

VR

Virtual Reality is a technology that allows users to interact with a computer-generated environment through senses and perception. VR Escape Rooms are not bound to limitations of the real world, so these games can take place in any setting and any time, depending on your ER scenario. By using the VR students are given a sense of presence and embodiment, so they can interrelate with objects surrounding them and experience the same emotional response as a real puzzle game or Escape Room.

Material required

- VR glasses/ headset

Possible uses

- Players can swim, fly, climb, and otherwise defy gravity
- Players can see each other's "Avatars" within the virtual world and can even interact right down to passing each other virtual objects
- Players can choose an environment and be in another country-cultural relation
- They can travel the time which can be effective for acquainting students with the cultural heritage of a language

Possible restrictions

There must be a time limit to using the glasses. Also, the teacher must make sure that the students know what to expect from that experience, as it might trigger phobias

Is it inclusive for SLD?

They can interact with computer-driven avatars that will allow them to understand consequences of positive or negative interactions. For example, if they guess the clue, then the avatar will respond positively by smiling and conversing with them. VR is an SLD-friendly tool as it helps foster better understanding of social cues and provides a distraction-free



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learning experience but accommodates these students with a large "play area" as students with motor difficulties might have difficulties operating the headset at first.

Resources:

- Frehlich, C. (2020). Immersive Learning: A Practical Guide to Virtual Reality's Superpowers in Education. Rowman & Littlefield, New York
- Isaac, J. (2006). Step into a new world- Virtual Reality (VR) [Online]. Available at <https://www.completegate.com/2016070154/blog/virtual-reality-explained> (Last accessed 27 February 2021)

