

# VIRAL SKILLS E-THEK



*Fostering **Virtual Reality** applications  
within **Adult Learning**  
to improve low skills and qualifications*

Project No. 2018-1-AT02-KA204-039300

Co-funded by the  
Erasmus+ Programme  
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## Project Information

<b>Project Acronym:</b>	ViRAL Skills
<b>Project Title:</b>	Fostering Virtual Reality applications within Adult Learning to improve low skills and qualifications
<b>Project No.:</b>	2018-1-AT02-KA204-039300
<b>Funding Programme:</b>	Erasmus+ Key Action 2: Strategic Partnerships
<b>More Information:</b>	<a href="http://www.viralskills.eu">www.viralskills.eu</a> <a href="https://www.facebook.com/viralskillsEU">www.facebook.com/viralskillsEU</a> <a href="mailto:info@viralskills.eu">info@viralskills.eu</a>

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## Software Introduction

Virtual reality is already a reality in different spheres of society, including education. Although it is still an emerging technology in relation to its potential, it is already offering opportunities that were previously unthinkable. Virtual reality allows learners of all ages to experience learning in immersive settings and to break down geographical and temporal barriers, similar to when reading a novel.

In the following chapter the Viral Skills partnership provides adult trainers with the “Viral Skills E-Thek”, which is a collection of more than 25 selected free VR software applications for educational uses. These VR learning programmes have been tested and analysed and are recommended by the partnership for adult learning settings in general and specifically for activities with low-skilled and low-qualified learners.

Before providing trainers with more details about the E-Thek: What are the possibilities of virtual reality in the education sector? The following section offers insight in some of its most outstanding uses and presents some VR software examples adult trainers will find in the collection provided.

### Travelling without leaving classroom

Thanks to virtual reality class trips do not have to be limited to the local museum or the nearby town: learners can visit and study about the Taj Mahal, for example, without even moving from their classroom. This enriches teaching and makes it more fun while overcoming economic and geographical barriers.

One example analysed in the Viral Skills E-Thek is:

- ▶ **Google Earth VR**: Google Earth VR lets learners explore the world from totally new perspectives in virtual reality. It allows to stroll the streets of Tokyo, soar over the Grand Canyon, or walk around the Eiffel Tower. This virtual reality app lets learners see the world's cities, landmarks, and natural wonders.

## Time traveling

The barriers it breaks are not only geographical, but also temporal. Adult learners will be able to witness the taking of the Bastille, for example, and learn history in a much more memorable way.

In this context, in the Viral Skills E-Thek trainers can find:

- ▶ **Google Expeditions**: Expeditions to real places in the world, historic events, space or the body.
- ▶ **Wonders of the world**: In Wonders of the world learners will visit a small number of the ancient wonders including the Colossus of Rhodes, Taj Mahal and Machu Picchu. At each of these sites they can learn about its history and its historical significance to the local area and the world through an immersive and interactive experience.

## Limitless exploration

Taking learners to the moon is not a feasible option for any educational institution in the world. And it would not be the safest either. Through VR, adult learners will be able to travel through space and immerse themselves in the depths of the sea to satisfy their curiosity.

The following VR applications described in the Viral Skills E-Thek might foster learning in this context:

- ▶ **BBC Home - A VR Spacewalk**: Inspired by the NASA training programs, the Spacewalk enables learners to embark on a spacewalk 250 miles above the Earth's surface, something only 217 people have ever done for real.
- ▶ **Titans of Space**: Titans of Space provides a densely educational guided tour of the Solar System, designed first for virtual reality. Multiple versions are available for mobile and PC platforms, for VR and otherwise
- ▶ **International Space -Station Tour VR**: Moving between 8 modules adult learners can uncover over 40 key areas of the space station that serve as the living quarters and science laboratory for an international crew of astronauts and cosmonauts.

## The human body

Can anyone think of a better way to study the human body than to visit it from the inside? It has to be imagined the experience of freely moving through the digestive system, identifying organs and discovering how they work through immersive learning. All this is possible with virtual reality.

In the Viral Skills E-Thek adult learners can explore:

- ▶ **Anatomyou:** Using "Anatomyou", the user becomes part of the anatomy in an immersive way, being able to navigate along anatomical structures: circulatory, respiratory, digestive, urinary, lacrimal and female reproductive system.

## STEM (Science, Technology, Engineering and Mathematics)

Virtual Reality as an educational method for learning geometry, mathematics, and sciences. In this context, described VR apps in the Viral Skills E-Thek are:

- ▶ **Times Tables VR:** Times Tables VR is a fun way for learners, especially low-skilled and low-qualified adults, to practise their multiplication skills in virtual reality using only their eyes in an immersive 360 degree environment!
- ▶ **Nanome:** Nanome is a free immersive nanoscale laboratory for modern VR headsets. Learners, hobbyists, and Drug Designers use Nanome to visualize, edit, and simulate their research in real-time with friends and colleagues across the globe.
- ▶ **CalcfLOW:** Using the app CalcfLOW adult learners can manipulate vectors with their hands, explore vector addition and cross product. They can see and feel a double integral of a sinusoidal graph in 3D, a Mobius strip and its normal or spherical coordinates! In addition to that, the app allows to create one's own parametrized functions and vector fields!

## Languages

This can also be a new way of learning languages; through a totally immersive VR, that would be fun and appealing.

In this context, in the Viral Skills E-Thek can be found:

- ▶ **Mondly: Learn Languages VR:** The app allows to experience the most advanced way to learn languages from the comfort of one's own couch. Mondly VR perfectly complements with Mondly's main language learning app, allowing learners to practice everything learned.
- ▶ **Virtual Vocab: Spanish VR:** With the app learners are enabled to virtually go through a school and a house. By looking at certain objects such as a TV, a chair or a painting and clicking on them, one will hear the Spanish word and one will be able to read the Spanish and English word at the same time.

## **VIRAL SKILLS E-THEK – The Selection Process**

After this general overview, the following section will explain how the different software have been selected and evaluated, and which are their applications.

Regarding VR applications, a sample of at least 25 applications has been taken based on a first internet research.

The selected VR applications have been catalogued and categorized according to content, interactivity, video content or 360° scenes or self-creating experiences in VR.

Apart from the categorisation described, each of them has been analysed on the basis of the following parameters: Name of VR application, Category, Content, Ranking & Popularity, Cost, VR-Headset Interactive, Experience, Create Material/Lessons, Low-skilled/ qualified learners

With all this information the partnership will have a first vision of each of the applications selected. These applications will also be analysed and tested by the Viral Skills partnership.

Each partner will proceed to test and interact with the hardware acquired the assigned applications and platforms. Each organization should try and evaluate a minimum of 4 learning apps. Since not all of the apps found through the internet research were compatible with all the VR Hardware of the partners, the original sample of VR learning applications was revised and extended by apps found either on Steam VR or the stores/platforms of the different VR hardware systems (e.g. HTC Viveport, Oculus Store, Google Play Store, etc.). Further, if any member of the team would come across new interesting applications those would be tested as well.

