

<https://h5p.org/node/100161>

Enter your "Students" response:

Students are provided with VR headsets and licenses through the course they are registered in.

Students are oriented to the technology during class time and also the same technology during class.

Students may sign out the VR headsets to use at home.

Point and click using remote hand controls.

At present, the pilot project provides the technology and experience at no expense to the student. Eventually this expense may be offloaded to the student - the headsets may be rented and the license purchase or rent - similar to the current cost of a textbook.

---

Enter your "Ease of Use" response

Fairly intuitive, user friendly. Most students using it now learn within one orientation session.

Once installed, the license key is valid for one year. The software company provides automatic updates, the user just needs to click "update".

Any videos or pictures created can be exported using the technology.

The software company provides excellent software support via email and facebook page. The college IT support helps with hardware support and installation of license keys. The college has dedicated a support person to the VR use in courses.

---

Enter your "Cost" response

The media is purchased, not created. So there is no development time, unless faculty choose to pre-record videos to show in class. This is easy to do.

The college is currently funding the VR project 100% of the cost.

Instructional design and professional support is available if needed.

OER including textbooks are available to supplement course content.

---

Your Teaching and Pedagogical Considerations response:

The VR technology supports the learning outcomes and supplements the physical anatomical models in the lab (which are costly, frequently in need of repair, limit the number of users, only accessible on campus).

Unique pedagogical characteristics - content can be self-paced and self-prioritized; working in pairs or groups is possible; repetition is available as needed; independent or facilitated learning options;

---

Your "Interaction" response:

VR develops recognition and recall skill. Promotes independent learning and self-directed learning. Allows interpersonal communication between participants.

Instructor can be involved as much or as little as necessary. Allows students to work independently or with the instructor. VR headsets improve focus and attention during sessions (block outside distractions) thereby creating optimal environment for quality skill development.

---

Your "Organisational Issues" response:

Excellent IT support for VR project.

College has dedicated staff to support the project. As project grows, more faculty may need more prep time as they learn to integrate the technology into the classroom/course.

The VR software does not interface with LMS. For online sessions MS Teams would be the technology used to start a remote session.

---

Your "Networking" response:

It is not necessary to network with learners beyond the course, however it is possible to set up virtual classrooms for tutoring for example across multiple courses.

This is done through the software which also supports sharing through facebook/meta accounts.

---

Your Security and Privacy response:

There is no student information collected or assigned to the VR except during signing out of the hardware. This information is kept by the IT department for the duration of the equipment loan.

Use of facebook/meta would be entirely voluntary and not required for the purpose of the The HR department should be able to advise about this. Any facebook pages created for the purpose of the course can be managed as private.

All course materials are provided through the LMS at the college and MS Teams.