IN MY VR provides a safe place for trial and error during the early stages of learning.

Integration of technology affords creativity and innovation.

Gartner Hype Cycle predicts VR will be a major technology in the future.

Students can learn from each other and from their peers.

Higher perceived learning outcomes from the use of VR technology.

The Control Value Theory of Achievement (CVT) states that control over learning adds positive value.

Does not require internet connection.

Traditional methods of teaching can be overwhelming and distracting.

Making sure devices are charged on time is a major challenge.

Construct mental models of the material.

VR can enhance content by making it more engaging.

Embody 8 famous figures in US history to make the learning experience more personal.

Students can create anything from their imagination.

Lack of engagement can lead to adverse consequences such as dropping out of school.

Simulating/representing real-life events can lead to a stronger understanding of history.

Secondary | History, Social Studies, French

Social Constructivism theory suggests that learning is a social process.

Unstable WIFI connection can disrupt the learning process.

The principle of Multiple Means of Representation (MMR) states that learning can be facilitated through various modalities.

"Transduction" of the learning material into a format that best suits the learner is essential.

Memory palace technique can be used to aid memory retention.

VR is most commonly accompanied with headsets, although the use of Cardboard and your phone is also possible.

Each level of Bloom's taxonomy can be used in VR to enhance the learning experience.

Walk through iconic moments throughout the Civil War to understand the significance of each event.

The principle of Multiple Means of Engagement in the classroom is increasingly important in today's diverse learning environments.

MOOCs (Massive Open Online Courses) have revolutionized the way we access education, offering opportunities to learn new skills and knowledge.

International perspectives and cultures can be brought to life through VR.

As a result, I strove to find a way to best represent the experience of refugees, and VR presented itself as a tool in the Classroom Experience Age.

I decided to explore how VR can positively impact engagement and comprehension of the material.

Linden Carlson | November 2021

WHAT IS VIRTUAL REALITY (VR)?

WHAT ARE THE LEARNING AFFORDANCES OF VR?

WHAT IS THE LEARNING AFFORDANCE OF VR?

HOW I WILL USE VR IN MY SOCIAL STUDIES CLASSROOM LEAD TO BETTER UNDERSTANDING AND ENGAGEMENT IN SOCIAL STUDIES

VISUALIZING IDEAS

LETS SEE WHAT AND HOW VR MIGHT BE USED IN A SOCIAL STUDIES CLASSROOM LEAD TO BETTER UNDERSTANDING AND ENGAGEMENT IN SOCIAL STUDIES

REFERENCES