For the selection of the VR apps, several parameters must be taken into account:

- ▶ **Language:** VR learning applications should be in English (many apps have different languages to choose).
- ▶ **Cost:** They should be free (some apps have a very low cost, and could be considered if worth being tested additionally)
- ▶ **Target Group:** They should be suitable for adults in general and specifically for low skilled/qualified adults.

After the validation of the apps according to the selection parameters, more than 25 VR learning apps were found which can be assigned to the following thematic categories:

- ▶ Mathematics
- ▶ Chemistry
- ▶ Human body/anatomy
- ▶ Language Learning
- ▶ Space
- ▶ Virtual Museum
- ▶ World/Sites
- ▶ History – Second World War
- ▶ Sport-, Music-, Social-Events
- ▶ Visual Impairment

Further, two apps focus on “Training” and a variety of apps provide various different contents or a platform where any contents can be shared. All this VR learning software has been tested, analysed and evaluated as described in the following section.

## **ViRAL Skills E-THEK – The Evaluation Process**

For this purpose, a template (E-Thek) has been created to facilitate the collection of data and to draw the right conclusions. The partners have used this template with each of the VR applications, all of them suitable for adult learners with low qualifications.

The E-Thek is designed to analyse the VR Application, with its corresponding name and category.

Apart from which partner has completed it and its processing date, the technical framework, the key data of each VR application and its compatibility with the different VR hardware systems, operating systems and languages will be taken into account.

As for the contents of the VR application, the partners have considered which learning content it provides and what the Learning Outcomes are after using it, based on: Knowledge, Skills, and Competences.

Also, the activities provided and whether they bring added value to low-skilled and low-qualified adult learners.

In order to better determine the analysis, a rating scale for the application has been included taking into account the application level, ease of use, gamification level as well as the pedagogic orientation and standards. The evaluation of the apps is also complemented with a SWOT analysis. The objective of the SWOT analysis, of the different selected VR applications, will facilitate the adaptation of each one of them to the most suitable learner-teacher context.

With all the data the partners of the project will be able to determine in what context it is ideal to use each of the VR applications, what instructions should be followed both for the teaching of the VR application and the previous preparation needed by the teacher or teachers in charge of it.

Finally, a set of standards/rules will be considered to improve or guide the learning through each of the VR applications.

Thanks to the analysis one of the biggest advantages of using VR technology in the education area can be seen: the possibility of living impossible or almost impossible experiences. It could be said that this is the main benefit that this technology brings to education and why it is worth it. Nevertheless, trainers still need to take into account how and when to introduce it into the classroom in order to obtain the best possible result. It should not be used for the sake of using it, there might be other more suitable and equally valid resources. That is why research is important and to test this technology in order to clarify in which situations it would be more didactically efficient.



## ViRAL Skills E-Thek

VR Application Profile																											
Name of VR Application	Creator AVR																										
Category	Various Content																										
Date of processing:	10/10/2019																										
Technical Framework & Key Data	<p><b>Software-Provider:</b> Google Commerce Ltd  <b>Software-Developer:</b> EON Reality R&amp;D Team  <b>Version of app:</b> 7.8</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input checked="" type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> iOS</td> <td>Version: 12.0 or later</td> </tr> <tr> <td><input checked="" type="checkbox"/> Android</td> <td>Version: 7.0 and up</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td><input checked="" type="checkbox"/> Other: Chinese</td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input checked="" type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input checked="" type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input type="checkbox"/> Oculus Go		<input checked="" type="checkbox"/> iOS	Version: 12.0 or later	<input checked="" type="checkbox"/> Android	Version: 7.0 and up	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish	<input checked="" type="checkbox"/> Other: Chinese	<input type="checkbox"/> German	
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Learning Content	Aeronautical Engineering, Medical, Chemistry, Engineering, Food and Nutrition, Humanities, Animal Life on Earth, Astrophysics & Astronomy, Automotive Engineering, Biology, Botany, Culture and the Arts, Earth Science, Food and Nutrition, General Science, Geography, History, Human Anatomy, Industrial Engineering, Mathematics, Monuments & Landmarks, Physics, Virtual Entertainment, etc.
Learning Outcomes	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>...recall detailed information about various key subjects in a variety of fields beginning from aeronautical engineering over biology to culture and arts</li> </ul>
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>...locate and identify the constitutive parts of a variety of objects like artefacts, organs, machines, etc. thematised in the app</li> <li>...create their own VR learning lessons and courses about a variety of learning subjects using the Creator AVR app</li> </ul>
	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>...demonstrate the ability to learn about a key subject using a number of different sources of information including VR- and AR-experiences, audio recordings, videos, etc.</li> </ul>

<p><b>Activities provided</b></p>	<p>Users can choose the learning content they are interested in from a library. Depending on the content mostly a short informational audio and video to the specific content is provided as well as exercises and quizzes. Learners can explore the content on their mobile phone, changing perspectives and illustrations with the touch function, explore the content with AR or Virtual Reality. In the VR mode learners can see the learning content in 360 degree, changing their perspective on the content with their head movements and gaze. For some contents additional 360-Tours are provided. Creator AVR offers single and multi-user mode and enables trainers to create and share educational experiences on the mobile device, with no programming experience needed.</p>
<p><b>Added value for low-skilled/-qualified adults</b></p>	<p>The app “Creator AVR” is beneficial when working with low-skilled/-qualified adult learners, especially school drop-outs, since it provides 360 degree visualizations of complex learning contents which make it easier to understand them. Further it includes quizzes which allow a more playful approach. Additionally, trainers can add their own target-group orientated contents and tasks.</p>

<p><b>SWOT analysis</b></p>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> </ul> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p>	
	<p style="text-align: center;"><b>STRENGTHS</b></p> <ul style="list-style-type: none"> <li>• ...provides different learning approaches (e.g. videos, 360 graphics, quizzes, etc.) to contents</li> <li>• ...learning contents are well structured and easy to find in library</li> <li>• ...provides information and 360 experiences for a variety of learning contents</li> </ul>	<p style="text-align: center;"><b>WEAKNESSES</b></p> <ul style="list-style-type: none"> <li>• ...not all learning contents can be explored in VR mode</li> <li>• ...little interaction with learning content possible in VR mode</li> <li>• ...quality of lessons provided varies</li> </ul>
<p style="text-align: center;"><b>OPPORTUNITIES</b></p> <ul style="list-style-type: none"> <li>• ...allows in-depth understanding of various contents</li> <li>• ...allows to create lessons on one’s own</li> <li>• ...allows a multi-user mode</li> </ul>	<p style="text-align: center;"><b>THREATS</b></p> <ul style="list-style-type: none"> <li>• ...the understanding of all functions of the app might require some time</li> <li>• ...VR experiences might be a little bit boring</li> <li>• ...exploring the learning content only in VR mode might have little learning effect</li> </ul>	

