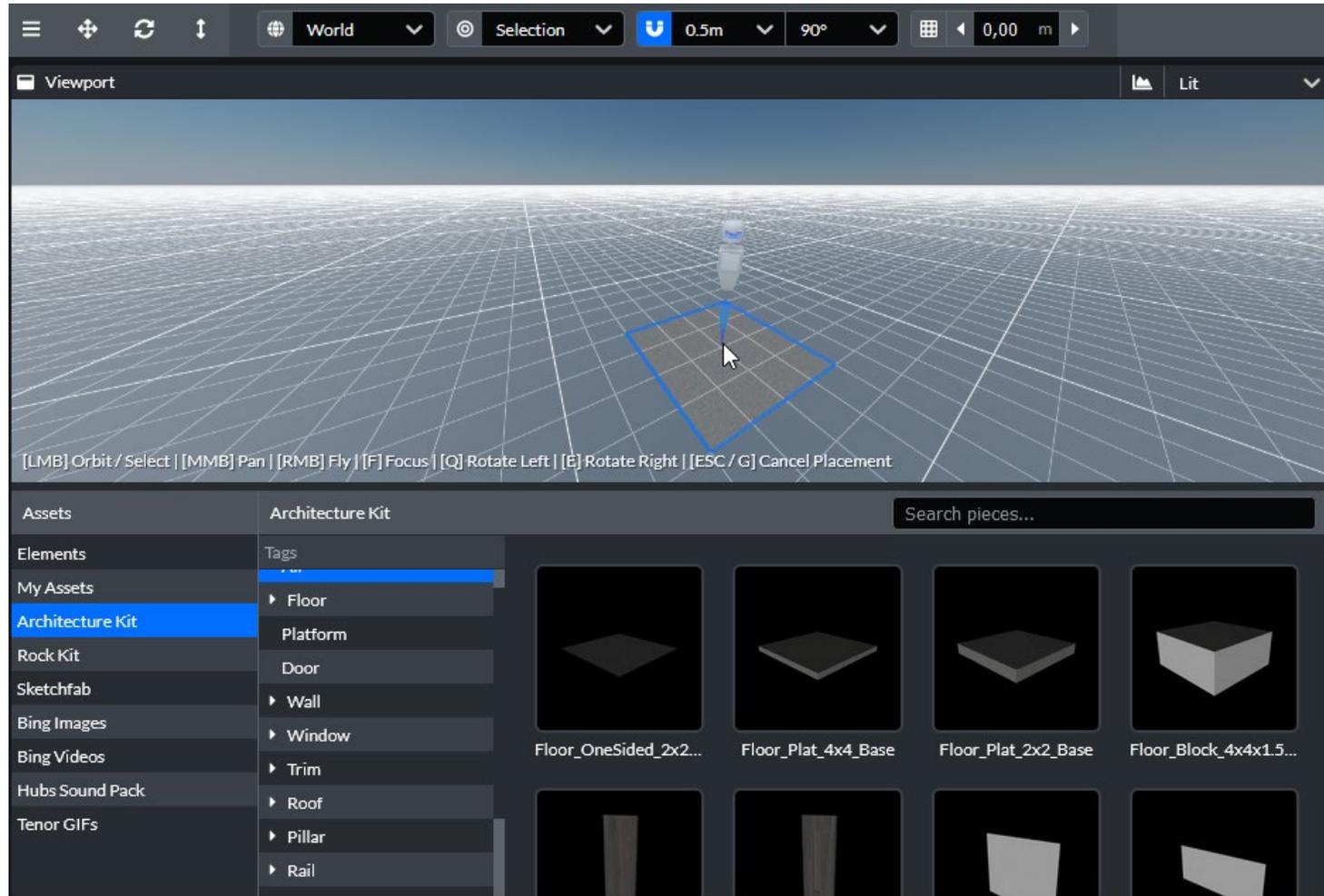
tags

- Floor
- Platform
- Door
- Wall
- Window
- Trim
- Roof
- Pillar
- Rail

Floor_OneSided_2x2... Floor_Plat_4x4_Base Floor_Plat_2x2_Base Floor_Block_4x4x1.5...



Click to place & Esc to release





Change Position, Rotation, and Scale

The screenshot displays a VR development environment. At the top, a toolbar contains icons for menu, move, rotate, and zoom, which are circled in red. The main viewport shows a 3D grid with a blue wireframe floor piece. The right-hand side features a Hierarchy panel with a tree view where 'Floor_OneSided_2x2_Base 1' is selected. Below it, the Properties panel shows the Transform section with Position (X: 2,00, Y: 0,00, Z: 2,00), Rotation (X: 0,00°, Y: 0,00°, Z: 0,00°), and Scale (X: 10,00, Y: 1,00, Z: 10,00). The X and Z scale values are circled in red. The bottom of the interface includes an Assets panel with an 'Architecture Kit' and a search bar for pieces.

