This year, I really want to think about how I could apply VR in education for children realistically. For this I think it's crucial to think Possible risks for children when technology is applied incorrectly:

Only looked at a few videos but most of them focused on phycological and physical impact

🏴 about how technology can influence kids in the wrong ways

▷ I found many video regarding a recent incident due to a TikTok trend where this kid

▷ - Archie → Went into a comma
- Vrchat → Sexual abusers
- Pokemon Go → Unaware of their surroundings
- TikTok → Dangerous ideas and challenges

⎿ These are very extreme examples to show that technology has a big impact on developing brain of a child. So what are the limits?

VR in education

⎿ Risks we have to consider
⎿ And how it could be applied to education

↳ What does this mean?

When we think about developing VR for

educational purposes for children in particular(, ~~little~~ little) , we have to think very carefully about how to adapt it to their minds so that they learn to separate what they see in VR from actual reality.

↳ For example, if I were to teach a class of 6-8 year old kids how to cross the road I could never have a car running over a kid to exemplify what to do. Not because it would be traumatic, but because they wouldn't get hurt or would'nt get an idea of the real danger.

↳ Or how the apps would be built to deal with or censor cyberbullying between kids

↳ What are the limits in terms of movement What scenarios could never be presented? Like would scenarios that push the physical boundaried of human abilities be apropriate?

Also, how could Education inside VR help counter attack other dangers inside this platform?

We also have to consider the physical impact on the children's wellbeing

How should programs be developed to take their health into account.
So, dealing with things like vision, over

exposure to VR, Motion sickness, etc