

LRNG 191 - VR Applications for Active Learning

Description

The VR Applications for Active Learning workshop is designed to explore examples of virtual reality apps, games, and experiences that can be useful in a classroom setting, and to help you begin planning to incorporate VR into your own courses.

Course Offering

Check the Center for Teaching Excellence website for details on when this course is being offered. This course is usually offered in the fall/spring.

Outcomes

Upon successful completion of the VR Applications for Active Learning workshop, participants should be able to:

1. Review CTE Digital Badging Initiative;
2. Identify and differentiate between various types of VR hardware;
3. Explain how to access VR hardware at GGC;
4. Explain functions and utility of using VR in the classroom;
5. Discuss examples of VR apps, games, and experiences;
6. Search for VR apps, games, and experiences applicable to your field(s);
7. Create a lesson plan incorporating VR that you want to teach.

Completion Criteria

In order to receive a micro badge for this course, the following deliverables must be completed:

1. Create a lesson plan incorporating VR that you want to teach. Share the lesson plan on D2L for feedback from the facilitator and other participants.

Micro badge

You can apply for the course badge by visiting the GGC Academic Commons, located at <http://commons.ggc.edu/>. Once there, you can click on the Badge Library menu item, and

locate the LRNG 191 badge using the filters on the left of the page or the actual badge listings. Once you have located the badge and reviewed the criteria, you can click on the “Apply for Badge” button.

NOTE: Verification and badge processing time will take 24-48 hours. Once the badge is awarded, you can verify receipt by logging in to the Academic Commons. Once logged in, you will receive a popup notice indicating a badge has been awarded.

Active Learning Track

Completion of this course fulfills the partial requirements for the Active Learning Track. For full details on the track requirements, please visit the CTE website at <http://cte.ggc.edu/active-learning/>.

Version

1.1 – Revised (8/17/2017)
1.0 – Initial version (8/7/2017)

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