<p><b>Ideal application /utilization</b></p>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b> Ideal to enhance various thematic workshops and courses beginning from engineering, over chemistry to medical contents and beyond.</li> <li>• <b>Instructions for preparation</b> <ul style="list-style-type: none"> <li>- Before using the app, make yourself familiar with the learning material provided by the app.</li> <li>- Then either choose the learning content which you want the learners to explore from the app's library or create a lesson/course on your own.</li> <li>- If you want to use content provided by the app, decide yourself whether you want the learners to explore the whole lessons provided or just parts of it e.g. the VR mode to visualize content.</li> <li>- Dependent on this previous decision make sure to embed the app adequately in your course schedule according to the course's learning objectives.</li> <li>- For some lessons provided by the app it might be necessary to clarify technical terms in advance.</li> <li>- Provide maybe chairs (ideally revolving chairs) for the learners since the most comfortable way to explore the App (also the VR mode) might be in a seated position.</li> </ul> </li> </ul> <p>Creation of content:</p> <ul style="list-style-type: none"> <li>- In order to being able to create lessons and courses, create a free account on the mobile app.</li> <li>- To start the creation process, tap on the "+Create"-button in the right corner at the bottom of the mobile display and choose if you want to create a new lesson or a new course. Alternatively, you can also tap the plus button in the section "My Workspace".</li> </ul>	<ul style="list-style-type: none"> <li>- The creation of a new course works quite intuitively.</li> <li>- In order to create a new lesson, have a look at the following videos. Although they refer not to the latest version of the app, they should help within the creation process: <ul style="list-style-type: none"> <li>▪ <a href="https://www.youtube.com/watch?v=yP2l_O6v9WQ">https://www.youtube.com/watch?v=yP2l_O6v9WQ</a> [Start at minute 2:12!]</li> <li>▪ <a href="https://www.youtube.com/watch?v=aSHoY0w9ezo">https://www.youtube.com/watch?v=aSHoY0w9ezo</a> [Start at minute 3:09!]</li> </ul> </li> <li>- Before starting your class, add your learners to your created course or lesson in the section "My Workspace".</li> <li>- Irrespectively of whether you use courses/lessons provided by the app or created on your own, you can use a multi-user mode. In this context, make sure to invite all learners in advance by tapping at "Collaborate" for the lesson you want your learners to explore.</li> </ul> <ul style="list-style-type: none"> <li>• <b>Instructions for mentoring</b> <ul style="list-style-type: none"> <li>- Explain the structure and functionalities of the app in advance and give the learners time to become familiar with the app.</li> <li>- Since a lot of information is provided by the app I might be useful to state specific learning outcomes which should be achieved after using the app or parts of it (the suggested learning outcomes by the app for each lesson might be helpful in this context).</li> <li>- In case you created your own course or lesson, you might refer to your own formulated learning outcomes in the app.</li> </ul> </li> </ul>
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- It might be useful to summarise the most important information about the learning content after the app was used and/or discuss the experiences made.
- ***Do's and don'ts***
  - When only using the VR mode of the app provide learners with further information to the content in class.
  - The app might also be a successful tool in context of blended learning formats.

VR Application Profile																							
<b>Name of VR Application</b>	NYT VR																						
<b>Category</b>	Various Content																						
<b>Date of processing:</b> 29/10/2019																							
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> The New York Times Company  <b>Software-Developer:</b> The New York Times Company  <b>Version of app:</b> 3.5.9</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input checked="" type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input checked="" type="checkbox"/> <b>Lenovo Mirage Solo</b></td> <td><input checked="" type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <p><input type="checkbox"/> iOS Version:.....</p> <p><input checked="" type="checkbox"/> Android Version: Minimum 7.0</p> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input checked="" type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input checked="" type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input checked="" type="checkbox"/> <b>Lenovo Mirage Solo</b>	<input checked="" type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input checked="" type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input checked="" type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input type="checkbox"/> Oculus Go		<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish		<input type="checkbox"/> German	
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<b>Learning Content</b>	News & Documentaries																						

<b>Learning Outcomes</b>	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Explain the backstory of conflicts, natural disasters or politics, e.g.</li> <li>• Distinguish places in foreign countries and connect them to incidents reported in the NYT</li> </ul>
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Navigate through a VR environment with the use of sight and hand motion</li> </ul>
	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Prioritize learning content through the choice of topics</li> <li>• Understand the evolvement of opposing opinions and process behind current affairs</li> <li>• Critically evaluate different opinions on current topics as perceived by the various documentaries</li> <li>• Analyze future news by recognizing varying/opposing actors/parties and opinions</li> </ul>
<b>Activities provided</b>	<p>Choose a video from a gallery with the topics: Documentaries, Investigations, Science &amp; Tech, US Politics, Travel, News, Opinion, Arts &amp; Music. See a video with audio about the different topics or, especially in the Travel section, emerge into a virtual space.</p>

<p><b>Added value for low-skilled/qualified adults</b></p>	<ul style="list-style-type: none"> <li>- Condensed collection of documentaries and news which help low-skilled adults to gain an overview over current affairs without having to process too much information at once</li> <li>- Virtually travel to places which are otherwise inaccessible and emerging into the scene of war conflict or accompanying refugees on their way to safety which gives low-skilled adults the opportunity to become emotionally involved with a topic and foster interest</li> <li>- Receive information with no necessity for high level reading skills which is otherwise typical for news outlets such as newspapers, etc.</li> </ul>																								
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	<p><b>OPPORTUNITIES</b></p> <ul style="list-style-type: none"> <li>• Get emotionally involved into the topic/scene displayed</li> <li>• Each user can find a topic which interests them</li> <li>• User might get captivated by a story</li> </ul>	<p><b>THREATS</b></p> <ul style="list-style-type: none"> <li>• Users might prefer to simply watch a video on a website</li> <li>• Especially low-skilled adults might not be able to comprehend that some videos display subjective opinions</li> <li>• It might be disturbing for some viewers to virtually emerge, for example, into a war scene</li> </ul>
<p><b>Ideal application /utilization</b></p>	<ul style="list-style-type: none"> <li>• <i>Context of ideal application</i></li> </ul> <p>In a university, adult education classes or in a museum in the context of journalism, politics and current affairs.</p> <ul style="list-style-type: none"> <li>• <i>Instructions for preparation</i></li> </ul> <p>Be aware, that the app contains scenes and information which some users might find disturbing especially since the user might feel as if he/she is virtually in that scene, e.g. war or genocide.</p> <ul style="list-style-type: none"> <li>• <i>Instructions for mentoring</i></li> </ul> <p>Choose a topic to watch which the user feels comfortable with. Spend time after the use of the app to reflect and discuss the topics watched since there are sometimes subjective opinions displayed.</p>	

- *Do's and don'ts*

Give a short introduction to the use of the app.

Do not let learners use the app on their own without time for reflection afterwards. Especially for low-skilled adults there is a need for reflection and discussion after using the apps.

The app is not suitable for children.

