VR-Workshop at Tor Vergata University of Rome

April 2nd 2025

Workshop Speakers:
Prof. Dr. Stephan Schumann, Prof. Dr. David Kablitz, Dr. Andreas Harder
University of Konstanz

AGENDA

Wednesday (April 2nd)	WORKSHOP FOR HIGH-SCHOOL TEACHERS
03:00 – 04:00 pm	**Introduction to Teaching and Learning with VR** • Overview: Virtual Reality in Education: Is Virtual Reality a game-changer for teaching and learning? **The (potential) Benefits of Learning with VR** • How VR enhances engagement, immersion, and interaction? • Cognitive effects and deeper understanding through experiential learning • Promoting collaboration in VR environments **Best Practices for VR in the Classroom** • Examples of successful VR integration in teaching and learning **Required Conditions for Effective VR Integration in Schools** • Infrastructure: Hardware, software, and technical requirements • Teacher training and support needs
04.00 – 04.15 pm	**Short Break – Switch to Hands-On-Session**
04.15 - 06.00 pm	**Hands-On VR Session: Exploring VR Learning Software** • Participants will experience immersive VR • Time for exploration and reflection **Discussion, Q&A and Closing Remarks** • Pedagogical and logistical aspects • Solutions and strategies for integrating VR into classroom settings • Motion Sickness • Open floor for questions and suggestions • Final thoughts