Viewport: World | Selection | 0.5m | 90° | 0,00 m

Open in Hubs | Publish to Hubs...

Hierarchy

- VlasisWorld
 - Skybox
 - Directional Light
 - Spawn Point
 - Floor Plan
 - Scene Preview Camera
 - Floor_OneSided_2x2_Base 1**

Properties

Transform

Position: X: 2,00 Y: 0,00 Z: 2,00

Rotation: X: 0,00 ° Y: 0,00 ° Z: 0,00 °

Scale: X: 10,00 Y: 1,00 Z: 10,00

Kit Piece

Sub Pieces:

Floor_OneSided_2x2_Base

Floor Material: CarpetUniform

Assets

Architecture Kit

Search pieces...

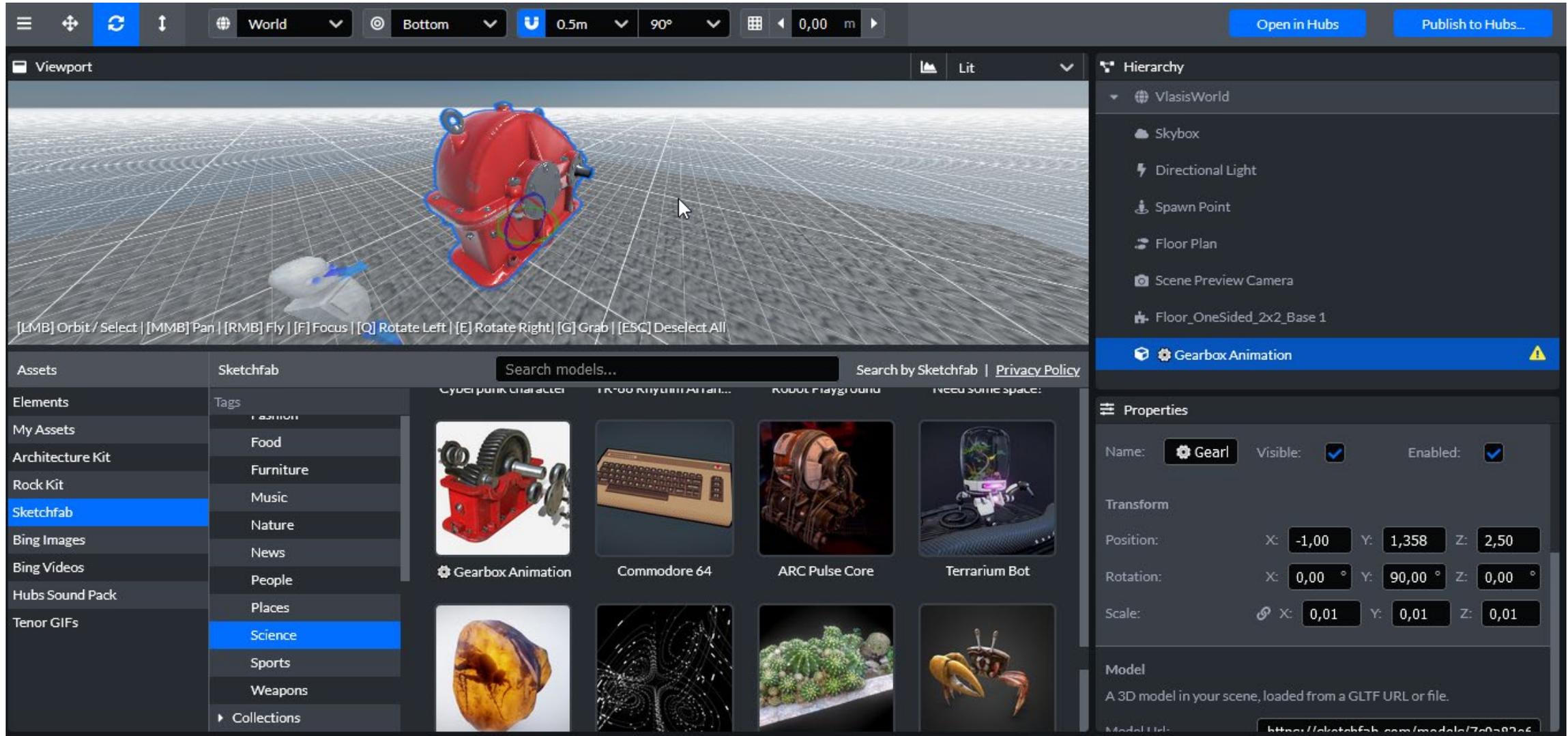
Elements

- My Assets
- Architecture Kit**
- Rock Kit
- Sketchfab
- Bing Images

Tags

- Floor
- Platform
- Door
- Wall

Search for Sketchfab models



The screenshot displays the Sketchfab web interface. At the top, there is a navigation toolbar with icons for home, search, refresh, and zoom, along with camera controls (World, Bottom, 0.5m, 90°) and a distance scale (0,00 m). Two buttons, "Open in Hubs" and "Publish to Hubs...", are visible in the top right.

