

First paragraph – Introduction, say what the theme is and my goal. Chosen tech is VR btw

Second paragraph – First point is the expansion in terms of student experience, school trips, experiences outside the classroom while still inside it, meeting people in other countries, etc. Education as experiences, encouraging exploration instead of giving ready-made content

In addition, the learners can virtually travel to oceans, visit other countries to familiar with other cultures and so on 5

Plus study 1

Argument against – study that says its not that good. However, students agreed that if “study”, this could be a beneficial experiment

Third paragraph – explain difficult concepts that are impossible to simulate irl

forth paragraph – Replacing physical objects with virtual ones in high tech training, allowing for better understanding, avoid accidents and is lower in costs and resources

Instead of pens and paper, students are immersed in a VR environment, where they can “touch” the knowledge with 3D goggles, data gloves and space ball. 3

+ adobe medical example. 1

With the virtual experiment built by VR technology, students can safely do a variety of dangerous experiments. For example: virtual aircraft driving teaching system can avoid a serious air crash accident caused by the misoperation. 3

VR helps students to learn chemistry without using real materials and give more understanding of what are atoms and molecules 5

However, this method will not replace every single physical experiments and some have to be conducted physically in order to get the best results. For example, learning how to drive.

fifth paragraph – Distance learning could be a way for students to interact with highly qualified professor without leaving their homes. Eg. Learning a language without leaving your country Then VR education can take you into a virtual scene, in which students could make real interaction and communication with foreign teachers and students. Further, scenes can be changed according to the topic at any time. 3

Also works as a way to minimise educational discrepancies/disparities by giving everyone the same opportunities in a more accessible and affordable environment.

sixth paragraph – There is still a lot to learn before implementing VR Further development on real-time peer/tutor interactions, textualnumerical information integration and note taking are particularly essential to improve the usability of VR for education.. VR will not replace physical education but will assist and expand the experiences students can have in the classroom, as well as help other communities get access to the best education possible, without having to move.

These are all crucial changes but they will never replace face to face learning, just add to it. But of course there is a lot of research and tech advancements that need to be made before implementing VR in education. EG. Further development on real-time peer/tutor interactions, textualnumerical information integration and note taking are particularly essential to improve the usability of VR for. 2

But it is undeniable that VR will have a huge impact on education and we are just in the baby steps of the technological revolution.

A comparative analysis was made with 50 students at a university. Half learned a lecture from a PowerPoint and the other 25 from a VR content. Afterwards they did an assessment consisting of 10 questions regarding the content they were presented. “”Overall, 20 out of 25 students that used the VR headset as a learning tool managed to answer 70 to 80% of the questions correctly. For the group that went through and read the information from the slides, 17 students achieved a similar performance.” (blblbl). This is not to say that there w

<https://onlinelibrary.wiley.com/doi/book/10.1002/9780470753545>

[file:///C:/Users/marga/Downloads/Gordon%20Wells %20Guy%20Claxton%20-%20Learning%20for%20life%20in%20the%2021st%20century%20-%20sociocultural%20perspectives%20on%20the%20future%20of%20education%20\(2002,%20Blackwell%20Publishers\)%20-%20libgen.lc.pdf](file:///C:/Users/marga/Downloads/Gordon%20Wells%20Guy%20Claxton%20-%20Learning%20for%20life%20in%20the%2021st%20century%20-%20sociocultural%20perspectives%20on%20the%20future%20of%20education%20(2002,%20Blackwell%20Publishers)%20-%20libgen.lc.pdf)

[https://papers.ssrn.com/sol3/papers.cfm?abstract\\_id=2606562](https://papers.ssrn.com/sol3/papers.cfm?abstract_id=2606562)

<https://deliverypdf.ssrn.com/delivery.php?ID=515027005118070083111092122018089006004012017087001025006118114010071097078070119028123027038060024046098071116066124005114098010016003015051069024121083108104105105073077091088092102084069076110018124066083066082095111073095096072106088090005011102078&EXT=pdf&INDEX=TRUE>

[https://onlinelibrary.wiley.com/doi/abs/10.1111/0735-2166.00089?saml\\_referrer](https://onlinelibrary.wiley.com/doi/abs/10.1111/0735-2166.00089?saml_referrer)

<https://web-s-ebscohost-com.arts.idm.oclc.org/ehost/pdfviewer/pdfviewer?vid=1&sid=7542415f-cbdc-402b-a2c1-603bf5756df7%40redis>

[https://www.inthefootsteps.org/static/media/How\\_VR\\_Education\\_Will\\_Change\\_How\\_We\\_Learn\\_&\\_Teach\\_Adobe\\_XD\\_Ideas.0508edc3.pdf](https://www.inthefootsteps.org/static/media/How_VR_Education_Will_Change_How_We_Learn_&_Teach_Adobe_XD_Ideas.0508edc3.pdf)

<https://ieeexplore.ieee.org/abstract/document/8190660>

<https://ieeexplore.ieee.org/abstract/document/8657615>

**<https://ieeexplore.ieee.org/abstract/document/8446486>**

**Despoina session**

**Racial biases**

**Digital Fashion**

**Art curation**

**Write about this discussion I had about the implementation of  
VR in education**

**Reflect on my ideas and final thoughts**

**Talk about the studies**