

Immersive Learning in University Classrooms

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Abstract : This paper considers the emerging area of integrating Virtual Reality (VR) technologies into the teaching of Visual Anthropology, Research Methods, and the Anthropology of Contemporary India in the University of Sussex. If deployed in a critical and self-reflexive manner, there are several advantages to VR-based immersive learning: (i) Based on data available for British schools, it has been noted that 'Learning through experience can boost knowledge retention by up to 75%'. (ii) It can tutor students to learn with and from virtual worlds, devising new collaborative methods where suited. (iii) It can foster inclusive learning by aiding students with SEN and disabilities who may not be able to explore such areas in the physical world. (iv) It can inspire and instill confidence in students with anxieties about approaching new subjects, realms, or regions. (v) It augments our provision of 'smart classrooms' synchronised to the kinds of emerging immersive learning environments that students come from in schools.

Keywords : virtual reality, anthropology, immersive learning, university

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