



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 3.4	GAME MAKING WITH VR
Activity Description	<p>Background:</p> <p>VR game development is rapidly becoming a popular investment. These computer games working with virtual reality generate millions of dollars a year. Which methods, devices and graphics are used to design these VR games? This learning unit focuses on the main steps as a roadmap for game making with VR. This learning unit includes a video about game making with VR and a form of analysis of a video game.</p> <p>Tasks:</p> <ol style="list-style-type: none">1. Students fill in the following form about their favourite video game and the teacher collects the form to understand students' readiness: "ANALYSIS OF YOUR FAVORITE VIDEO GAME FORM"2. Students watch the video to learn more about game making with VR and discuss the video with their classmates: "GAME MAKING WITH VR"3. Collective discussion/brainstorming about the answers and game ideas.
Duration	40 minutes
Format	Interactive video and Word form