VR Application Profile																											
Name of VR Application	YouTube VR																										
Category	Various Content																										
Date of processing: 30/10/2019																											
Technical Framework & Key Data	<p>Software-Provider: Google LLC Software-Developer: Google LLC Version of app: 1.21.50</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input checked="" type="checkbox"/> Google Daydream View</td> <td><input checked="" type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input checked="" type="checkbox"/> Lenovo Mirage Solo</td> <td><input type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input checked="" type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input type="checkbox"/> iOS</td> <td>Version:</td> </tr> <tr> <td><input checked="" type="checkbox"/> Android</td> <td>Version: 1.21.50</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input checked="" type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input checked="" type="checkbox"/> Google Daydream View	<input checked="" type="checkbox"/> Oculus Quest	<input checked="" type="checkbox"/> Lenovo Mirage Solo	<input type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input checked="" type="checkbox"/> Oculus Go		<input type="checkbox"/> iOS	Version:	<input checked="" type="checkbox"/> Android	Version: 1.21.50	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish		<input type="checkbox"/> German	
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Learning Content	<p>YouTube VR: Through this application, you can experience your favorite YouTube videos, channels and creators in virtual reality. The YouTube VR app basically can turn any video into a virtual reality experience and makes YouTube a 3D world you can explore from the inside.</p>																										

Learning Outcomes	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Follow the basic steps to set up and use the application for learning purposes</li> <li>List at least 3 possible ways they can use the application for teaching and learning</li> </ul>
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Set up and use the application in a practical way</li> <li>Download and upload content of their interest to be viewed through the application</li> <li>Follow required steps to debug if any problems show up during the use of the application with users</li> <li>Indicate and describe ideas to integrate this application in various education contexts</li> <li>Browse and select relevant content from different channels and videos</li> </ul>
	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Demonstrate capability to use successfully all functionalities of the app</li> </ul>
Activities provided	<p>Users can select from a variety of different topics/context/channels/videos based on the learning content and they have the opportunity to further explore the content in 3D mode/virtual reality as an introductory, evaluation or as an exploration activity.</p>



<b>Added value for low-skilled/-qualified adults</b>	The application is highly suitable for HEI as an introductory practical example because it is easy to get started as a user. Even users with very limited skills can easily get started since most of the users are already familiar with the ordinary YouTube application.								
<b>SWOT analysis</b>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></li> <li>• Gamification level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> </ul> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: #1a3d54; color: white;"> <th style="text-align: center;">STRENGTHS</th> <th style="text-align: center;">WEAKNESSES</th> </tr> </thead> <tbody> <tr> <td style="vertical-align: top;"> <ul style="list-style-type: none"> <li>• Supports most devices</li> <li>• Offers spatial audio, where depth and distance play a role depending on where you look</li> <li>• Easy navigation: you can switch between voice and keyboard controls to browse and search with ease</li> </ul> </td> <td style="vertical-align: top;"> <ul style="list-style-type: none"> <li>• Limited capabilities in terms of usability</li> <li>• Users can not interact with the material</li> <li>• Large size of application to be downloaded, so it might discourage some users to do so</li> </ul> </td> </tr> <tr style="background-color: #1a3d54; color: white;"> <th style="text-align: center;">OPPORTUNITIES</th> <th style="text-align: center;">THREATS</th> </tr> <tr> <td style="vertical-align: top;"> <ul style="list-style-type: none"> <li>• Supports 360-degree video enhancing the interactivity with users</li> <li>• Suitable for learners of all levels</li> </ul> </td> <td style="vertical-align: top;"> <ul style="list-style-type: none"> <li>• Limitation to sustain interest of users</li> <li>• Might not always give an additional value to learners.</li> </ul> </td> </tr> </tbody> </table>	STRENGTHS	WEAKNESSES	<ul style="list-style-type: none"> <li>• Supports most devices</li> <li>• Offers spatial audio, where depth and distance play a role depending on where you look</li> <li>• Easy navigation: you can switch between voice and keyboard controls to browse and search with ease</li> </ul>	<ul style="list-style-type: none"> <li>• Limited capabilities in terms of usability</li> <li>• Users can not interact with the material</li> <li>• Large size of application to be downloaded, so it might discourage some users to do so</li> </ul>	OPPORTUNITIES	THREATS	<ul style="list-style-type: none"> <li>• Supports 360-degree video enhancing the interactivity with users</li> <li>• Suitable for learners of all levels</li> </ul>	<ul style="list-style-type: none"> <li>• Limitation to sustain interest of users</li> <li>• Might not always give an additional value to learners.</li> </ul>
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	<ul style="list-style-type: none"> <li>• Gives users independence to choose material according to the chosen topic</li> </ul>	<ul style="list-style-type: none"> <li>• Might be addictive to users since it has videos to watch</li> </ul>
<b>Ideal application /utilization</b>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b></li> </ul> <p>The application can be used in almost all context, since it gives users the opportunity to select any domain/ sector and select relevant channels/videos for exploration in virtual reality. It is an application which gives the flexibility to users to watch a video in virtual reality instead in 2D mode, by making the content even more interesting.</p> <p>This application can also be used in almost all contexts as an additional activity to gain better understanding of a topic during a learning activity.</p> <ul style="list-style-type: none"> <li>• <b>Instructions for preparation</b></li> </ul> <p>The application supports most VR devices and hardware and has a single/multi-user capability. The app can be downloaded conveniently from the VR device search engine and will require registration through the account of the device.</p> <p>The users do not require to move around while using this application.</p> <p>It is more convenient for users to have a chair.</p> <p>A microphone is useful if you also want to search video content with your voice</p>	

- ***Instructions for mentoring***

Ideal application for the start of a training. It is advisable that the mentor has clear learning objectives of what he/she wants to achieve before using this application.

It is advisable that tutors after the initial discussion, encourage learners to experience the application individually and then work in pairs and in groups on the content that they will experience.

It is also advisable that the app will not be used for a long time so users don't lose interest.

- ***Do's and don'ts***

Don't use this application, without having specific objectives to be achieved, as this might make users lose easily their confidence and misrepresent the additional use of this application

The following link might also help finding suitable content for adult education by leading to a collection of 360° videos in English and German: <https://www.vhs.at/de/vrbrille>



VR Application Profile																													
<b>Name of VR Application</b>	ARTE360 VR																												
<b>Category</b>	Various Content																												
<b>Date of processing:</b> 27/9/2019																													
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> Microsoft Store  <b>Software-Developer:</b> ARTE G.E.I.E.  <b>Version of app:</b> APK 1.7.0</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td><input checked="" type="checkbox"/> Other: ACER OJ0500</td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input type="checkbox"/> iOS</td> <td>Version:.....</td> </tr> <tr> <td><input type="checkbox"/> Android</td> <td>Version:.....</td> </tr> <tr> <td><input checked="" type="checkbox"/> Other: WINDOWS</td> <td>Version: 10 version 16299.0 or higher</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input checked="" type="checkbox"/> Italian</td> </tr> <tr> <td><input checked="" type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input checked="" type="checkbox"/> German</td> <td></td> </tr> </table>	<input type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101	<input checked="" type="checkbox"/> Other: ACER OJ0500	<input type="checkbox"/> Oculus Go		<input type="checkbox"/> iOS	Version:.....	<input type="checkbox"/> Android	Version:.....	<input checked="" type="checkbox"/> Other: WINDOWS	Version: 10 version 16299.0 or higher	<input checked="" type="checkbox"/> English	<input checked="" type="checkbox"/> Italian	<input checked="" type="checkbox"/> Spanish		<input checked="" type="checkbox"/> German	
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<b>Learning Content</b>	ARTE360 VR is the first broadcasting platform dedicated to distribute immersive, interactive, narrative cinema experiences in 360 degree and Mixed Reality.																												

