

## Teaching College Classes with Virtual Reality

**Authors :** Penn P. Wu

**Abstract :** Recent advances in virtual reality (VR) technologies have made it possible for students to experience a virtual on-the-scene or virtual in-person observation of an educational event. In an experimental class, the author uses VR, particularly 360° videos, to virtually engage students in an event, through a wide spectrum of educational resources, such as a virtual “bystander.” Students were able to observe the event as if they were physically on site, although they could not intervene with the scene. The author will describe the adopted equipment, specification, and cost of building them as well as the quality of VR. The author will discuss (a) feasibility, effectiveness, and efficiency of using VR as a supplemental technology to teach college students and criteria and methodologies used by the authors to evaluate them; (b) barriers and issues of technological implementation; and (c) pedagogical practices learned through this experiment. The author also attempts to explore (a) how VR could provide an interactive virtual in-person learning experience; (b) how VR can possibly change traditional college education and online education; (c) how educators can balance six critical factors: cost, time, technology, quality, result, and content.

**Keywords :** learning with VR, virtual experience of learning, virtual in-person learning, virtual reality for education

**Conference Title :** ICHE 2017 : International Conference on Higher Education

**Conference Location :** Montreal, Canada

**Conference Dates :** May 11-12, 2017