The central viewport shows a 3D scene with a grid floor. A red gearbox model is the primary focus, with a blue selection outline. A white mouse cursor is positioned over the grid. Below the viewport, a keyboard shortcut bar lists: [LMB] Orbit / Select | [MMB] Pan | [RMB] Fly | [F] Focus | [Q] Rotate Left | [E] Rotate Right | [G] Grab | [ESC] Deselect All.

On the left, the "Assets" sidebar is open to the "Sketchfab" section. It features a search bar "Search models..." and a "Tags" list including Fashion, Food, Furniture, Music, Nature, News, People, Places, Science (highlighted), Sports, Weapons, and Collections.

The bottom section shows search results for "Gearbox Animation". The first result is highlighted with a blue bar and a gear icon. Other results include "Commodore 64", "ARC Pulse Core", and "Terrarium Bot".

On the right, the "Hierarchy" panel lists scene elements: ViasisWorld, Skybox, Directional Light, Spawn Point, Floor Plan, Scene Preview Camera, and Floor_OneSided_2x2_Base 1. Below it, the "Properties" panel for the selected "Gear" model shows: Name: Gearl, Visible: checked, Enabled: checked. Transform settings include Position (X: -1,00, Y: 1,358, Z: 2,50), Rotation (X: 0,00°, Y: 90,00°, Z: 0,00°), and Scale (X: 0,01, Y: 0,01, Z: 0,01). The Model section notes: "A 3D model in your scene, loaded from a GLTF URL or file." The Model URL is partially visible as "https://sketchfab.com/models/72008266".



Publish your world!

The screenshot displays the VRinHE software interface. At the top, there is a toolbar with navigation and view controls. The main viewport shows a 3D scene with a red gear model on a grid floor. The right sidebar contains a Hierarchy panel with a tree view of scene objects, a Gearbox Animation panel with a warning icon, and a Properties panel for the selected 'Gear1' object. The bottom left features an Assets panel with a Sketchfab search bar and a grid of model thumbnails. The Properties panel for 'Gear1' shows the following settings:

- Name: Gear1
- Visible:
- Enabled:
- Transform:
 - Position: X: -1,00, Y: 1,358, Z: 2,50
 - Rotation: X: 0,00 °, Y: 90,00 °, Z: 0,00 °
 - Scale: X: 0,01, Y: 0,01, Z: 0,01
- Model: A 3D model in your scene, loaded from a GLTF URL or file.



Publish to Hubs

Scene Name

Your Attribution (optional):

Allow Remixing with
Creative Commons CC-BY 3.0

Allow Mozilla to promote my scene

Model Attribution:
 Gearbox Animation (by Dznusi one)



Be very careful about Polygons and Lights, they increase computational power requirements!

