

DIGITAL TEACHER TRAINING ON VIRTUAL REALITY AND JOB APPLICATION TRAINING

MODULE 3: TRAINING IN THE USE OF VR TECHNOLOGY, VR METHODOLOGY AND VR APPLICATION TRAINING (IO3)

PREPARATION

<p>DESCRIPTION</p>	<p>In recent years Virtual Reality (VR) technologies have gained momentum with the leadership of big technology companies such as Google, Apple, Facebook, HTC. Due to the increasing power of mobile phones, we see that the use of Augmented Reality (AR) technologies is increasing in the business world and companies provide significant returns within the scope of marketing and promotion activities. Virtual Reality trainings aim at preventing work accidents, reducing scrap costs and at the same time quality problems. It has been determined that the learning effect of trainings given with Virtual Reality technologies increases up to 81%.</p> <p>In this teacher training module, students will get to know current VR technologies and use cases in the business world. This will enable them to prototype their own ideas and get feedback from experts using Unity / Unreal and some other production tools.</p>
<p>KEYWORDS</p>	<p>Virtual Reality (VR), Augmented Reality (AR), VR technology, VR methodology, VR application training, Learning success</p>
<p>LEARNING OUTCOMES</p>	<p>This module aims at guiding teachers to:</p> <ol style="list-style-type: none"> 1.Help students understand what VR technology is and how to use VR technology. 2.Ensure that students can design a product/ game/ figure with VR applications or programmes. 3.Enable students to understand how to properly develop a content with VR technology. 4.Give students the opportunity to understand and experience game making with VR.
<p>METHODOLOGY</p>	<p>The learning units can be worked on both individually and in groups. They follow the "learning-by-doing" approach and aim at ensuring learning success through the application of practical experience and interactive impulses.</p> <p>The learning unit is divided into:</p> <ul style="list-style-type: none"> • Activity description • Duration • Format • Evaluation/monitoring
<p>EQUIPMENT & MATERIALS</p>	<p>Whiteboard (or digital alternative like Jamboard), sheets, pens, colours, internet access as well as all learning materials printed or digital.</p> <p>Learning Nuggets are designed as learning/teaching materials in different formats by considering the different learning styles of the students:</p> <ul style="list-style-type: none"> • Infographics • Presentations • Google Docs • Interactive tests (online and/or offline) • Games