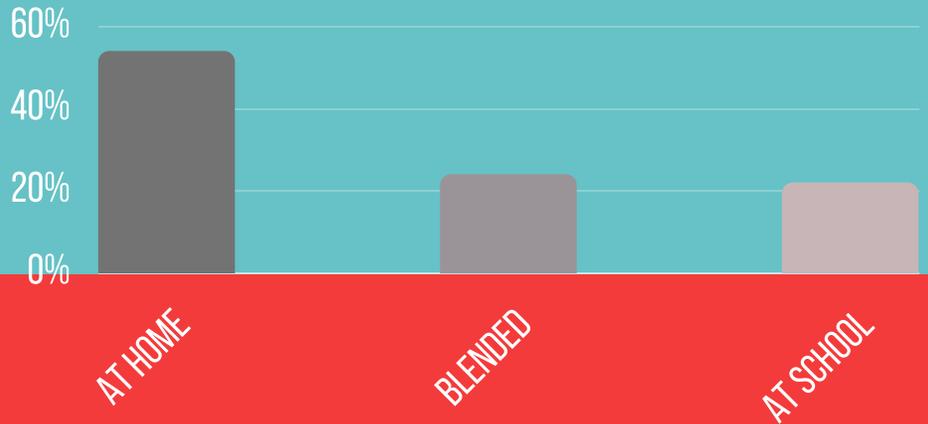


VIRTUALLY REAL CLASSROOMS

THE WAY AHEAD IN A DISTANCED WORLD



78% of public school students are estimated to conduct classes in some sort of distance learning capacity.

THROUGH THE USE OF VIRTUAL REALITY SCHOOLS CAN:

- Bring students back into a "classroom" where they can interact with peers and teachers.
- Replicate a classroom environment with enriched discussion.
- Conduct virtual field trips.
- Explore inaccessible venues for learning, like outer space or the ocean floor.



VR technologies were used in some classrooms prior to the COVID-19 Pandemic, but these avenues for "face-to-face" education cannot be underestimated in our new world.



Classroom VR Resources:

[HTTPS://WWW.CLASSVR.COM/](https://www.classvr.com/)

[HTTPS://WWW.VIAR360.COM/](https://www.viar360.com/)

[HTTPS://EDU.GOOGLE.COM/PRODUCTS/VR-AR/](https://edu.google.com/products/vr-ar/)

SOURCES:

[HTTPS://EDTECHMAGAZINE.COM/K12/ARTICLE/2019/08/ARVR-K-12-SCHOOLS-USE-IMMERSIVE-TECHNOLOGY-ASSISTIVE-LEARNING-PERFCON](https://edtechmagazine.com/k12/article/2019/08/arvr-k-12-schools-use-immersive-technology-assistive-learning-perfcon)

[HTTPS://EDSOURCE.ORG/2020/LATEST-UPDATES-ON-EDUCATION-AND-THE-CORONAVIRUS-CRISIS/635717](https://edsources.org/2020/latest-updates-on-education-and-the-coronavirus-crisis/635717)

[HTTPS://WWW.TANDFONLINE.COM/DOI/ABS/10.1080/09500690801968656](https://www.tandfonline.com/doi/abs/10.1080/09500690801968656)

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