Virtual Reality Sport as a Pedagogical Technique

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Teaching & Learning Fair - Technology Integration (Other) virtual asynchronous
Teaching & Learning Fair Presentation
Abstract 2020-345 Session: Teaching & Learning Fair II

Virtual reality (VR) sport games provide an opportunity to experience first person perspectives from the safety of an office chair. This can support students and faculty with unique perspectives, a renewed interest in sport, and in a way that is both entertaining and educational. With games like VR Sports Challenge, Stadium Renovator and a multitude coaching and situational simulators, VR is creating new areas for edutainment. This presentation will provide examples of class projects, ideas for teaching and using VR, and recommendations for assessment.