

# VR: The educational tool for the future classroom

**E-camp:**

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**Digital Literacy in  
Emerging  
Technology and  
Online Tools for  
Educators**

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# Virtual Reality applications

Many VR applications for educational use in the market for older and younger students

Some examples:

Public Speaking VR - practice the skills of public speaking with this immersive VR experience. With photorealistic environments, students can prepare for a job interview or a class presentation

TiltBrush - Creating 3D paintings is every artist's dream, and now with *TiltBrush*, it is a reality. Painting is done using a handheld "paintbrush," and the creation possibilities will be awe inspiring for any creative student.

(Christoforou, M., Boglou, D., (2021, August 26-27). *Exploring 3D artistry with the Virtual Reality application Tilt Brush: student perceptions* [Conference presentation]. EuroCALL 2021 conference)


Flashcards- Animal Alphabet - Made for younger students, this immersive flashcard game teaches students words while bringing it all together with some colorful animal friends

(From: <https://www.thetechadvocate.org/20-top-virtual-reality-apps-that-are-changing-education/>)

# Virtual Reality application: Mondly



# Mondly

- **It provides an authentic context of learning**  **situated learning opportunities**  
(Lave, J., & Wenger, E. (1991). *Situated learning: Legitimate peripheral participation*. Cambridge university press)
- **Users may select one of the many contexts available and interact with an avatar who helps and asks questions to guide the conversation into a specific context.**
- **Users may respond by selecting one of the 2 or 3 possible answers presented on chatbots and express the answers orally. When users find the correct answer, a green check appears over the transcription of what was said, otherwise another answer should be given.**
- **The application integrates speech recognition and it is available in 33 languages, with levels ranging from beginner to advanced.**

# LET'S EXPERIMENT WITH THE APPLICATION NOW!

- Now you are going to explore the affordances of the application.
- Hardware:
- HTC VIVE
- OCULUS QUEST 2
- OCULUS GO