Virtual Reality: Ready for the College Classroom?

Prize Wheel!
1. Spin the wheel
2. Write your response to the question on paper
3. Choose your prize!

Prizes!
1. Entry into drawing for cardboard VR viewer or
2. Button of your choice:
   - Entry into drawing for cardboard VR viewer
   - Button of your choice:
   - Button of your choice:

Your responses will be added to the ELI 2016 digital poster gallery!

https://dukedigitalinitiative.duke.edu/
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Why Ask the Question?
What can students experience virtually that would be too
- Rare
- Dangerous
- Expensive
- Inaccessible

Explosions
Weather events
Climate scenarios
More!
Space flight
Hidden art
Planetary exploration
Life of a refugee

Why Now?
The technology is finally low enough in cost to make entry-level VR feasible for classes.

Or: The ability to go places we can’t otherwise go; to experience historical events from centuries ago; to place ourselves in alternate futures; to safely place ourselves in danger; to see things that will never occur in our lifetimes...

What is it?
Virtual. adjective vir·tu·al \ˈvər-chə-wəl, -chəl; ˈvərch-wəl\ Very close to being something without actually being it
Reality. noun re·al·i·ty \rē-ˈa-lə-tē\ Something that actually exists or happens: a real event, occurrence, situation, etc.

What Should We Consider?
• Availability of relevant content
• Accessibility concerns
• Motion sickness
• Increased detachment from the real world
• Unknown emotional and mental impacts
• Unknown physical impacts (ergonomics)
• Legal questions about implications of behavior within virtual reality

What’s Out There to Use?

Smart Phone VR:
- Google Cardboard (make it or buy a kit)
- Samsung Gear VR
- Mattel ViewMaster
- Wearality
- Zeiss VR One
- Freely VR
- And more!

Computer-Based VR:
- Oculus Rift
- Sony Playstation VR
- HTC Vive (room-scale!)

Other:
- Haptic interfaces
- Full body suits
- 3D audio
- And more!