<b>Learning Outcomes</b>	<b>Knowledge</b>
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<b>Learning Outcomes</b>	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...demonstrate capability to use successfully all functionalities of the app</li> <li>• ...choose the right content to investigate a subject</li> </ul>
	<b>Activities provided</b>
	ARTE360 provides immersive and interactive experiences in 360° video and mixed reality. It allows users to step inside a movie and to see the scenes unfold all around themselves as if they were there.

<b>Added value for low-skilled/-qualified adults</b>	Thanks to the VR ARTE360 app, low-skilled/-qualified learners will be able to explore a wide range of topics by immersing themselves in a film, being able to see the scenes unfold around themselves as if they were there and might therefore understand learning content much easier than with traditional methods.								
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<b>Ideal application /utilization</b>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b> Cultural education.</li>   <li>• <b>Instructions for preparation</b>  It is very important for the positive outcome of the activity to prepare the virtual reality laboratory in advance. Each personal computer with the connected VR viewer must have all the management software (operating system, drivers) updated. The display must be perfectly calibrated. The ARTE360 VR software will need to be installed as a system administrator and the launcher icon will be available on the desktop. The learner will not in any way be able to change all the system settings.</li>   <li>• <b>Instructions for mentoring</b>  The instructor will explain how ARTE probes collective and individual memories, opening a personal gateway to contemporary history. The adult educator will be able to intervene immediately where there are problems of a technical or learning nature. The adult educator must have prepared a small guide to explain to the learner all the steps of the activity to be performed with the viewer and the ARTE360 VR software. At the end of the activity a questionnaire will be given to assess the activity performed.</li>   <li>• <b>Do's and don'ts</b>  Due to small delays (latencies) and small inaccuracies of the gyroscope it is good to move slowly and alternate the virtual immersion activity with pauses by removing the viewer.</li> </ul>
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VR Application Profile																							
Name of VR Application	Unimersiv																						
Category	Platform - Various Content																						
Date of processing: 01/10/2019																							
Technical Framework & Key Data	<p><b>Software-Provider:</b> Unimersiv  <b>Software-Developer:</b> Unimersiv  <b>Version of app:</b> 4.05</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Google Cardboard</td> <td><input checked="" type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input checked="" type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input checked="" type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input checked="" type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <p><input type="checkbox"/> iOS Version: .....</p> <p><input checked="" type="checkbox"/> Android 5.0 (with Google VR Services) or higher</p> <p><input checked="" type="checkbox"/> Other: Windows Version: 7 or higher</p> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td><input checked="" type="checkbox"/> Other: French</td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input checked="" type="checkbox"/> Google Cardboard	<input checked="" type="checkbox"/> Oculus Rift	<input checked="" type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input checked="" type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input checked="" type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input checked="" type="checkbox"/> Oculus Go		<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish	<input checked="" type="checkbox"/> Other: French	<input type="checkbox"/> German	
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Learning Content	<p>Unimersiv claims to be the largest platform for VR educational experiences and applications available. The app itself provides access to a number of different learning experiences which include field trips (ISS, Acropolis of Athens etc.) which enable users to learn using VR technologies.</p> <p>Currently available for free (on oculus devices only), the learning content includes VR experiences covering the following:</p> <ul style="list-style-type: none"> <li>• Human Body / Human Brain</li> <li>• International Space Station</li> <li>• Historical places</li> <li>• Dinosaurs</li> <li>• Titanic</li> </ul> <p>More elaborate learning content in respect of all of these topics are available through the paid version of the app. The platform provider, Unimersiv, also offers customised VR training solutions (e.g. VR forklift training), however, this is an additional paid service.</p>
Learning Outcomes	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Identify core concepts and process of learning through a VR experience</li> <li>• Recall the anatomy of a human body and the functions of the brain</li> <li>• Describe conditions on the International Space Station</li> </ul>

	<ul style="list-style-type: none"> <li>Identify some of the most important historical civilisations and places in Europe, including the city of Ancient Rome and the Acropolis of Athens in Greece</li> <li>Describe 12 different types of dinosaur and how they interacted with their environment</li> <li>Describe both the interior and exterior of the famous Titanic cruise liner</li> </ul>	<p><b>Activities provided</b></p> <p>Each app provides different activities for learners to undertake and these are tailored toward the content of each of the modules. These can be roughly summarised into the following:</p> <ul style="list-style-type: none"> <li>Open world exploration</li> <li>Guided, liner tours (interaction with menus)</li> <li>Audio descriptions which learners listen to as they progress through the activity</li> </ul>	
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Complete simple steps and task required to use the application and complete the tasks assigned</li> <li>Use the VR equipment effectively in order to complete assigned tasks</li> <li>Control and navigate through the different environments using a number of physical movements and actions</li> </ul>		<p><b>Added value for low-skilled/-qualified adults</b></p> <p>High potential for added value for low-skilled/qualified adults which include:</p> <ul style="list-style-type: none"> <li>Fully guided experiences with good quality learning content throughout</li> <li>Wide variety of learning experiences which motivate learners to continue with experiences</li> <li>VR experiences, while immersive, are suitable for beginners</li> <li>The content is learning oriented rather than focused on gaming, as such it affords learners the ability to proceed at their own pace rather than being pressured to completed set or defined tasks</li> </ul>
	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Demonstrate the ability to undertake and complete an engaging VR experience</li> <li>Demonstrate the ability to follow instructions and complete tasks as required</li> <li>Demonstrate the ability to interact with and learn from a number of different sources of information including visual and audio.</li> <li>Learn independently using the resources provided as part of the app</li> </ul>		

SWOT analysis	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> </ul> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p>		Ideal application /utilization							
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- The app can be viewed by all learners while it is running, it would be advisable to allow learners to observe the tutor undertaking the basics first.
  - The tutor should request feedback from learners in order to properly assess the benefits/impacts of the app in addition to what other VR resources would be the most suitable to support the learner's further learning.
- ***Do's and don'ts***
    - Highly advisable that learners are properly briefed on the use of the VR equipment in order to make the experience as comfortable as possible.



