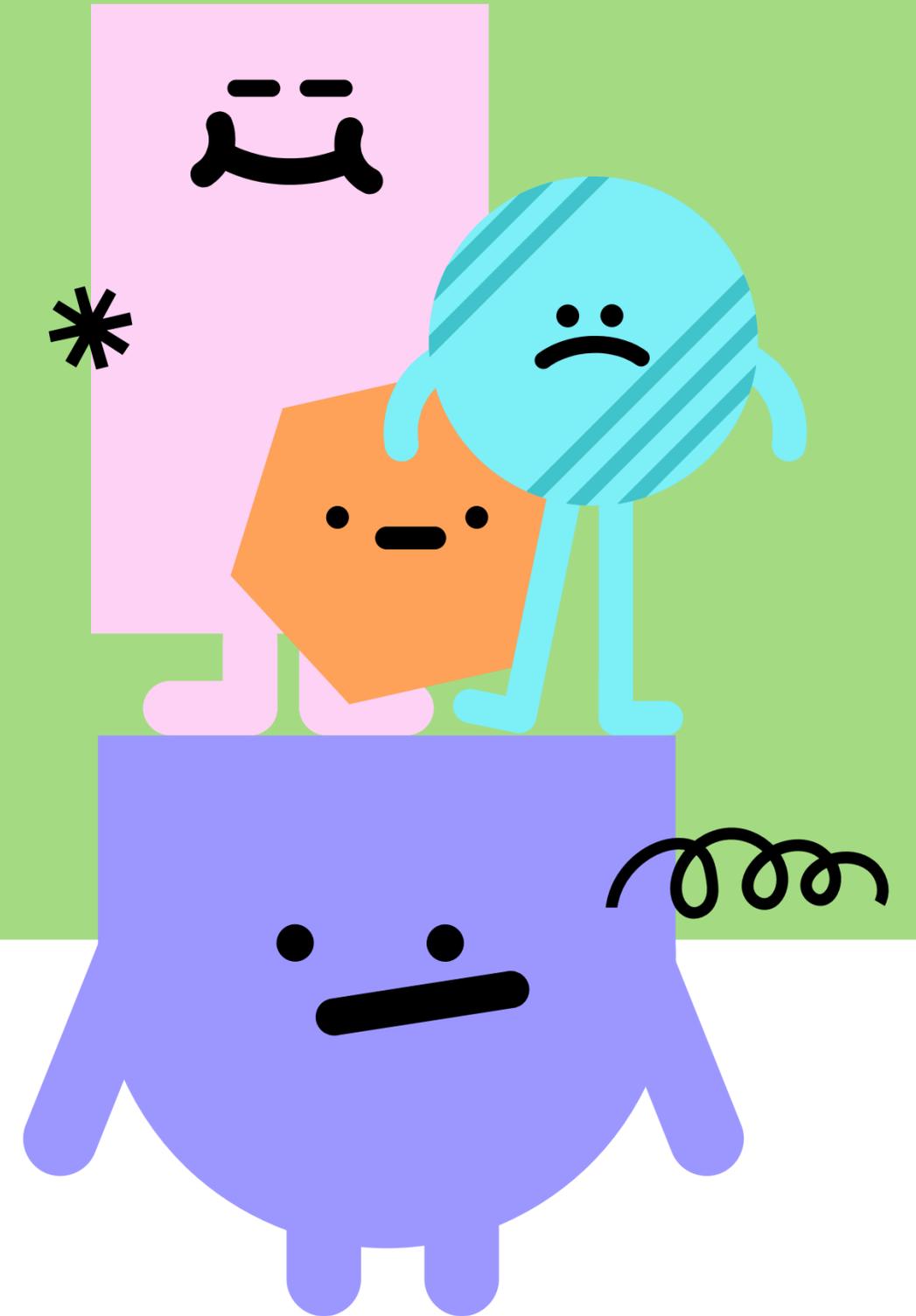


The DCU logo features three orange swooshes above the text "DCU" in a bold, blue, sans-serif font.

