

The Nystrand Center of Excellence in Education Presents

# EMBRACE THE FUTURE WITH IMMERSIVE VIRTUAL REALITY



"DO NOT CHANGE THE WAY YOUR STUDENTS LEARN. CHANGE THE WAY YOU TEACH."

JANUARY 29, 2021, 12:00 PM EST | [JOIN ZOOM MEETING](#)

The Nystrand Center of Excellence in Education supports and facilitates education reform through its outstanding special programs and initiatives. Strong community partnerships are the heart of our success and serve as an inspiration for those who work so diligently to provide a better education for our children. It is our mission to continue with transformation through collaboration by leading the discussion on education reform, policy research, and practice.



**MODERATOR:**

**Dr. Geneva Stark**  
*Director of the Nystrand  
Center of Excellence in  
Education*

Shannon Putman, Ph.D. Candidate will show you the latest technology and how you can implement it immediately into your instructional practice. The benefits of using immersive virtual reality's multitude of applications are cross-disciplinary, and Shannon will show you how to reap those benefits no matter what subject you teach.

Immersive Virtual Reality (IVR) is a rapidly advancing technology utilized across varying education fields to allow for potential learning and educational applications. Immersive Virtual Reality (IVR) provides the capabilities of computer simulations and embodied cognition experiences through a hands-on activity, making it a natural step to improve learning (Madden et al., 2020).

As technology develops into a cornerstone of education, it provides a pathway for access to IVR. Students can utilize their increased access to technology to learn in virtual spaces and create their own virtual content. Dib and Adamo-Villani (2016) conducted a study involving engineering students and noted that unlike the physical steel sculpture, the interactive virtual tool is accessible to students and educators 24/7 in the United States and abroad. The limitations of the real world are non-existent in the virtual world and remove barriers to learning.

**IVR has the potential to enhance immersion, improve spatial capabilities, promote empathy, increase motivation, and improve learning outcomes.**

**The recent worldwide outbreak of the COVID-19 (Coronavirus) has caused massive changes to how school districts, businesses, and events function (ed.gov, 2020). A significant amount of school districts across the country are still working remotely, and some companies like HTC Vive have moved their Vive Ecosystem Conference entirely into the virtual world (Engagevr.io, 2020).**

### Intended Learning Outcomes

**By the conclusion of the workshop, educators will have learned the following:**

- What Immersive Virtual Reality is.**
- What equipment is involved, and what access they have to it immediately through collaboration with the Nystrand Center.**
- Strategies to implement this technology into your instruction, no matter what subject you teach, or what content you wish to focus on.**

