



# Virtual Reality and School Administration

## Integrating Virtual Reality Technology

Virtual reality can have a major impact in elementary and high schools. It is important to use virtual reality in situations where it will have a positive effect in education. Virtual Reality technology is not going to have an impact on its own, but rather, like textbooks or filmstrips, it is another tool that the teacher can use when it is appropriate to do so, in combination with other tools, to aid learning.

## Focus

Virtual Reality is used in situations to provide a direct benefit over existing visualizations such as pictures in textbooks, videos, and physical models. Virtual reality environments are used to focus the students' attention onto the learning goals, and limit any potentially distracting elements.

## Virtual Reality and Parents

Virtual reality programs should be demonstrated to parents. Virtual reality should also be described and explained to parents and administration, answering any questions they may have. The goal is to be partners in this effort with teachers, staff, and parents at the school. All should be informed about what is to be accomplished together.

## Planning

All activities in the school must be aligned with the school's master calendar.

## Safety

Safety issues are of the highest importance. All of the students using VR and their parents should sign permission slips beforehand that describe the VR hardware and the children's role in the experience.

## Tech Support

It is important to have a VR system-savvy person at the school while the equipment is in use. This person is responsible for turning on the equipment, starting applications, maintaining VR glasses, and troubleshooting. This person does not need to be intimately familiar with the hardware or software, as long as there is an expert available by phone.

# Virtual Reality and Students

## Student Orientation

- Before using virtual reality, students are introduced to virtual reality and its components, and answering questions they may have.
- Students are asked whether they get car sick or experience trouble at Omni-Max movies. Students must understand that they can stop using VR at any time.
- During the orientation, students are asked if they feel nausea or disorientation.
- The VR experience should last no more than 15 minutes.

## Group Exploration

Virtual reality is a very individualized experience, but it may also be used for group exploration.

- The entire class begins discussion on the VR subject before exploring virtual reality.
- Students then break into groups of 4-5 students
- Each of those groups spends 15 minutes surveying their piece of the virtual world, collecting data and observations.