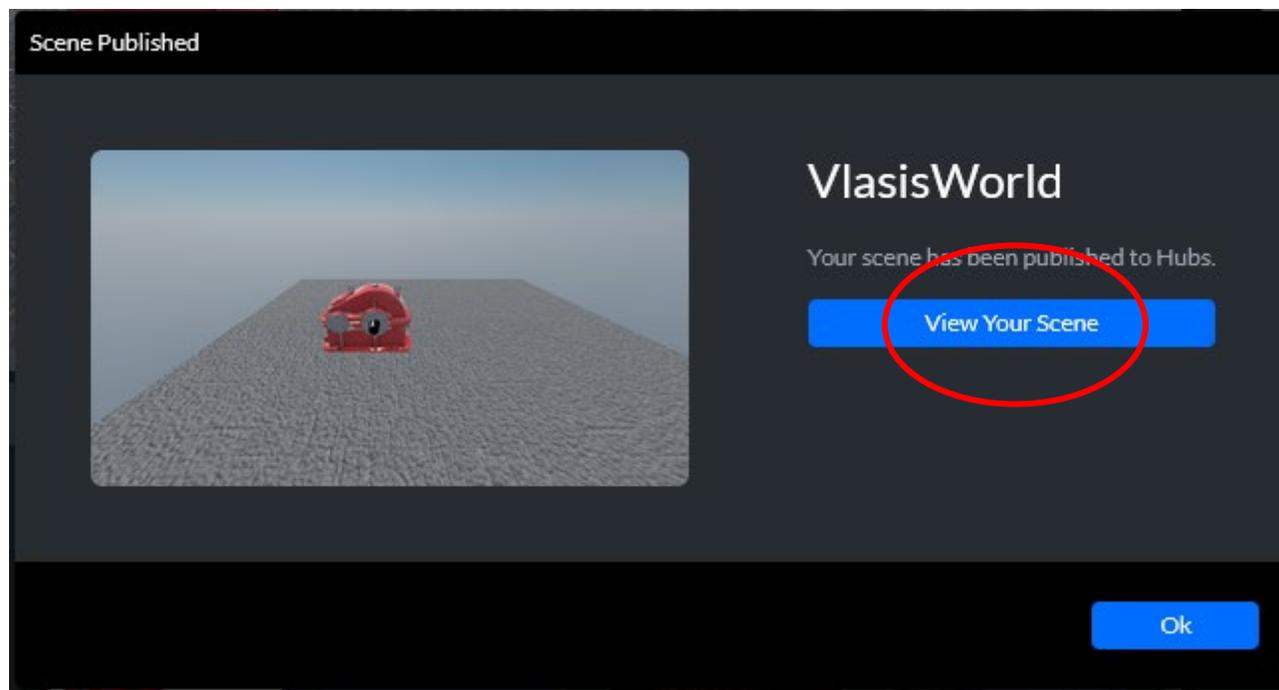
Performance Check

Low	Polygon Count: 49.330 Triangles We recommend your scene use no more than 50,000 triangles for mobile devices. Learn More
Low	Materials: 5 Unique Materials We recommend using no more than 25 unique materials in your scene to reduce draw calls on mobile devices. Learn More
Low	Textures: ~144 MB Video RAM, 0 Large Textures We recommend your textures use no more than 256MB of video RAM for mobile devices. We also recommend against using textures larger than 2048 x 2048. Learn More
Low	Lights: 1 Lights While dynamic lights are not enabled on mobile devices, we recommend using no more than 3 lights in your scene (excluding ambient and hemisphere lights) for your scene to run on low end PCs. Learn More

Cancel Publish Scene



Visit your world!





hubs

moz://a

Private, virtual 3D spaces in your browser

Create a room with this scene

✎ Edit in Spoke

🐦 Share on Twitter



hubs moz://a

Room Name

Tense Chief Domain





[← Back](#) **Microphone Setup**

Check your microphone and audio before entering.

