

# VR Top Ten

## Intriguing Head Displays

Tip #1



VRGO



Merge

## VR Teaching Strategies:

Tip #2



BDA



STRATEGIES

## Managing VR

Tip #3



MANAGING

## The Grammar of VR

Tip #4



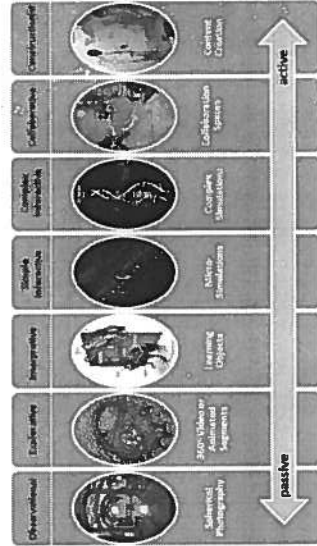
TOWARDS MORE EFFECTIVE USE OF VR

## A VR Taxonomy

Tip #5



TOWARDS BETTER CONTENT SELECTION



## Student Creation

Tip #6



RESOURCES

## When to use VR

Tip #7

- When visualization can aid learning:
  - By aiming at misconception
  - By rendering the abstract a bit more concrete
  - By piercing a stubborn and recurring learning challenge
- When experience trumps memorization
- When you can bring life to an otherwise lifeless lesson

## When to NOT use VR

Tip #8

- When VR has little to do with the lesson at hand
- When VR takes too much time, time better spent in a more productive way
- When VR merely serves as classroom candy, reward, attraction or the picayune (C-R-A-P)
- When VR is combined with a call-to-action

## VR Classroom Safety Guidelines

Tip #9

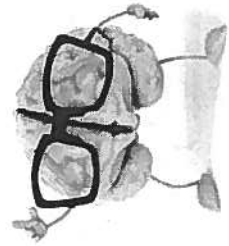


CLASSROOM VR GUIDELINES

## VR and Vision Challenges

Tip #10

WHY SOME PEOPLE STRUGGLE WITH VR



Notes:



Len Scrogan  
Digital Learning Architect  
University of Colorado-Denver

Online Community Manager,  
LinkedIn AR VR Media Group

### The Line Up

- ▶ Intriguing headgear
- ▶ Before-During-After
- ▶ Managing VR
- ▶ The Grammar of VR
- ▶ A VR Taxonomy
- ▶ Student Creation
- ▶ When to Use VR
- ▶ When NOT to use VR
- ▶ Classroom VR Safety
- ▶ VR Viewing Struggles

Free QR code readers for your device:

Google Lens

Apple Camera

Android: <https://goo.gl/rsV0o1>

Apple: <https://goo.gl/OyZmxy>



Len Scrogan

To learn more about 3D, VR, and VISUALIZATION visit my blog, FutureTalk, 3D at <http://future-talk.net>

[len.scrogan@ucdenver.edu](mailto:len.scrogan@ucdenver.edu)

ADVANCE ORGANIZER