VR Application Profile																																			
Name of VR Application	Engage																																		
Category	Platform - Various content																																		
Date of processing: 22/10/19																																			
Technical Framework & Key Data	<p><b>Software-Provider:</b> immersivevreducation  <b>Software-Develop:</b> immersivevreducation  <b>Version of app:</b> 1.2</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input type="checkbox"/> Google Cardboard</td> <td><input checked="" type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input type="checkbox"/> Google Daydream View</td> <td><input checked="" type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive</td> <td><input checked="" type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input checked="" type="checkbox"/> Acer AH 101</td> <td><input checked="" type="checkbox"/> Other: Valve Index</td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td>Dell Windows MR</td> </tr> <tr> <td></td> <td>Asus Windows MR</td> </tr> <tr> <td></td> <td>Acer Windows MR</td> </tr> <tr> <td></td> <td>HP Windows MR</td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input type="checkbox"/> iOS</td> <td>Version:.....</td> </tr> <tr> <td><input type="checkbox"/> Android</td> <td>Version:.....</td> </tr> <tr> <td><input checked="" type="checkbox"/> Other: Windows</td> <td>Version : 8 and later</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input type="checkbox"/> Google Cardboard	<input checked="" type="checkbox"/> Oculus Rift	<input type="checkbox"/> Google Daydream View	<input checked="" type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input checked="" type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input checked="" type="checkbox"/> HTC Vive	<input checked="" type="checkbox"/> Dell Visor	<input checked="" type="checkbox"/> Acer AH 101	<input checked="" type="checkbox"/> Other: Valve Index	<input type="checkbox"/> Oculus Go	Dell Windows MR		Asus Windows MR		Acer Windows MR		HP Windows MR	<input type="checkbox"/> iOS	Version:.....	<input type="checkbox"/> Android	Version:.....	<input checked="" type="checkbox"/> Other: Windows	Version : 8 and later	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish		<input type="checkbox"/> German	
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Learning Content	Training and education platform
Learning Outcomes	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Identify core concepts and process of learning in a VR environment</li> </ul>
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>...prepare meetings and events in VR</li> <li>...design, build and upload recordings in a VR environment</li> </ul>
	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>...prepare themselves successfully for various challenging situations in which presentation and soft skills are needed e.g. public speaking, training large groups, etc.</li> <li>...express and present themselves or/and prepared content adequately and successfully within the frame of these mentioned situations.</li> </ul>

<p><b>Activities provided</b></p>	<p>Engage allows a variety of activities: Users can...</p> <ul style="list-style-type: none"> <li>- ...have live meetings, events and virtual reality training and collaborate live with people from all over the world as if they were there in the room.</li> <li>- ...broadcast their presentations, videos and 360° videos.</li> <li>- ...record everything within their sessions, including their own voice, the character's movement, as well as the rest of the meeting component and all the elements used.</li> <li>- ...create simple tests, feedback forms and quizzes for others and deliver them in virtual reality during their live sessions, training and events. In this context, they can measure the learning success and learn from event attendees.</li> </ul>
<p><b>Added value for low-skilled/-qualified adults</b></p>	<p>Engage can help low-skilled/-qualified learners to improve their verbal communication, to facilitate their socialization with peers and can foster knowledge gain thanks to the existing videos and documents. Further, the app might encourage creativity through avatar and meeting costume design.</p>

<p><b>SWOT analysis</b></p>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> </ul> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p>				
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	OPPORTUNITIES	THREATS
	<ul style="list-style-type: none"> <li>• Its use as a platform to create documentation</li> <li>• The interactivity of the application supporting multiple participants at the same time on a conference</li> <li>• The development you can have thanks to the partners</li> </ul>	<ul style="list-style-type: none"> <li>• It has not yet been developed for mobile platforms.</li> <li>• It needs the input of developers and VR teachers to improve content</li> <li>• It takes a long time to connect to the environment</li> </ul>
<b>Ideal application /utilization</b>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b> <ul style="list-style-type: none"> <li>- Meetings and experimental classes</li> <li>- For sessions with many adult learners</li> <li>- Non-contact sessions</li> <li>- Team Discussions</li> <li>- Useful for use in classroom-based situations where groups of learners could be taken through the individual apps supported by the tutor</li> </ul> </li> <li>• <b>Instructions for preparation</b> <ul style="list-style-type: none"> <li>- Choose the learning content which you want the learners to explore from the app’s library and make yourself familiar with the learning material provided by the app.</li> <li>- Provide and use ergonomic and suitable chairs if possible</li> <li>- You can upload all kinds of documents, including videos, etc</li> </ul> </li> </ul>	

	<ul style="list-style-type: none"> <li>• <b>Instructions for mentoring</b> <ul style="list-style-type: none"> <li>- The mentor must have a good working knowledge of the VR application. As well as the content to work on in order to establish objectively the learning results for each learner and also to be able to support and advise the learners.</li> </ul> </li> <li>• <b>Do’s and don’ts</b> <ul style="list-style-type: none"> <li>- Do not use for a long period of time. It creates a feeling of instability or dizziness</li> <li>- Special attention to people that have problems with dizziness, lightheadedness or hypersensitivity</li> <li>- Leave a security space around each learner</li> <li>- Give a margin for joining the session and then do not interrupt</li> </ul> </li> </ul>
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VR Application Profile																							
Name of VR Application	Within																						
Category	Platform - Various content																						
Date of processing: 23/10/19																							
Technical Framework & Key Data	<p><b>Software-Provider:</b> Within Unlimited, Inc  <b>Software-Developer:</b> Within Unlimited, Inc.  <b>Version of app :</b>5.6.824</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Google Cardboard</td> <td><input checked="" type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input checked="" type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input checked="" type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive Pro</td> <td><input checked="" type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td><input checked="" type="checkbox"/> Other: Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td>Valve Index Windows Mixed R</td> </tr> </table> <p><b>Compatible operating systems</b></p> <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> iOS Version: 9.0 and later</li> <li><input checked="" type="checkbox"/> Android Version: 4.4 and later</li> <li><input checked="" type="checkbox"/> Other: Windows 7 and later</li> </ul> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td><input checked="" type="checkbox"/> Other: Some content in</td> </tr> <tr> <td><input type="checkbox"/> German</td> <td>Russian and Spanish.</td> </tr> </table>	<input checked="" type="checkbox"/> Google Cardboard	<input checked="" type="checkbox"/> Oculus Rift	<input checked="" type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input checked="" type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input checked="" type="checkbox"/> HTC Vive Pro	<input checked="" type="checkbox"/> PlayStation VR	<input checked="" type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101	<input checked="" type="checkbox"/> Other: Gear VR	<input type="checkbox"/> Oculus Go	Valve Index Windows Mixed R	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish	<input checked="" type="checkbox"/> Other: Some content in	<input type="checkbox"/> German	Russian and Spanish.
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<b>Learning Content</b>	Award-winning VR documentaries, animation, music videos, horror, etc. Photo-real people & places: everything is captured with cameras or rendered CGI (=Computer Generated Imagery).
<b>Learning Outcomes</b>	As indicated above, you can choose from over a hundred high quality film experiences through which you can achieve various learning outcomes. One of them is the CNN documentary "Toro Bravo".
	<b>Knowledge</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Explain what the running of the bulls is</li> <li>• Explain what the fiestas of Pamplona are, with Toros Bravos (bulls) etc.</li> <li>• Describe what happens in Pamplona</li> </ul>
	<b>Skills</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Identify the different participants or characters of the running of the bulls: lads, bulls, bullocks, the keepers...</li> <li>• Identify a bullring, the bullfighters, the public, the horses,</li> </ul>
	<b>Competences</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• To locate, identify and differentiate the different participants of Pamplona's fiesta and their relationship with the bull and the ceremony.</li> </ul>