Mute 

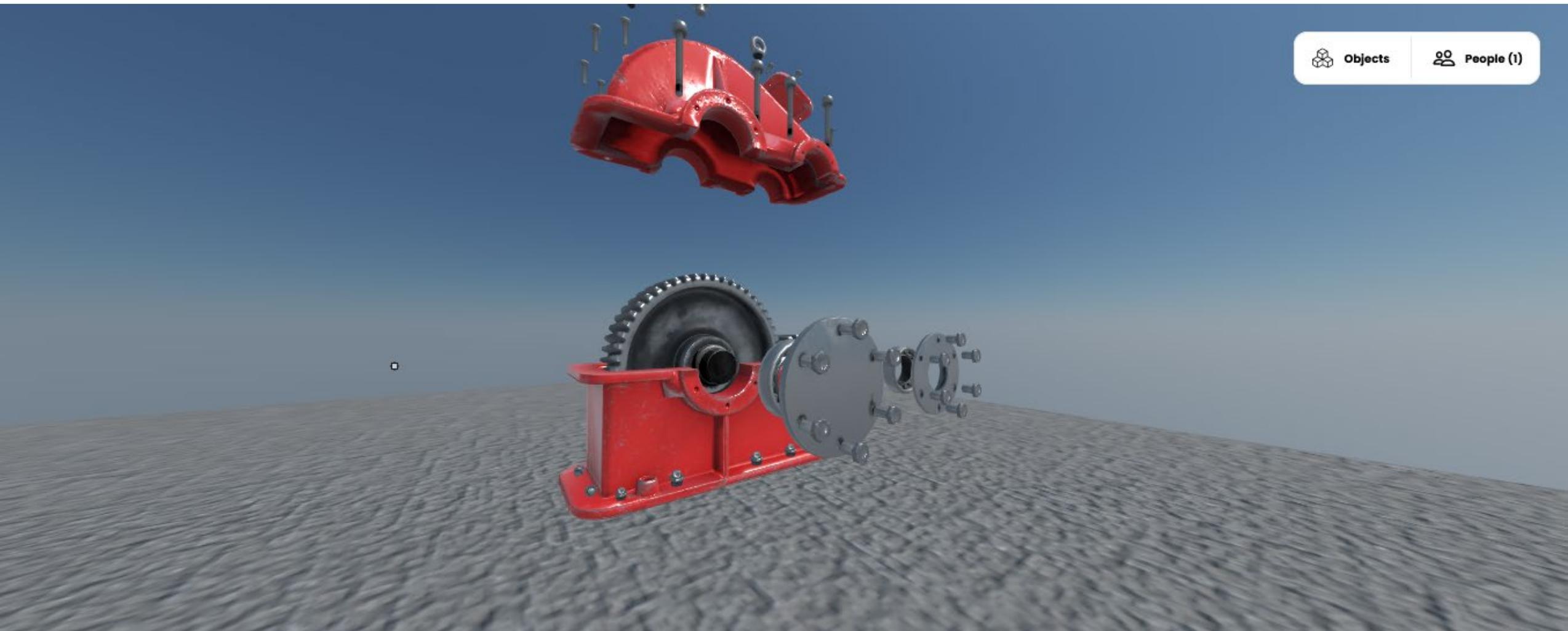
Microphone

Μικρόφωνο (U... ▾

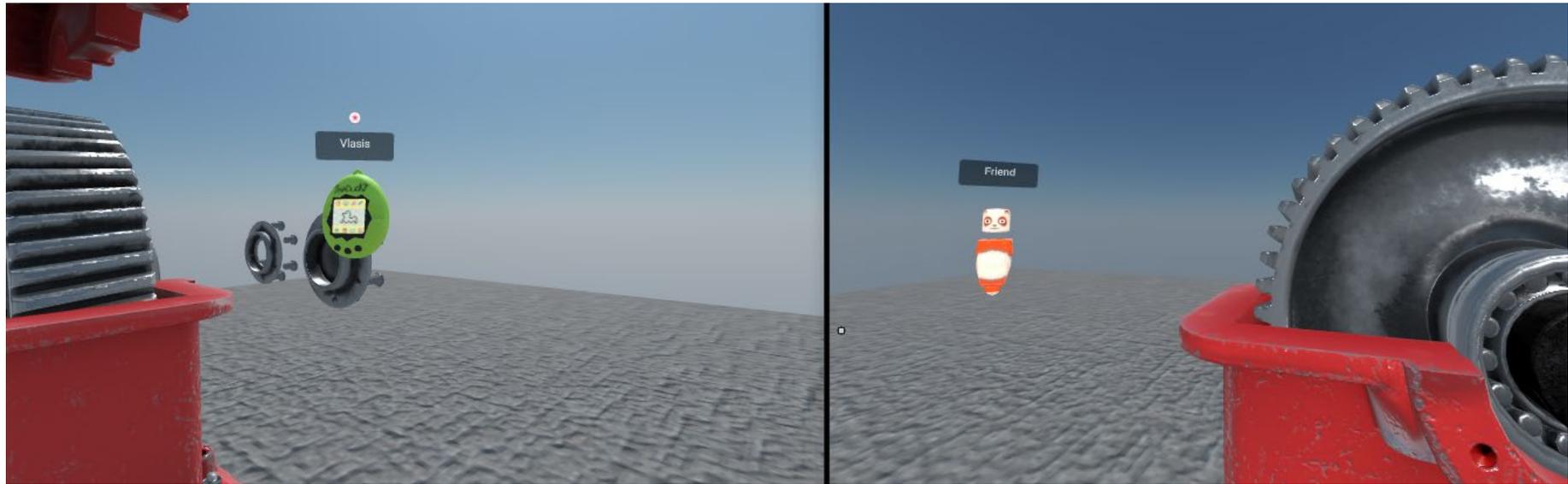
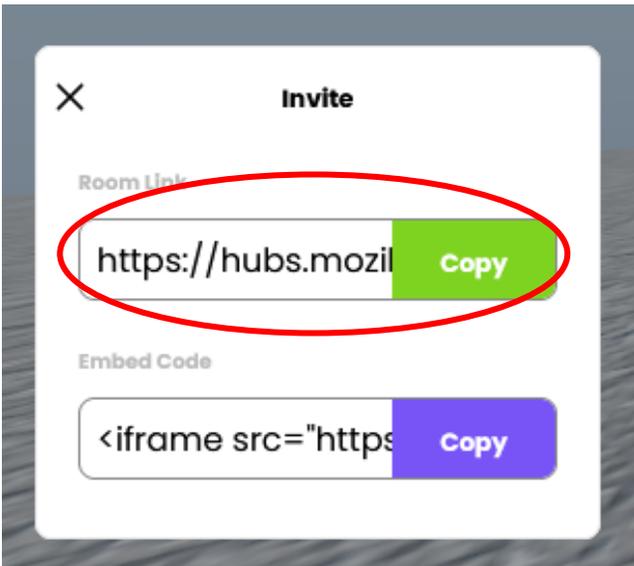
[Test Audio](#)

[Enter Room](#)



 **Objects** |  **People (1)**

Invite others via link!



