AR/VR Learning Part 2
Introduction
Learning Objectives and Notes

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THIS IS PART 2

REVIEW FROM LAST SESSION

LEARN ABOUT THE OCULUS AND OTHER HEADSET DEVICES

ENGAGING YOUTH WITH VR

LEARN ABOUT APPS FOR THE OCULUS THAT CAN BE USED IN THE CLASSROOM

PRESENTATION GEARED TOWARDS WORKING WITH CHILDREN AGES 10+
WHAT IS VR/AR/XR

- Extended Reality (XR) refers to all real-and-virtual environments. The “X” is interchangeable. Examples include Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR)
- Virtual Reality (VR) encompasses all virtually immersive experiences. This type of experience requires the use of a Head-Mounted Device (HMD)
- Augmented Reality (AR) is an overlay of computer generated content on the real world. Examples include Pokemon Go, Harry Potter Wizards Unite, Google Translate, etc.
3D BEAR/WONDERSCOPE/FIGMENT/ARTIVIVE
OCULUS MODELS AND PRICES

- Oculus Go. $150 (Best Buy)-$227 (Amazon) Simple Experiences.
- Oculus Rift $299 (Oculus Website) Step up. Needs a gaming PC to work so this may be the most expensive option.
- Oculus Quest $500 (Unavailable at the moment from Oculus; originally $400)
OTHER VR HEADSETS

- Sony Playstation VR (PS4) $349.99
- Nintendo Labo $79.99 (Nintendo Switch)
- HTC Vive $474.99
WHERE DO YOU GET VR/AR APPS?

- Google Play
- Oculus (App)
- Steam
- App Store
<table>
<thead>
<tr>
<th>App Name</th>
<th>License</th>
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<tbody>
<tr>
<td>3D Organon VR Anatomy</td>
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<tr>
<td>Google Earth (Free)</td>
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<td>BBC Home: A Space Walk (Free)</td>
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<td>Ocean Rift</td>
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<td>BBC: 1943 Berlin Blitz (Free)</td>
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<td>Henry (Free)</td>
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<td>Anne Frank House VR (Free)</td>
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<td>Oculus Medium (3D Clay Modeling)</td>
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<td>The Night Café: A VR Tribute to Vincent Van Gogh (Free)</td>
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<td>Notes on Blindness (Empathy Narrative)</td>
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Using VR to Engage/Inside the Headset

- Beat Saber
- Disney/Marvel/Star Wars
- Minecraft
- Rec Room
- Roller Coasters
- NVIDIA VR Funhouse (Free)
Create a 3D/VR Classroom Environment
Creating virtual content
Browser or App
Interactive storytelling
Block Based Coding
Free EDU Version
ARE YOU USING VR?

▷ Share your favorite AR/VR Apps and experiences
▷ What AR/VR Topics or Subjects are you interested in?
▷ What other ed tech are you interested in?
▷ Questions
FIN