DCU

**DEVELOPING PRE-SERVICE PRIMARY
TEACHERS' CONFIDENCE AND COMPETENCE
IN USING VIRTUAL REALITY (VR)**

School of STEM Education, Innovation and Global Studies
Margaret Leahy, Hsiaoping Hsu and
Anne McMorrough



Virtual Reality (VR): The Education Context



**VR usage:
uncommon in
schools**

(Luo et al., 2020; Geng et al, 2021)



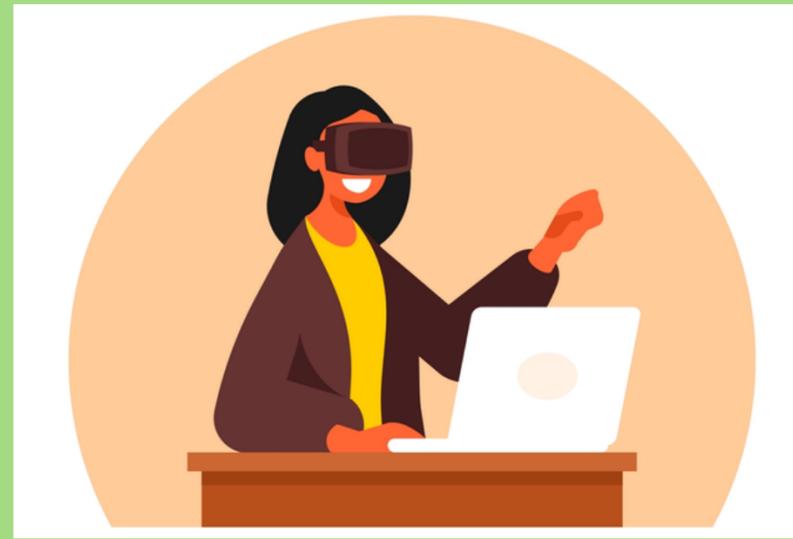
**VR: an emerging
technology in
education**

(Digital Strategy for
Schools to 2027)



**Opportunity:
Prepare future
teachers - 5 Wk
Workshop at DCU**

Project Outline



**Introduction to
VR apps**

**Planning for
Learning Activities,
supported by VR**

**Supporting
Children's
learning, using VR**



Climate Change in Fiji in Virtual Reality (VR): 'Our Home,...



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Climate change • Climate change refers to long-term shifts in...



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History Tour of Wexford Town - Wexford Town&The Slaney

Wexford, Co. Wexford, Ire...

by ciarancarthy



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CO SPACES EDU

MAKE VR IN THE CLASSROOM

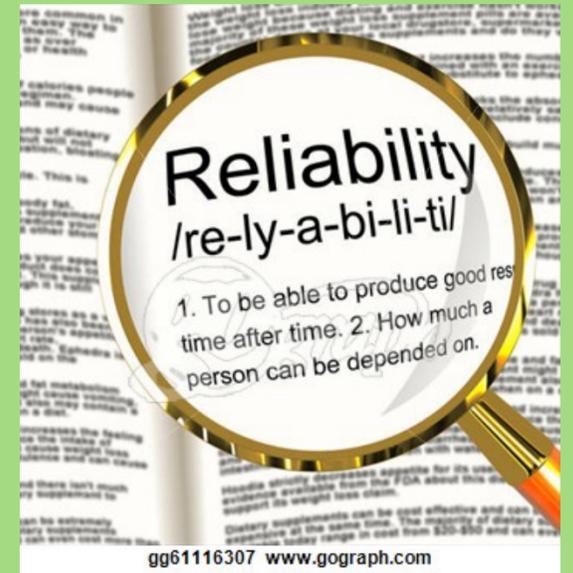
Some Challenges in Using VR in education



Cost factor for some equipment / apps



Limited educational VR content



Shortage of sustainable and easy-to-use VR creation platform

Insights from Student Teachers

I never imagined how impactful virtual reality could be in the classroom (Jessie).

After all the time we have spent learning about and using virtual reality to teach in this module I have a much better idea of how it can be used in the primary classroom (Alex)

I really benefited from teaching the 6th class children how to use multiple modes of virtual reality which makes me feel comfortable and confident that I could use virtual reality on placement and with my students in the future (Charlie).

I feel responsible to provide students with a new experience of education to enhance and provide a new depth of understanding and improve their visualisation, sensory, engagement and participation skills (Jamie).



Thank you. Questions?

