Designing Immersive 360° Video for Online Instruction

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Emerging Ideas Session
Essential Question…

It still stands!

Does VR/360 Video content provide value in an online learning environment???
Production

1. Address the Knowledge Gap - properly informing/educating program, faculty, etc. on VR, 360 video, and application to the subject area

2. Ideation - identifying use cases based on pedagogical need

3. Conceptualizing - plan, script, and "storyboard" concept

4. Production and Post Production – considerations for shooting video, logistics, and editing

5. Implementation and Delivery – video hosting, student orientation, and integration with LMS
Production

Nikon Key Mission vs. Go Pro Omni
360° Video: Special Education

• SPLED 801: Behavior and Classroom Management
  (Lead Instructional Designer: Linas Mockus)
  o Options for Arranging Seating in a Classroom Environment
    ▪ Clusters
    ▪ Semi-Circles
360° Video: Nursing

• NURS 352: Advanced Health Assessment
  (Lead Instructional Designer: Bill Egan)
  o Assessment of the home environment for a patient with dementia
    ▪ Bathroom, Living Room, and Kitchen
    ▪ Observations and Guided Assessment
360° Video: Rehabilitation and Human Services

- RHS 100: Introduction to Disability Culture
  (Lead Instructional Designer: Juan Xia)
  (Consulting Instructional Designer: Joe Scott)
  - Assessment of the Paterno Library for accessibility
    - [Paterno Library – 5th Floor]
IRB Research

• **Goal:** The purpose of this research is to gain insight into the use of immersive 360 video and how it can contribute to enhance learning in an online environment. Also of interest is to gauge the use and perception of using Virtual Reality related hardware such as headsets to view immersive video content.

• 33 Questions

• Question Topics
  o 360 Video consumption (ie. desktop, mobile, VR Headset, etc.)
  o Overall effectiveness (ie. Furthered understanding of concepts covered, etc.)
  o Desire for more content presented in 360 video
  o VR Headset Usage
  o Interest in using a VR Headset
  o Technical issues/experience
  o Demographics (ie. age range, children under 18, language, employment, etc.)
Next Steps...

• Continue to collect data and feedback

• Evaluate student feedback for effectiveness of videos and using VR Headset technology

• Continue to identify pedagogically sound applications of 360 video and immersive content

• Explore interactive 360 video and creation of virtual environments
  o WebVR (using A-Frame framework/code)
Call for Action…

• What VR related projects/initiatives are occurring at your institution?

• What strategies of technologies are recommended for creating virtual environments?

• Is there interest in collaborating around a formal research (IRB) study on the effectiveness of immersive content?

Collaborate, Share, Connect, and Network!

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