

VR SCIENCE INCURSION



VR is fast becoming a recognised educational learning technology offering teachers and students new and powerful ways to create, view and interact with curriculum content in highly engaging ways.

We are offering Science Teachers two kinds of VR learning technologies especially tailored for Year 7, 8 and 9 students. Our one day incursion events allow multiple classes and their teachers to actively engage with 2VR technologies in safe, structured and supervised ways - on site in your school.

VEATIVE is VR platform that offers over 140 VR Science activities that we aligned to the Australian Curriculum. This resource is especially useful for consolidation work and features CGI representations of abstract scientific concepts set with tutorials, scenarios, quizzes and learning analytics.

VRCreate is a 360-degree virtual authoring platform that allows teachers and students to select or create their own science related content. It affords users ability to create scenes and cache content such as - objects, images, videos, text, experiments, field data and PPTS into each scene - thus creating an interactive science inquiry VR product. Each product can then be used as a resource to drive future learning.



Contact

Dr Paul Unsworth

paul.unsworth@unisa.edu.au

University of South Australia - Education Futures

Leadership Development | Digital Learning | Mathematics
& Science Education

STEM Education Research - Immersive Technologies



UniSA
Education Futures

**SIGN UP FOR VR SCIENCE INCURSION
RETURN VIA EMAIL BACK TO DR PAUL UNSWORTH**

Full Name

Mob Number

School Name

Class stage

Circle term

2

3

4

Number of Students