Invite



Add a point light (Select it, click in scene, and hit ESC!) -> Change Color, Intensity and Range

The screenshot displays a 3D software interface with a central viewport and several panels. The viewport shows a red mechanical object on a grid floor, with a point light being added to the scene, indicated by a red circle around the light's position. The interface includes a top toolbar with navigation and view controls, a left sidebar with an 'Assets' panel (circled in red) containing 'Elements', and a bottom toolbar with icons for 'Hemisphere Light', 'Spot Light', 'Point Light' (circled in red), 'Spawn Point', 'Way Point', and 'Image'. The right sidebar contains a 'Hierarchy' panel and a 'Properties' panel (circled in red) for the selected 'Point Light'. The 'Properties' panel shows settings for Color (set to #FFFFFF), Intensity (10,00 cd), and Range (10,00 m).

Viewport: World, Bottom, 0.5m, 90°, 0,00 m

Assets: Elements

Elements: Hemisphere Light, Spot Light, Point Light, Spawn Point, Way Point, Image

Properties: Color: #FFFFFF, Intensity: 10,00 cd, Range: 10,00 m



Add a GIF the same way!

The screenshot shows the Unity Hub interface. At the top, there are navigation icons and a toolbar with settings for 'World', 'Bottom', '0.5m', and '90°'. Below the toolbar is the 'Viewports' section, which contains a 3D scene. In the scene, a red mechanical part is visible, and a GIF of a person working on a car engine is being added to it. The 'Assets' panel on the left shows 'Tenor GIFs' selected, with a search bar containing 'mechanic'. The 'Hierarchy' panel on the right lists various objects in the scene, including 'Skybox', 'Directional Light', 'Spawn Point', 'Floor Plan', 'Scene Preview Camera', 'Floor_OneSided_2x2_Base 1', 'Gearbox Animation', and 'Point Light'. The 'Properties' panel at the bottom right shows the 'Transform' and 'Video' properties for the selected object. The 'Transform' panel shows Position (X: -4,50, Y: 1,166, Z: -1,00), Rotation (X: 0,00°, Y: 90,00°, Z: 0,00°), and Scale (X: 2,00, Y: 2,00, Z: 2,00). The 'Video' panel shows the URL 'https://media.tenor.com/kM_gdri1Jc8AA'.



Add a sound the same way!

The screenshot displays the Unity Hubs interface. At the top, there's a toolbar with navigation and view controls. The central viewport shows a 3D scene with a red machine, a video player, and a blue cube. The right-hand panel shows the Hierarchy and Properties sections. The bottom Assets panel is open to the 'Hubs Sound Pack', showing a search bar and several sound icons. The Properties panel on the right shows the 'Audio' section with a URL field and control checkboxes.

Assets

- My Assets
- Architecture Kit
- Rock Kit
- Sketchfab
- Bing Images
- Bing Videos
- Hubs Sound Pack**
- Tenor GIFs

Hubs Sound Pack

Search sounds...

Tags

- All
- Full Mix
- Meeting Room
- Cathedral
- Atrium
- Office
- Nighttime Campfire

Meeting Room as M... Meeting Room Build... Meeting Room Gent... Meeting Room Music...

Hierarchy

- Skybox
- Directional Light
- Spawn Point
- Floor Plan
- Scene Preview Camera
- Floor_OneSided_2x2_Base 1
- Gearbox Animation
- Point Light

Properties

Audio

Dynamically loads audio.

Audio URL: <https://assets-prod.reticulum.io/hubs-sc>

Controls: ?

Auto Play: ?

Loop: ?

Override Audio Settings:



Download a .glb 3D model and extract it to a folder

DownloadFree3D.com

Free 3D Models Download

HOME CONTACTS 3D PRINTING MODELS ELECTRONICS PLANTS INTERIOR FURNITURE VEHICLES WEAPONS



Tag: glb



CAR

Tesla-Cybertruck



1-Hour
Sightseeing...
from €11

Book Now



70-Minute
Sightseeing...
from €10

Book Now



Sightseeing
Danube...
from €13

Book Now

Download 3D models

File

File size

 [tesla-cybertruck](#)

541 KB

tesla-cybertruck



Use My Assets → Upload → Your model to upload it

The screenshot displays the VRinHE interface. In the top-left corner, there are navigation icons for home, zoom, and orientation. The main viewport shows a 3D scene with a grid floor and a blue arrow pointing towards a grey model. A file explorer window is open in the center, showing a folder named 'source' containing a file named 'cyber' (3D Object), which is circled in red. The bottom-left panel shows the 'My Assets' menu with 'All', 'Models', 'Images', 'Videos', and 'Audio' options, where 'Models' is circled in red. The bottom-right panel shows the 'Properties' section for an audio asset, with an 'Upload...' button circled in red. The 'Audio Url' field contains the text 'https://assets-prod.reticulum.io/hubs-sc'.