<p><b>Activities provided</b></p>	<p>Users can choose from the various contents of the VR application at the moment, divided into New Releases, Horror, Documentaries, Animation, Experimental, Music, Archives...</p>																								
<p><b>Added value for low-skilled/-qualified adults</b></p>	<p>The VR application "Within" is beneficial when working with low-skilled adult learners as it provides VR displays of high-quality content that facilitate their understanding and learning by educating and informing them about current issues, as well as other historical, visual and artistic facts etc.</p>																								
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	<p><b>OPPORTUNITIES</b></p>	<p><b>THREATS</b></p>
<p><b>Ideal application /utilization</b></p>	<ul style="list-style-type: none"> <li><i>Context of ideal application</i></li> </ul> <p>It is interesting to apply it to generate broad or specific knowledge of various current topics</p> <ul style="list-style-type: none"> <li><i>Instructions for preparation</i></li> </ul> <ul style="list-style-type: none"> <li>- You have to choose a topic or content which you want to display.</li> <li>- Specific instructions and didactic materials shall be given on the content in advance.</li> <li>- Provide and use ergonomic and suitable chairs if possible</li> </ul>	

- ***Instructions for mentoring***

You must work on the contents beforehand to be able to deepen, guide and advise the learners.  
Many of the contents could generate later a work or debate or sharing after the VR application.

- ***Do's and don'ts***

- The application can be an ideal complement to work on a specific topic.
- Learners can be given the opportunity to propose a topic to be debated or discussed in greater depth after using the application.
- Take into account learners with certain sensitivities.

VR Application Profile																													
<b>Name of VR Application</b>	International Space Station Tour VR																												
<b>Category</b>	Space																												
<b>Date of processing:</b>	27/9/2019																												
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> Microsoft Store  <b>Software-Developer:</b> The House of Fables Robaszyński-Janiec sp.j.  <b>Version of app:</b> v1.01</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input type="checkbox"/> Google Daydream View</td> <td><input checked="" type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td><input checked="" type="checkbox"/> Other: ACER OJO500</td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input type="checkbox"/> iOS</td> <td>Version:.....</td> </tr> <tr> <td><input type="checkbox"/> Android</td> <td>Version:.....</td> </tr> <tr> <td><input checked="" type="checkbox"/> Other: WINDOWS</td> <td>Version: Windows 10 version 10240.0 or higher</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input type="checkbox"/> Google Daydream View	<input checked="" type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101	<input checked="" type="checkbox"/> Other: ACER OJO500	<input type="checkbox"/> Oculus Go		<input type="checkbox"/> iOS	Version:.....	<input type="checkbox"/> Android	Version:.....	<input checked="" type="checkbox"/> Other: WINDOWS	Version: Windows 10 version 10240.0 or higher	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish		<input type="checkbox"/> German	
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<b>Learning Content</b>	Educational tour of the ISS space station. Incredible 360° technology allows you to feel like an astronaut.																												

<b>Learning Outcomes</b>	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...recall the functions of Space Station</li> <li>• ...recognize physical laws</li> </ul>
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...navigate through a VR environment with the use of sight and hand motion</li> </ul>
	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...convince of the added value of the ISS as if they were personally there</li> </ul>
<b>Activities provided</b>	Moving between 8 modules you will uncover 40 key areas of the space station that serve as the living quarters and science laboratory for an international crew of astronauts and cosmonauts. Gain an insider’s view of what it is like to live and work onboard the longest, continually inhabited space station to orbit Earth.

<p><b>Added value for low-skilled/-qualified adults</b></p>	<p>The user of this app can virtually join the European Space Agency (ESA) astronaut Samantha Cristoforetti having the feeling of being on board the International Space Station. Guided by the record holder for the longest uninterrupted space flight for a European astronaut, the low-skilled/-qualified adult will learn, without having any specific notion, to know the internal mechanisms of the International Space Station. In this context, the app might provide a much more engaging and motivating way to learn than traditional methods ever could.</p>																								
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	<p><b>OPPORTUNITIES</b></p> <ul style="list-style-type: none"> <li>...software creation for many application fields</li> <li>...links between different devices</li> <li>...insert elements of AR</li> </ul>	<p><b>THREATS</b></p> <ul style="list-style-type: none"> <li>...potential privacy problems</li> <li>...any technical problems or delays in the application development phase</li> <li>...failure to reach the required level of experience</li> </ul>
<p><b>Ideal application /utilization</b></p>	<ul style="list-style-type: none"> <li><i>Context of ideal application</i> Astronomy and physical laws training.</li> <li><i>Instructions for preparation</i> It is very important for the positive outcome of the activity to prepare the virtual reality laboratory in advance. Each personal computer with the connected VR viewer must have all the management software (operating system, drivers) updated. The display must be perfectly calibrated. The International Space Station Tour VR software will need to be installed as a system administrator and the launcher icon will be available on the desktop. The learner will not in any way be able to change all the system settings.</li> <li><i>Instructions for mentoring</i> The instructor should explain the astronomy and physical laws concept and give a graphic representation of it on the blackboard through a lecture. The instructor will explain how through virtual reality it will be possible to see in 3D what is shown on the blackboard.</li> </ul>	



The adult educator will be able to intervene immediately where there are problems of a technical or learning nature. The adult educator must have prepared a small guide to explain to the learner all the steps of the activity to be performed with the viewer and the International Space Station Tour VR software. At the end of the activity a questionnaire will be given to assess the activity performed.

- ***Do's and don'ts***

Due to small delays (latencies) and small inaccuracies of the gyroscope it is good to move slowly and alternate the virtual immersion activity with pauses by removing the viewer.

