The Future of Virtual Reality Applications & K-12

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Real Applications of Virtual Reality in Education

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Real Applications of Virtual Reality
In Education

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Introduction
virtual reality

ˈvərCH(əw)əl rēˈalədē

Noun

technology that replicates an environment that simulates physical presence in places in the real world or imagined worlds and lets the user interact in that world.
1968: Philco Headsight
1991: CAVE Automatic Virtual Environment
2013: Oculus Rift

2016 Launch
2014: Google Cardboard

5M+ Units Shipped
2015: GearVR
2015: HTC Vive
<table>
<thead>
<tr>
<th>VR HMD</th>
<th>Price Range</th>
<th>Notes</th>
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<tr>
<td>Google Cardboard</td>
<td>$10 - $20</td>
<td>DIY or KIT</td>
</tr>
<tr>
<td>Samsung Gear VR</td>
<td>$99</td>
<td>Must use a Samsung Phone/Tablet</td>
</tr>
<tr>
<td>Oculus VR Rift (CV1)</td>
<td>$650*</td>
<td>Consumer Release</td>
</tr>
<tr>
<td>HTC Vive</td>
<td>$800*</td>
<td>Consumer Release</td>
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</table>

* Also requires a PC with GTX 970+ video card ~ $1500 - $2500 (sorry, Mac peeps) ;)
Projected 2016 VR Sales: 12.2M Units

Source: Piper Jaffray
augmented reality

*Noun*

an enhanced version of reality created by the use of technology to overlay digital information on an image of something being viewed through a device (as a smartphone camera)
2015: Microsoft Hololens
Field Trips
WELCOME!

PLEASE SIT BACK AND RELAX.
Content Creation
High School 360 Challenge

Photo Credit: VR for Good
Special Education
The Jackson School
Victoria, Australia

Photo Credit: Education Week
Recruiting
Campus Tour VR

Photo Credit: Campus Tour VR
You Visit

Photo Credit: You Visit
New Pedagogies
Mendel Grammar School
Opava City, Czech Republic

Photo Credit: Road to VR
Augmented Reality
Practical
Requirements
HARDWARE
From $15 Google Cardboard + BYOD to high end HMD $650+, $1000 PC

NETWORK
Streaming VR video and real time collaboration requires robust network

SPACE
Immersive room scale VR requires 10’x10’ space for simulations

TRAINING
New technologies and pedagogies require new skills and training

COLLABORATION
Rapidly evolving space – learn from (and teach) your peers
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