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How Can I Use Virtual Reality to Impact Classroom Learning?

Virtual Reality (VR) can be a valuable tool in an educator's toolbox, and knowing when and how to properly employ this digital technology will improve student outcomes in the classroom. However, effectively implementing VR can be tricky without proper support.

This Magna 20-Minute Mentor provides peer-reviewed evidence of when and how VR can best supplement everyday pedagogical practices to positively impact engagement, communication, collaboration, hands-on skills, and digital literacy skills. Participants will also learn about the "don'ts" of VR and where research is still needed to avoid any potential negative issues.



Upon completion of this program, you'll be able to:

- Use VR's novel and immersive nature to positively impact student engagement
- Improve communication, socialization, and collaboration in an online environment for remote and online learning
- Encourage hands-on skills development via VR because it can recreate real world and lab scenarios without the complication of consumables or risk to participants and subjects
- Improve digital literacy skills through the evaluation and use of VR content and applications
- Understand the issues that could impede deep and meaningful learning while using VR



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