

Immersive Learning in the 21st Century Classroom

ROBERT OGAN

SERVER ENGINEER, BYTESPEED

ROGAN@BYTESPEED.COM



Michael Abrash, one of the creators of the Oculus Rift 3D viewers believes that “virtual reality is the next major technology platform (Solon, 2015), asserting that reality is nothing more than experiences interpreted by the brain, whether perceived by the physical senses in the real world or by electrical impulses in the virtual world.”

MICHAEL ABRASH, A KEY CREATOR OF OCULUS RIFT

Virtual Reality: Emerging Applications and Future Directions

by Barbara L. Ludlow, West Virginia University

Educators must face the fact that virtual tools will replace books and manipulatives for the next generation. Today's technologies have the power not to just enhance teaching and learning but also to transform it by offering new contexts in which these activities can occur.

CHRIS DEDE, HARVARD SCHOLAR

Virtual Reality: Emerging Applications and Future Directions

by Barbara L. Ludlow, West Virginia University

Retention

We Learn...

10% of what we read

30% of what we see

80% of what we experience

Edgar Dale – Cone of Experience

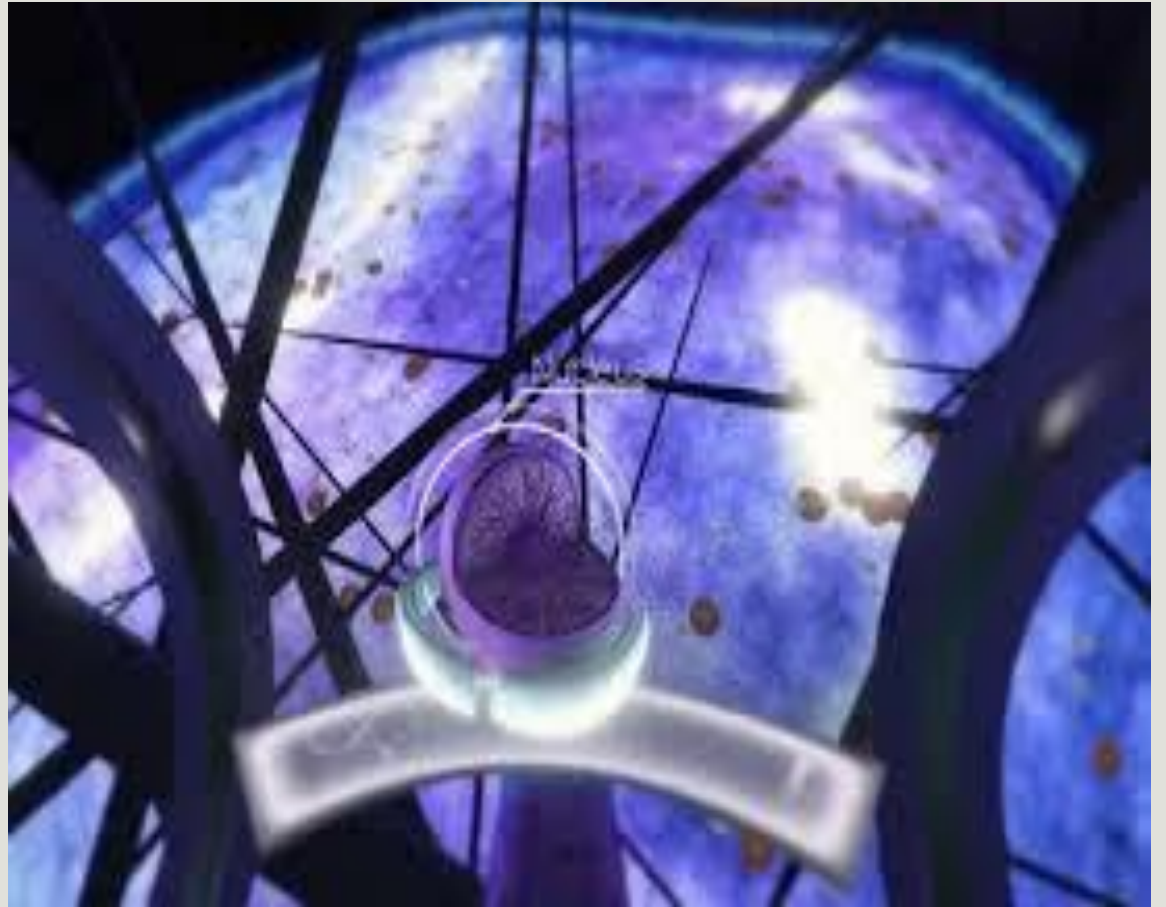
Engagement: From the Horse's Mouth...