World Bottom 0.5m 90° 0,00 m

Open in Hubs Publish to Hubs...

Viewport Lit Hierarchy

- Skybox
- Directional Light
- Spawn Point
- Floor Plan
- Scene Preview Camera
- Floor_OneSided_2x2_Base 1
- Gearbox Animation
- Point Light

[LMB] Orbit / Select | [MMB] Pan | [RMB] Fly | [F] Focus | [Q] Rotate Left | [E] Rotate Right | [G] Grab | [ESC] Deselect All

Assets My Assets Search assets... Search by Mozilla Hubs | Privacy Policy Upload...

Elements	Tags
My Assets	All
Architecture Kit	Models
Rock Kit	Images
Sketchfab	Videos
Bing Images	Audio
Bing Videos	
Hubs Sound Pack	
Tenor GIFs	

cyber.glb

Properties

Audio

Dynamically loads audio.

Audio Url:

Controls: ?

Auto Play: ?

Loop: ?

Override Audio Settings:



Place it in the scene! (Select it, click in scene, hit ESC)

The screenshot displays a 3D software interface with the following components:

- Top Toolbar:** Contains navigation icons (Home, Refresh, Move), a camera mode dropdown set to 'World', a view direction dropdown set to 'Bottom', a distance dropdown set to '0.5m', a rotation dropdown set to '90°', and a zoom slider set to '0,00 m'. Buttons for 'Open in Hubs' and 'Publish to Hubs...' are on the right.
- Viewport:** The central 3D view area showing a scene with a red machine, a white car, and a floor grid. A blue outline indicates the car is selected. A keyboard shortcut list is visible at the bottom of the viewport: [LMB] Orbit / Select | [MMB] Pan | [RMB] Fly | [F] Focus | [Q] Rotate Left | [E] Rotate Right | [G] Grab | [ESC] Deselect All.
- Left Sidebar:** Divided into 'Assets' and 'My Assets' sections. The 'My Assets' section has a search bar and a list of tags: All, Models (highlighted), Images, Videos, and Audio. A thumbnail of a white car labeled 'cyber.glb' is circled in red.
- Right Sidebar:** Contains a 'Hierarchy' panel listing scene objects like Skybox, Directional Light, and Spawn Point. Below it is a 'Properties' panel for the selected car model, showing fields for Model Url (https://uploads-prod.reticulum.io/files/e), Loop Animation (Select...), and checkboxes for Collidable and Walkable (both checked).



You can also upload images...

The screenshot displays the VRinHE software interface. At the top, there is a toolbar with navigation and view controls. The central viewport shows a 3D scene with a white car, a red dome-shaped object, and a landscape image (Rhodes Island) placed on a grid floor. The right side of the interface features a Hierarchy panel listing scene elements like Skybox, Directional Light, and Spawn Point. Below the Hierarchy panel is the Properties panel for the selected asset 'rhodes-i', which is circled in red. The Properties panel shows the following values:

Property	X	Y	Z
Position	4,00	1,667	5,00
Rotation	0,00 °	0,00 °	0,00 °
Scale	5,00	5,00	5,00

The bottom left of the interface shows an Assets panel with a search bar and a list of asset categories. The 'Images' category is selected, and a preview of the 'rhodes-island-3-192...' image is visible.

