CREATING AN ENGAGING ONLINE COURSE USING VIRTUAL REALITY AND 360° VIDEO

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VIRTUAL REALITY

• Provides an immersive experience or simulates presence in a real-world environment
360° Video

• Unlike traditional fixed-frame videos, which limit your view to wherever the camera is pointing, 360° degree videos offer a full 360° x 180° panoramic field of view.
• 360° videos place you in the director’s chair of a cinematic experience.
• Lets you look in any direction surrounded by sights and sounds.
USING VIRTUAL REALITY AND 360° VIDEO

• In technological revolutions, most of the changes are in how we do things, not what we do (Drucker, 2002).
USING VIRTUAL REALITY AND 360° VIDEO

- Students are increasingly using smartphones to access online course content primarily because of convenience and ease of use (Dello Stritto, 2018).
- 360° videos motivate viewers to both watch and interact more (Metry, 2017).
USING VIRTUAL REALITY AND 360° VIDEO

• Most potential to impact higher education (Cook and Gregory, 2018).
• May ultimately transform the ways in which we teach, learn, engage with each other, and experience the world (Sinclair, 2016)
INCORPORATING VR AND 360° VIDEO INTO AN ONLINE COURSE
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INCORPORATING VR AND 360° VIDEO INTO AN ONLINE COURSE

RETLE 330 - Asset Protection for Retailers

- 360° Images/Video
  - Filmed using Garmin VIRB 360
  - Edited using Adobe Premiere Pro
  - Hosted on YouTube & Kuula

- ENGAGE VR
  - Recorded using an Oculus Quest
ACCESSIBILITY

• Include Closed Captioning
• Provide Transcriptions
• Design content so that it can be accessed via a headset, cardboard viewer, or PC (and controlled with keyboard and mouse if using PC)
• Present information both visually and verbally
• Provide information in alternative formats
• Other considerations: color, font type and size, etc.
“It’s like I’m actually walking my dog!”
USING 360° VIDEOS AND IMAGES

Video Link
EXAMPLES OF USING VR IN AN ONLINE COURSE
ENGAGE VR is a VR education and training platform.
• Host classes, meetings, private lessons and presentations in a virtual, multi-user environment.
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• Create, edit and upload virtual content using the ENGAGE Immersive FX system, an on-demand library of thousands of virtual objects and effects.
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• Create, edit and upload virtual content using the ENGAGE Immersive FX system, an on-demand library of thousands of virtual objects and effects.

• Record, review and share your live sessions onto the ENGAGE platform for anyone to experience.
DISCUSSION: THINK / PAIR/ SHARE

SEEING THESE EXAMPLES, HOW COULD YOU INCORPORATE VR/360° VIDEO INTO A COURSE?
EXAMPLES OF EXISTING 360° VIDEOS
RESOURCES

bit.ly/uscd3600playlist
EXAMPLES OF EXISTING 360° VIDEOS RESOURCES

• USC 360° Video Playlist - bit.ly/usc360playlist
• BBC 360° Videos (Ex: Blue Planet Turtle, Solar Eclipse, Giant Dinosaur, etc.)
• National Geographic 360° Videos
• New York Times 360° Videos
• Oculus Library
Virtual Teaching Conference
March 8-10, 2020

Virtual Environments Conference

Virtual Teaching: VR, AR, and 360° Video in Higher Education Conference

Virtual Reality (VR) and related technologies (augmented reality, extended reality, 360 video, etc.) have the potential to revolutionize higher education in much the same way as flight simulators have revolutionized pilot training and VR has revolutionized architecture. The purpose of this conference is to bring together researchers on the use of these technologies in higher education and practical applications of these tools that are in use in classrooms or are in development. The conference will take place March 8-10, 2020 on the campus of the University of South Carolina in Columbia, South Carolina. Registration is coming soon.

For the conference, three calls have been issued:

1. A traditional Call for Papers soliciting research and theory that inform the use of these technologies in the classroom.
2. A Call for Panels soliciting leading experts to discuss specific topics and answer questions by the audience.
3. A Call for Showcase Presentations soliciting software, applications, games, and other materials that deliver educational experiences in higher education.

Submissions in the ‘Call for Papers’ and ‘Call for Showcase Presentations’ categories will be peer-reviewed with feedback to the authors.
Evaluate Sessions and Win!

- Download and open OLC Conferences mobile app
- Navigate to specific session to evaluate
- Select “Evaluate Session” on session details screen (located under session type and track)
- Complete session evaluation*

*Each session evaluation completed (limited to one per session) = one contest entry

**Five (5) $25 gift cards** will be awarded

Must submit evals using the OLC Conferences mobile app or website
THANKS!

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EXAMPLES OF EXISTING 360° VIDEOS RESOURCES

bit.ly/usc360playlist