

Ready Student One! Exploring How to Build a Successful Game-Based Higher Education Course in Virtual Reality

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Abstract : Today more than ever before, we have access to new technologies which provide unforeseen opportunities for educators to pursue in online education. It starts with an idea, but that needs to be coupled with the right team of experts willing to take big risks and put in the hard work to build something different. An instructional design team was empowered to reimagine an Introduction to Sociology university course as a Game-Based Learning (GBL) experience utilizing cutting edge Virtual Reality (VR) technology. The result was a collaborative process that resulted in a type of learning based in Game theory, Method of Loci, and VR Immersion Simulations to promote deeper retention of core concepts. The team deconstructed the way that university courses operated, in order to rebuild the educational process in a whole learner-centric manner. In addition to a review of the build process, this paper will explore the results of in-course surveys completed by student participants.

Keywords : higher education, innovation, virtual reality, game-based learning, loci method

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