

# AR/VR Learning Part 2

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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



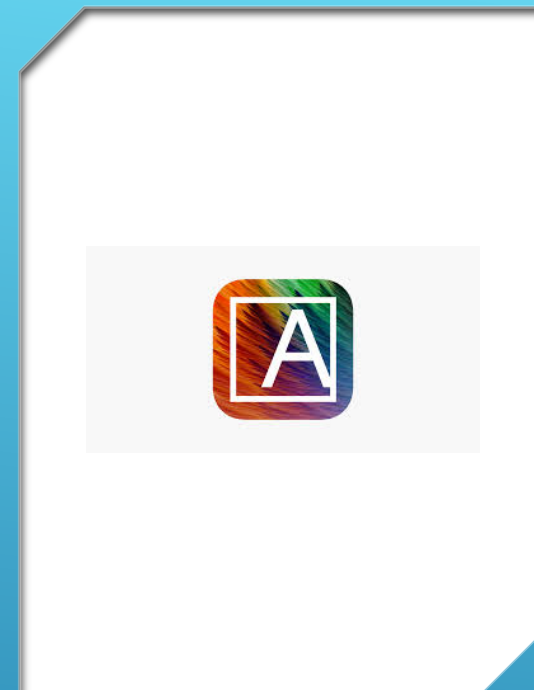
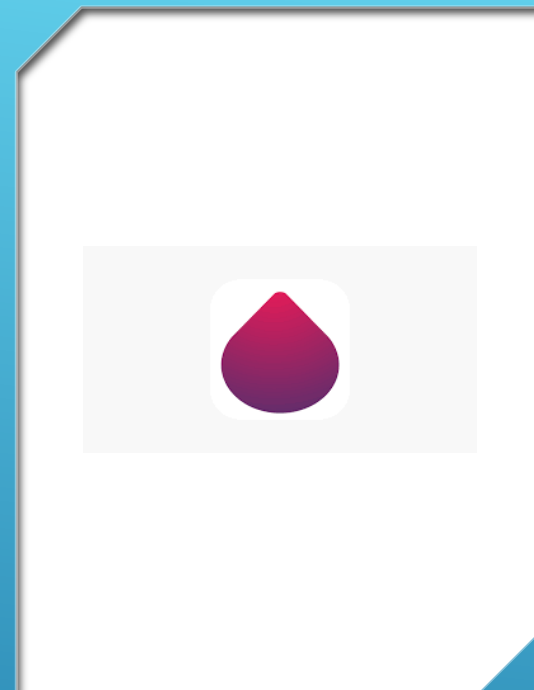
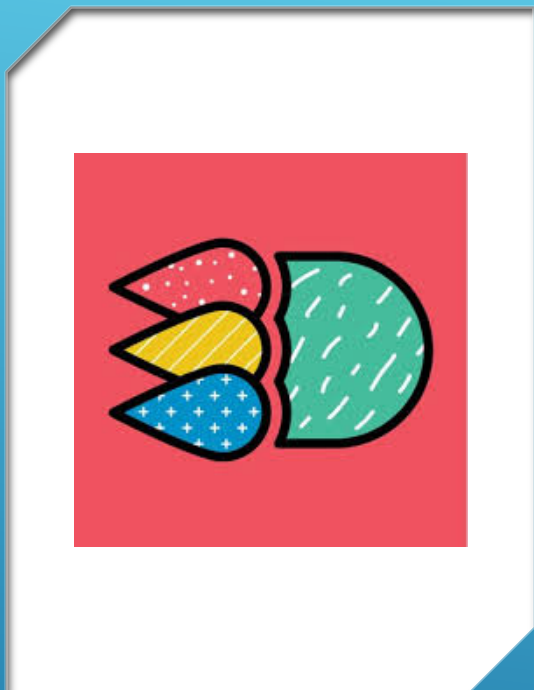
LEARN ABOUT APPS FOR  
THE OCULUS THAT CAN BE  
USED IN THE CLASSROOM



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 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)

## OCULUS MODELS AND PRICES

- ▶ Sony Playstation VR (PS4) \$349.99
- ▶ Nintendo Labo \$79.99 (Nintendo Switch)
- ▶ HTC Vive \$474.99

## OTHER VR HEADSETS

- ▶ Google Play
- ▶ Oculus (App)
- ▶ Steam
- ▶ App Store



WHERE DO YOU GET VR/AR APPS?



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3D Organon VR Anatomy

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Google Earth (Free)

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BBC Home: A Space Walk (Free)

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Ocean Rift

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BBC: 1943 Berlin Blitz (Free)

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Henry (Free)

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Anne Frank House VR (Free)

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Oculus Medium (3D Clay Modeling)

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The Night Café: A VR Tribute to Vincent Van Gogh (Free)

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Notes on Blindness (Empathy Narrative)

# INSIDE THE HEADSET APPS



- ▶ Beat Saber
- ▶ Disney/Marvel/Star Wars
- ▶ Minecraft
- ▶ Rec Room
- ▶ Roller Coasters
- ▶ NVIDIA VR Funhouse (Free)

USING VR TO ENGAGE/INSIDE THE  
HEADSET

A decorative graphic consisting of several parallel white lines of varying lengths, slanted diagonally from the bottom right towards the top right, set against a blue gradient background.

- ▶ Create a 3D/VR Classroom Environment
- ▶ Creating virtual content
- ▶ Browser or App
- ▶ Interactive storytelling
- ▶ Block Based Coding
- ▶ Free EDU Version

COSPACES



# 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