

Module 4:

Integration of VR/AR in education

VRinHE Project Virtual Reality in Higher Education

Reference number: 2021-1-BG01-KA220-HED-000032128

Module Description

This module explores the use of Virtual and Augmented Reality (VR and AR) in education, delving into their transformative role in learning. It covers topics such as the levels of virtuality, VR technology research, learning theories, and cognitive processes. Additionally, it addresses the potential benefits and limitations of VR and AR in educational settings, featuring case studies and research examples from experts at the Faculty of Education, Psychology, and Art at the University of Latvia. The module concludes by emphasizing the integration of pedagogical and usability principles for creating effective VR learning environments, highlighting current research findings and future possibilities in this field.

Learning Outcomes

With the completion of this module, the trainees will be able to:

1. Understand the fundamental principles of Virtual and Augmented Reality (VR and AR).
2. Apply VR and AR technologies in educational contexts effectively.
3. Analyze and evaluate the benefits and limitations of VR and AR in teaching and learning.
4. Demonstrate proficiency in using VR tools for educational purposes

Supporting Material/ Resources to be used

Presentation “Integration of VR/AR in education” available here:



Methodology

- Presentation
- Discussion
- Reflection