



# VRinHE Project

## Virtual Reality in Higher Education

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

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### Module Number: 5

**Module Title:** Hands-on on VR devices, Virtual Reality Learning Environments, and Scenarios (VRChat)

### Module Description

VRChat is a powerful Social Virtual Reality platform which allows the design and development of persistent, shared by remote users, virtual worlds. VRChat supports real-time communication between individuals, controlling high-fidelity avatars. The social aspects of VRChat along with the availability of a programming interface for custom worlds creations provides a fruitful opportunity for the design and development of Virtual Reality Learning Environments. The goal of this module is to introduce trainees to the features and affordances of VRChat while allowing them to visit worlds serving as virtual reality learning environments.

### Learning Outcomes

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

- Identify the specifications and affordances of VRChat platform.
- Complete basic tasks inside VRChat.
- Visit virtual reality learning environments in VRChat.

### Instruments/ Tools/ Supporting Material/ Resources to be used.

Please explain what type of resources, materials and tools will be utilized by the trainees (list of files, web links, videos, PPT – name the corresponding files using file names by the Module's number).

- PPT – introduction to VRChat
- Videos – demonstration of VRChat features/affordances.
- Applications – Oculus Quest 2 VRChat application

### Methodology

- Presentation of VRChat features/affordances
- Presentation of basic features inside VRChat
- Hands-on experience in VRChat

## Learning Activities Plan

Please explain the activities during the training, using the following template.

1. Introduction Activity	
What	Get familiar with VRChat
How	PPT, Videos
Where	Desktop resources
Who	Trainers
Estimated Time	40 min
2. Development activity	
What	Presentation of VRChat features
How	Screencast of Oculus Quest 2 VRChat application
Where	<a href="https://hello.vrchat.com/">https://hello.vrchat.com/</a>
Who	Trainers
Estimated Time	10 min
3. Hands on activity	
What	Experience VRChat
How	Visit VRChat worlds using Oculus Quest 2
Where	VRChat worlds
Who	Trainees
Estimated Time	30 min
4. Reflection activity	
What	Discussion and summarizing the usage of VRChat
How	Discussion
Where	Classroom
Who	Trainees and Trainers
Estimated Time	10 min