Exploring 3D artistry with the Virtual Reality application *Tilt Brush* : student perceptions

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1. INTRODUCTION
- VR present in many disciplines
- Challenging to use
- Technology in ESP

2. METHOD
Setting & Participants
- ESP course
- CUT / CUTing Edge
- 9 first-year students at CUT

Tilt Brush
- 3D drawing application
- Virtual canvas
- Instructions in English

Research design & data collection
- 3 days (of 3 75-minute sessions of the ESP lesson
- Qualitative data (interviews)

3. RESULTS & DISCUSSION
- Scepticism (most common theme)
- Time limitations: Ss need more time to explore the affordances of the application

4. CONCLUSIONS
- Ss acknowledge the innovacy of the tool
- Further study on: transmediation & the design of effective teaching practices with the tool

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