Attendee Responses to Prize Wheel Prompts

“Virtual Reality: Ready for the College Classroom”
Thursday February 4, 2016
ELI Annual Meeting
Elizabeth A. Evans, Duke Digital Initiative, Duke University (e.a.evans@duke.edu, @Duke_DDI)

Process: Attendees got to spin a prize wheel with prompts. For each spin/response submitted, he or she got to choose a prize.

The prompts were:
- I’m excited about...
- I’m worried about...
- I want to know more about...
- Write a Haiku about VR.
- I think this would be useful in a class about...
- Free (no response necessary for a prize)

I want to know more about...
- Phone apps to support ViewMaster technology
- Where VR will be in 10 years
- Augmented reality (AR) and how it can change science classes, especially in terms of animal dissection
- VR ViewMaster
- VR software availability, reviews, usability
- Practical uses of VR and AR in the classroom
- 360 video VR

I’m excited about...
- Seeing what my students can do with access to VR equipment
- How VR could be applied in child development
- Implementing a virtual art history exhibit at my institution, Colgate University!
- Internet of Things (IoT) as tools for immersive experiences in learning
- The buzz this creates
- VR. It saves time and money. I can sit in my room and go on a vacation without paying anything or spending much time. I can also have a virtual lab in my school for experiments at no cost.
- The potential of VR—It’s all about the content and what will be available
- VR’s ability to change lab sciences
- Going somewhere even while staying here!
- The changes this will bring to the way we teach

I think this would be useful in a class about...
- Architecture
- Great for historic places; history; foreign language; sciences
Nursing immersive patient interviews

I’m worried about...
- Finding the right app
- Accessibility and universal design
- Those without BYODs
- Faculty being overwhelmed by this
- How do you develop virtual reality?
- That it is only a hype; that it’s not payable in good quality
- Universal mobile (iOS and Android) access to VR
- Visually impaired people (accessibility?)

Write a Haiku about VR:
(Kudos to those who came up with something on the spot!)

1. Found her with my phone
   Pretty, funny, liked me too
   Darn that VR girl

2. Many adventures
   Right from your mobile device
   Let’s go on this trip!

3. VR: Finally!
   Go places different times.
   Now: scale, baby, scale!

4. Immersive content
   Experience it in awe
   Don’t fall for real though.