



Implementing Virtual Reality Activities to Deliver an Immersive Learning Experience on Climate Change and Environmental Misconducts

Principal Investigator: Dr. Chun Ho LAM

Abstract No.: 6000699

Abstract

This proposal outlines a cost-effective strategy to introduce a series of virtual reality (VR) videos to a large group of students. The VR videos will provide an in-depth visual experience to illustrate the detrimental consequences of climate change and environmental misconducts. The proposed VR technology does not require elaborated classroom modifications. Students can host their own smartphones inside a pair of smartphone VR headset to enjoy various immersive 360° videos. This can effectively transform any classroom into any field trip, bringing a large group of students to a location that may be inaccessible due to logistic or safety reasons. Course leaders can even help students to focus on specific content during the viewing to enhance the intended learning outcomes. Students may revisit the VR videos at their leisure or introduce their peers to promote communal learning.

For teaching purposes, many VR videos can be sourced from online streaming platforms such as YouTube or be filmed using commercially available equipment and software. The proposed VR technology is transferable to different subjects as long as a suitable VR video is found or filmed. We look forward to taking this opportunity to promote CityU to become a pioneer in VR-tech friendly classroom with support from EDGE-TDG.