Ride along on the Magic School Bus, OR...



Revolutionize your teaching and engage your students with *virtual reality*...





An educational tool or a toy?

65%

of today's

12-year-olds

will have jobs

that don't yet exist.

LearnED
by PEARSON

Students **MUST** be exposed to the latest technologies!

Who knows who you will *inspire or how you will inspire them?*

Education **MUST** become increasingly more engaging.

[The Future is Coming](#)

John Vechey, TEDx from Orcas Island

Middle School Connection to Standards

Body VR

Next Generation Science Standards – From Molecules to Organisms: Structures and Processes

- [MS LS1 – 1](#) – Conduct an investigation to provide evidence that living things are made of cells; either one cell or many different numbers and types of cells.
- [MS LS1-2](#) - Develop and use a model to describe the function of a cell as a whole and ways parts of cells contribute to the function.
- [MS LS1-3](#) - Use argument supported by evidence for how the body is a system of interacting subsystems composed of groups of cells.
 - [Cells R Us](#)
 - [Human Body 2.0](#)

High School Connection to Standards

Organon VR

LESSON EXAMPLES

[HS LS 1 – 1 Lesson Resources](#)

[HS LS 1 – 2 Lesson Resources](#)

[HS LS1 – 3 Lesson Resources](#)

NGSS CONNECTIONS

[HS LS1 – 1](#) Construct an explanation based on evidence for how the structure of DNA determines the structure of proteins which carry out the essential functions of life through systems of specialized cells.

[HS LS 1 – 2](#) - Develop and use a model to illustrate the hierarchical organization of interacting systems that provide specific functions within multicellular organisms.

[HS LS 1 – 3](#) - Plan and conduct an investigation to provide evidence that feedback mechanisms maintain homeostasis.

High School AP Connection

CalcFlow VR

CalcFlow Tutorial 2

Sample Core Alignment

High School/Middle School Art

Tilt Brush

National Art Standards

H.S. (MA:Pr6.1.II) a. Curate and design the presentation and distribution of collections of media artworks through a variety of contexts, such as mass audiences, and physical and **virtual channels.**

DiscoverWA

DISCOVER WA is a 360°, 3d immersive virtual reality tour of the national parks and special places in Western Australia (WA).

See the rugged south coast and hear the roar of the Southern Ocean, walk in the tree tops at the Valley of Giants and go underground in caves of the Leeuwin Naturaliste National Park.

You can choose audio and information popup ups that tell you more about each place.

Discovery VR

For more than 30 years, Discovery has told stories like no one else — transporting you to places you didn't know existed and sparking curiosity at every turn.

Now we enter a new chapter. Virtual Reality can take you to new worlds like never before, immersing you in time, space and story.

Unimersiv

Unimersiv is the largest platform for VR educational experiences.

"Love it! Please more content. This is such an amazing way to learn"

*"Awesome educational app" "I'm a huge fan of educational apps
and this one hits the mark!"*

Unimersiv is the largest platform for VR educational experiences.
The app includes multiple field trips that will let you learn using
Virtual Reality.

https://www.youtube.com/results?search_query=Unimersiv

Inspire & Engage Students

VR Game Clubs

Why Create a Gaming Club:

Colleges across the country are starting to recognize the advantages and offer scholarships

- KontrolFreek Collegiate eSports Scholarship
- Collegiate Starleague for scholarships, prizes, and pride!

Build student relationships and confidence

Provide safe & social place to play

Provide an outlet for students that aren't interested in traditional sports

Break down barriers between different groups of students

Experience it!

This is a tool that needs to be experienced to fully comprehend the immersive factor.

Gather principals, administrative staff, support staff, teachers from other schools, and parents to experience VR. This will deepen the impact and understanding of the value it will add to your student achievement.

How Gravity Gaming can Help?

Gravity Gaming for Education enables schools to purchase gaming PCs that are backed by the same industry-leading **5-year warranty**, service, support, and free shipping that you receive from [ByteSpeed](#).

Gravity Gaming for Education is opening doors for educators to incorporate video games for educational purposes using our customized gaming PCs and VR accessibility.

EDUCATION DISCOUNTS - Gravity devices are eligible for Microsoft K-12 education incentive pricing which means you can save hundreds!

I want it!

Now, to get my school to support it?

We have heard from teachers that having a specific reason for engaging with VR in the classroom with clear objectives is a key element into bringing administrators on board.

Who are your Rockstar teachers? Start there.

GRAVITY GAMING

**Build Your
Dream Machine
Today!**



QUANTUM



FORCE



NOVA



IMPACT



ECLIPSE



ATOM

WWW.GRAVITYGAMING.COM/EDUCATION