

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)

Implementation

Learning Unit 3.1	VR USAGE AREAS
Activity Description	<p>Background:</p> <p>In an ever-changing world due to digitalisation, we see virtual reality applications in every aspect of our life. These VR applications, ranging from art to finance, from health to the cinema industry, are gaining popularity day by day. It includes examples and usage areas of VR with Education, Health, Sales & Marketing, Advertising & Promotion, Finance, Industrial Design, Cinema & TV sectors. This learning unit includes VR usage areas and examples of certain sectors.</p> <p>Tasks:</p> <ul style="list-style-type: none"> • The teacher and the students read and work on the infographic: “VR USAGE AREAS” • The teacher divides the class into 4 parts and wants students to create a poster which shows a usage area of VR. • After a group work, students share their posters and discuss the posters with their classmates.
Duration	40 minutes
Format	Infographic and preparing a poster