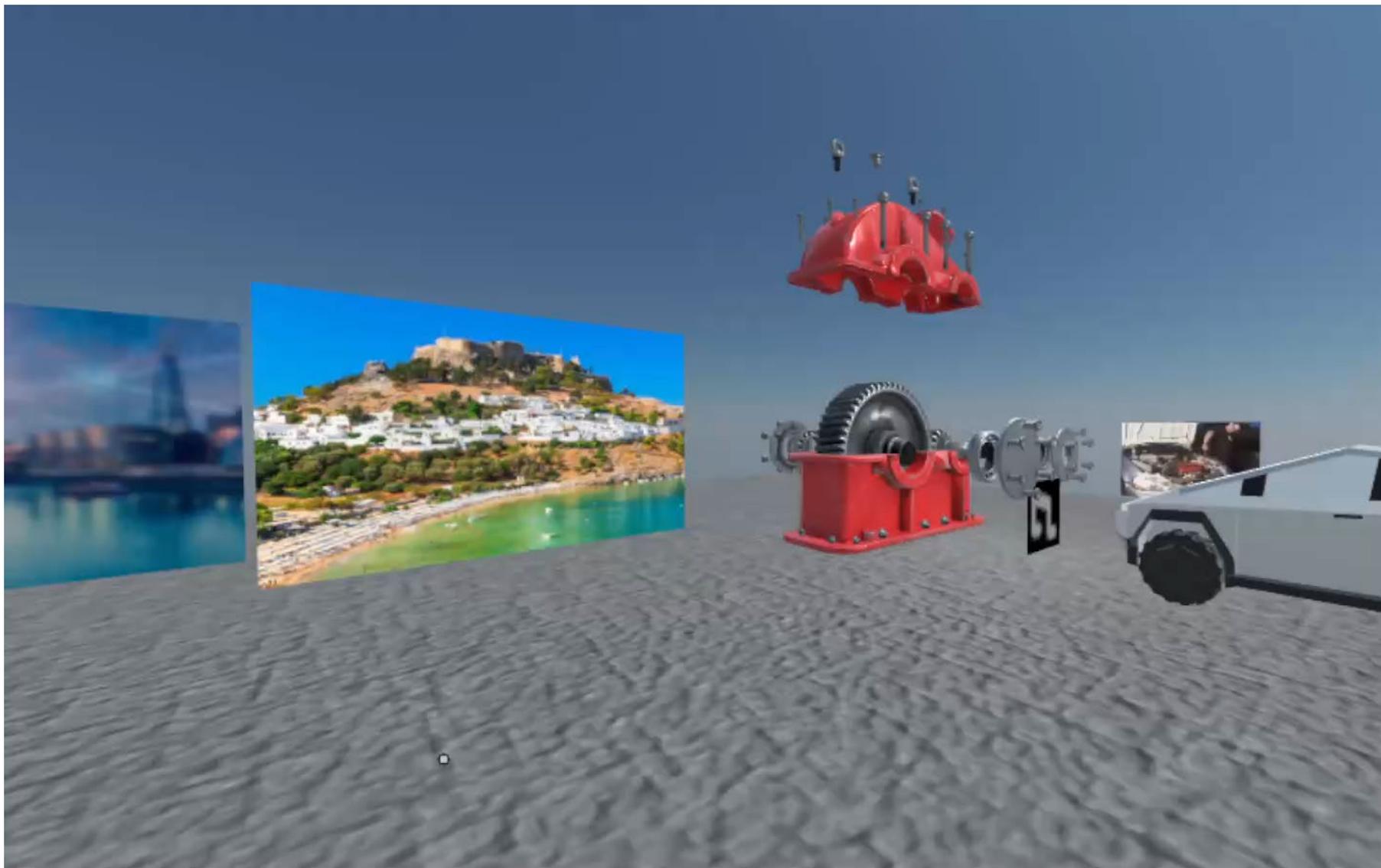


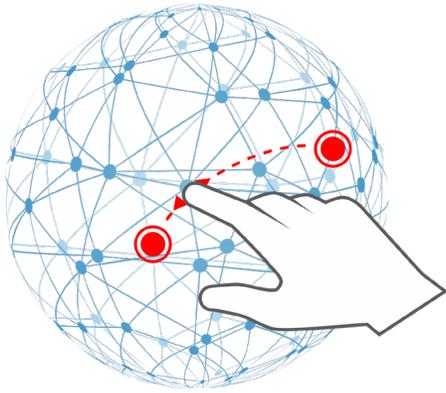
And videos!

The screenshot displays the Mozilla Hubs interface. At the top, there is a toolbar with navigation icons and settings for the environment (World, Bottom, 0.5m, 90°, 0,00 m). Below the toolbar is the Viewport, which shows a 3D scene with a red mechanical component, a video player, and a landscape image. The video player is titled "What Is Virtual Reality (VR) In 60 Seconds.mp4".

On the right side, there are two panels: Hierarchy and Properties. The Hierarchy panel lists assets such as "Floor_OneSided_2x2_Base 1", "Gearbox Animation", "Point Light", "Meeting Room Music Expansion", "cyber.glb", and "rhodes-island-3-1920.jpg". The Properties panel shows settings for the selected asset, including "Billboard", "Link Href", "Projection" (set to "flat"), "Controls" (checked), "Auto Play", "Loop", "Override Audio Settings", and "Attribution".

At the bottom left, there is an Assets panel with a search bar and a list of assets. The "Videos" tag is selected, and a video thumbnail titled "What Is Virtual Realit..." is visible.





VRinHE

VIRTUAL REALITY IN
HIGHER EDUCATION

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THANK YOU!

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