

VIRTUAL REALITY CERTIFICATION

VR Meets Education

VR Certified
EDUCATOR



Virtual Reality Certification Two-Day Course

This VR certification course is designed for educators who are new to virtual reality and want to learn about how VR can profoundly change how we teach, how we engage, and how we learn. Seeing is believing. The chance to discover a place or period of time by virtually experiencing it can provide a much more effective way of learning and understanding than traditional methods such as reading. Wearing a VR headset, students can experience high-quality educational visualizations and interactions that have a positive impact on the whole learning process. VR can help students easily understand complex concepts, digesting and retaining complex information at a much higher rate.

This full two-day course is not about lecture and memorization, it is about immersion and experiencing what VR has to offer. This workshop provides educational continuing education credits and college credit when applicable. You will get hands on, learning about how to move around in VR and how to interact with the objects in your world. Broaden your professional network and dive into the transformative power of experiential learning using virtual and augmented learning experiences. This hands-on workshop will provide the full background and real classroom experiences to bring VR into your K12 or higher education classroom. The business world is prioritizing creativity, critical thinking, and problem solving making traditional methods of teaching, such as rote memorization, no longer sufficient to teach students, especially with the availability of information online. Virtual Reality is an immersive learning system that is scalable and wildly entertaining, so we can awaken a student's curiosity for learning and make learning addictive.

Day 1 – Hands-On Immersive VR

Topics Covered:

- Introduction to Virtual Reality
 - Awakening a Student's Curiosity
 - Quantifying the Educational Solution of VR - New Learning Solutions
 - Experience Virtual Reality in the Classroom
 - Understanding the VR Spectrum from Google Cardboard/Lenova Mirage to Interactive Vive/Oculus Rift/HoloLens Experiences
 - View the Virtual Reality Business Model and VR Employment Pathways

- Getting Started at your School
 - Dive into VR Hardware Options and Setup
 - Interacting with VR/AR
 - Understand how Comfort & Presence play a role in VR
 - Learn the different VR Platforms & Educational Companies

- Install VR Apps
- Engage 360 Visualization and Interactive VR Environments
- Learn by Doing Exercises for Pre-School, K12, CTE, and Higher Education
- Aligning your Education Objectives with VR Experiences
 - Experience STEM Apps
 - Immerse with History, Art, Music, CTE, English, Social Studies, and many other subject areas
 - Teaching Pedagogy - Hot Seat vs. Lab Instruction

Day 2 – Hands-on Immersive VR

Topics Covered:

- VR is the Global Empathy Machine
 - Improving Lives through VR
 - Empathizing using VR (Homelessness, War, Poverty, World View)
 - Facing Fears with VR Therapy
 - Understanding VR & Autism
- Mixed Reality
 - 360 Browsers & WebVR
 - VR Phone Apps (Blippar, Translate, Microsoft AI)
- Writing Lesson Plans for VR Visual Storytelling
 - View Example Lesson Plans
 - Discuss Way of Integration of VR into your Lesson Objectives
 - Monitor Student Progress
 - Design as a Team VR Lesson Plans for a Xennial Dissection App
 - Understand CoSpaces Collaboration in the Classroom
 - VR Safety
- Creating in VR
 - Utilizing 360 Cameras
 - Learn about the Different Platforms currently available for VR Development (Unity and others)
 - Starting a VR Club
 - Writing Grants for VR
 - Immersing Students in Virtual Reality Education
 - Avoiding VR Pitfalls

VR Experts:

Professor Corinne Hoisington, Central Virginia Community College - Corinne travels over 200,000 miles a year delivering keynote addresses to college and university professors and K-12 educators in over 70 cities worldwide for customers such as the Microsoft Corporation, Microsoft Canada Camp 21 International Events, Cengage Learning, ByteSpeed, Capital One International Bank, Executive LIVE in London, Johannesburg, and Sydney, and the international South by Southwest (SXSW) event in Austin, Texas. Professor Hoisington is the recipient of the Microsoft Most Valuable Professional award in Computer Programming. Corinne has authored over 30 textbooks with Cengage Learning/National Geographic on topics such as Android Studio Boot Camp, Dreamweaver Creative Cloud, Outlook 2019, Office 2019, Microsoft Windows, Technology Now, and Visual Basic 2017.

Corinne is a thought leader and curriculum specialist for Virtual Reality and believes that VR & AR are game changers in education today. Constructivist and immersive learning pedagogies show that students learn best by doing or by being. So they shouldn't just read about history — they should 'be' historians. They shouldn't just study archaeology — they should 'be' archaeologists. Let's raise the next round of inventors through the discovery of a 3D world.

Technology-infused pedagogy has the power to transform teaching & learning. We can create deeper and authentic learning using digital resources such as virtual reality and artificial intelligence that are now available to both teachers and students. It's never been a more exciting time for teachers to explore and for schools to stay connected with accessible and current technology to nurture student engagement and success.

Dr. Timothy Tirrell, Ph.D. Colorado State University.

Throughout his 30-year educational career, Dr. Tirrell has consistently been an early-adopter of educational technologies to improve the teaching and learning process. Starting with telecourses and continuing through synchronous and asynchronous instructional technologies, open resource content and object-based learning. He has developed and taught curriculum at the Associates, Bachelors and Masters level and established faculty training programs at the campus and system-office level. An experienced presenter, he has also served on the leadership boards of several national educational organizations.