# Implementing VR Across the Curriculum

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**Abstract.** I will share my experience evangelizing for the adoption of virtual reality technology at a small liberal arts college. I will then share concrete examples of how virtual reality is being used in different areas of the curriculum including anatomy, kinesthesiology, interior architecture, education, nursing, and communications.

**Keywords:** Virtual Reality, simulations

## 1    Agenda

Outline of the agenda for the oral presentation:
- Evangelizing for VR
- Categories of VR
- 5 Examples Across the Curriculum
- Technical Overview
- Vision for the Future of XR

## 2    Summary

Virtual reality can transform the way educational content is delivered. The immersive experience of VR engages students in powerful ways. This session will describe how to introduce virtual reality technology to your faculty, and highlight specific examples of how virtual reality is being used by faculty in five different departments at Endicott College. The session will include some foundational information about equipment and costs. Then we will explore how VR is being implemented in biology, interior design, education, communications, and nursing. We will also learn how to set up a "VR Lab" as a central campus location to demonstrate the technology to staff and students.

In addition to demonstrating how VR can be used for content consumption, the session will also share examples of how students can create original VR content in collaborative group projects. This session is appropriate for people who are new to the world of virtual reality as well as those with some previous experience.

## 3    Sample Recording

[1] shows an example of a similar presentation from February 2021 (fig. 1).



**Fig. 1.** Still screen from presentation (video).

## References

1. Ellis, H.: Implementing Virtual Reality Across the Curriculum (video). https://www.youtube.com/watch?v=8Wggj8-gx2A, last accessed 2022/8/14.