



IMMERSIVE TECHNOLOGY CLASSROOM GUIDE

A Resource Guide for Virtual Reality in the Classroom

Virtual Reality is a new tool that is being researched for use in many different disciplines. Researchers and Developers are looking into its use in Gaming, Psychology, Medicine, Storytelling, and Education.



MY HERO VR Educator Guides are designed to help educators lead activities that build empathy, promote activism, provide inspiration, harbor innovation, and promote best practices using this new technology. This resource guide is a starting point to bring Virtual Reality into the classroom.

Equipment

Using a computer, tablet, or Smartphone

Display Devices using a Smartphone

For 360 experiences and other VR applications you can use low cost and disposable devices like the Google Cardboard (\$15). There are other devices like the Mattel Viewmaster (\$29).

Go to this link to see options:

<https://www.google.com/get/cardboard/get-cardboard/>



cool cardboard viewers



Head Mounted Displays using a computer

Head Mounted Displays (HMD) offer a higher resolution with a more immersive experience by blocking out the outside environment. There is Facebook's Oculus Rift (pre order \$600) and the HTC Valve (\$800). Computer specifications vary but mostly center around a Windows computer with a substantial Graphics card. Laptops can work. There are specifications listed, check these links:

Facebook Oculus <https://www.oculus.com/en-us/oculus-ready-pcs/>

HTC Vive <http://store.steampowered.com/app/358040>



HTC Vive with controllers



Content Resources

Many assets are available. We have broken them down into sections depending on your viewing decision.

<https://www.ryot.org/category/videos/360>

RYOT is a company that produces 360 video documentary-style virtual reality films. These are kid friendly and are good additions to your lesson plans involving activism, geography, and nature.



RYOT's Dolphin Project

<http://www.elementerravr.com/>

Elementerra is a fun game where the goal is to build an environment of abstract trees, flowers, rocks, and alien foliage.



Elementerra

<http://www.thebluvr.com>

The BlueVR is an excellent underwater adventure that introduces students to the many varied species of marine life.



Wevr's THE BLUE

<http://apple.co/1iFnxTU>

New York Times free app has content related to news stories from the New York Times. NYT's interesting stories from around the world about children and their plight.



New York Times

<http://on.fb.me/21c0HTB>

Frontline Documentary posted on Facebook. "On the Brink of Famine" takes you inside South Sudan in 360° to meet people battling a man-made hunger crisis.



Frontline On The Brink of Famine

<http://bit.ly/1noyufH>

nearpod is an educational app site that has many free VR experiences and games that are educational and fun.



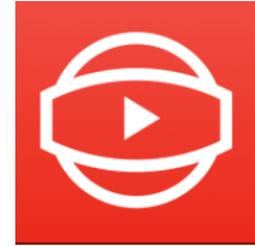


Content Resources continued

Youtube 360

<http://bit.ly/1I84dJb>

There are many 360 experiences on YOUTUBE 360 videos. Content on YT has to be vetted of course, but there are many School-friendly experiences.



Nasa 360 Experience

<http://bit.ly/1mpi1H0>

Nasa Mars Rover 360 video. For the Astronauts in your classroom.



Nasa's Curiosity rover

MATTEL Viewmaster Experiences

<http://bit.ly/1LYLcaB>

Mattel Viewmaster Experiences cover the gamut and specialize in Geography with 360 images of places around the globe.



Mattel Viewmaster Experiences

Lion Cubs 360

<http://bit.ly/1YbOzSO>

Three cubs were born at the Fuji Safari Park in Susono, Shizuoka Prefecture. Their active and playful nature was captured by camera in the first month after birth



Lion Cubs 360

DiscoverLabs

<http://discoverlearning.com/#featured-works>

Discover Labs will soon offer experiences that involve STEM subjects such as Geography, Science, and Math.