VR Application Profile																													
Name of VR Application	BBC Home - A VR Spacewalk																												
Category	Space																												
Date of processing: 27/09/2019																													
Technical Framework & Key Data	<p><b>Software-Provider:</b> BBC  <b>Software-Developer:</b> BBC Media Applications Technologies Limited  <b>Version of app:</b> 1.4</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input type="checkbox"/> Google Cardboard</td> <td><input checked="" type="checkbox"/> <b>Oculus Rift</b></td> </tr> <tr> <td><input type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td><input checked="" type="checkbox"/> Other: Valve Index</td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input type="checkbox"/> iOS</td> <td>Version: .....</td> </tr> <tr> <td><input type="checkbox"/> Android</td> <td>Version: .....</td> </tr> <tr> <td colspan="2"><input checked="" type="checkbox"/> Other: Windows Version: 7 or higher</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input type="checkbox"/> Google Cardboard	<input checked="" type="checkbox"/> <b>Oculus Rift</b>	<input type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input checked="" type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101	<input checked="" type="checkbox"/> Other: Valve Index	<input type="checkbox"/> Oculus Go		<input type="checkbox"/> iOS	Version: .....	<input type="checkbox"/> Android	Version: .....	<input checked="" type="checkbox"/> Other: Windows Version: 7 or higher		<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish		<input type="checkbox"/> German	
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Learning Content	<p>Inspired by the NASA training programs, the Spacewalk enables learners to embark on a spacewalk 250 miles above the Earth’s surface, something only 217 people have ever done for real. They are tasked with making a repair on the outside of the International Space Station, before being confronted with a terrifying emergency situation.<sup>2</sup></p> <p>In general, the learning content is minimal but does include:</p> <ul style="list-style-type: none"> <li>• Basic knowledge of a spacewalk</li> <li>• Understanding and following commands</li> <li>• Independent thinking in time-sensitive / dangerous situations</li> <li>• Critical thinking and situational analysis</li> </ul>
Learning Outcomes	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Identify some of the core concepts and process of learning through use of VR experiences</li> <li>• Recall some basic activities implemented by NASA during a spacewalk</li> <li>• Relate to the importance of science and technology in spaceflight</li> <li>• Identify the physical and emotional requirements of an astronaut during a spacewalk</li> <li>• Recognise the responsibility and pressure of completing a defined task within a short timeframe</li> </ul>

<sup>2</sup> <https://www.bbc.co.uk/mediacentre/latestnews/2017/vr-spacewalk>

	<b>Skills</b>  The adult learners will be able to: <ul style="list-style-type: none"> <li>• Complete simple steps and task required to use the application and complete the spacewalk</li> <li>• Use the VR equipment effectively in order to complete assigned tasks</li> <li>• Analyse the situation and improvise solution to be taken in order to complete defined tasks, both expected and unexpected</li> <li>• Identify and implement effective strategies to complete the tasks under the pressures of both stress and time</li> </ul>	<b>Activities provided</b>  The learners are tasked with making a repair on the outside of the International Space Station, before being confronted with a terrifying emergency situation. <sup>3</sup>
	<b>Competences</b>  <i>The adult learners will be able to:</i> <ul style="list-style-type: none"> <li>• Demonstrate the ability to undertake and complete an intensive and immersive VR experience</li> <li>• Demonstrate the ability to follow simple instructions and complete tasks as directed</li> <li>• Demonstrate the ability to independently use the equipment required to complete the task</li> <li>• Demonstrate the ability to work under pressure and within time-restricted deadlines</li> </ul>	<b>Added value for low-skilled/-qualified adults</b>  Limited added value to low-skilled/qualified adults, however, the following do apply: <ul style="list-style-type: none"> <li>• Clear explanation of the tasks to be completed with narrative supports throughout the learning process; this approach supports learners in the belief that they can succeed in the completion of tasks despite obstacles faced</li> <li>• The learning process is straight forward with a set of simple tasks to be accomplished, with the possibility to repeat these processes and practice the tasks until they are accomplished successfully</li> <li>• Short and interesting learning experience; ideal for those unfamiliar with VR experiences</li> <li>• The game gives learners space for independent learning and make them feel “responsible” for their own actions</li> </ul>

<sup>3</sup> <https://www.bbc.co.uk/mediacentre/latestnews/2017/vr-spacewalk>

<b>SWOT analysis</b>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input checked="" type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> </ul>			
	<p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p>			
	STRENGTHS		WEAKNESSES	
	<ul style="list-style-type: none"> <li>• Interesting and immersive insight into basic activities of an astronaut on the ISS, the voice guidance and narratives are of a high quality</li> <li>• Game is straightforward and controls are easy to master, even as a novice.</li> <li>• Suitable for all types of learners, even those unfamiliar with gaming</li> </ul>		<ul style="list-style-type: none"> <li>• Intense VR experience (even on basic settings) which can present challenges even to those familiar with VR.</li> <li>• Only available in one language</li> <li>• App is limited in scope and is very linear in nature, it doesn't include any specific/practical learning content that could be practically utilised by the learners</li> </ul>	
	OPPORTUNITIES		THREATS	
<ul style="list-style-type: none"> <li>• Definite capacity to expand learning content</li> <li>• Graphics could be updated to increase engagement</li> </ul>		<ul style="list-style-type: none"> <li>• Idea is easy to replicate - other 'Spacewalk' apps already available through Oculus store.</li> <li>• App is no longer supported as such no further updates will be released.</li> </ul>		

<b>Ideal application /utilization</b>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b> <ul style="list-style-type: none"> <li>- Well suited as a basic introduction to learning through VR</li> <li>- Could be used as a taster/introduction to STEM subjects and as an introduction to space exploration</li> <li>- Can be used to introduce the importance of technology and science in a practical setting</li> <li>- Can be used as an assistive tool for users to overcome irrational fears (heights, claustrophobia etc.)</li> </ul> </li> </ul>
	<ul style="list-style-type: none"> <li>• <b>Instructions for preparation</b> <ul style="list-style-type: none"> <li>- Ensure that an adequate amount of space is available to move around</li> <li>- It may be advisable to create a dedicated learning space which allows learners to feel safe and to fully engage with an immersive VR experience</li> <li>- The option to play the game while seated could be offered to learners. While this may lessen the impact or the VR experience it can assist in overcoming some of the drawback of an intense VR experience.</li> </ul> </li> </ul>
	<ul style="list-style-type: none"> <li>• <b>Instructions for tutoring</b> <ul style="list-style-type: none"> <li>- The tutor should advise the learners about the 2 options of intensity and level of difficulty. It would be advisable that learners be warned that the experience can be uncomfortable regardless of what level of intensity is chosen.</li> <li>- The tutor should stay in the room and support the learner in case of there is any additional help required.</li> </ul> </li> </ul>

- The app can be viewed by all learners while it is running, it would be advisable to allow learners to observe the tutor undertaking the basics first.
  - The tutor should request feedback from learners in order to properly assess the benefits/impacts of the app in addition to what other VR resources would be the most suitable to support the learner's further learning.
- ***Do's and don'ts***
    - Highly advisable that learners are properly briefed on the use of the VR equipment in order to make the experience as comfortable as possible.
    - Ensure that headset is fitted correctly and that the learners vision is not blurred/impaired as this can exacerbate the effects of motion sickness/nauseous and will lead to a poor outcome for the learner, particularly in the context of using VR again in the future.

VR Application Profile																							
<b>Name of VR Application</b>	Virtual Vocab: Spanish in VR																						
<b>Category</b>	Language Learning																						
<b>Date of processing:</b> 29/10/2019																							
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> Google  <b>Software-Developer:</b> dragonkoiVR  <b>Version of app:</b> 1.0</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input checked="" type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input checked="" type="checkbox"/> <b>Lenovo Mirage Solo</b></td> <td><input checked="" type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input checked="" type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <p><input type="checkbox"/> iOS Version:.....</p> <p><input checked="" type="checkbox"/> Android Version: Minimum 4.4</p> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input checked="" type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input checked="" type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input checked="" type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input checked="" type="checkbox"/> <b>Lenovo Mirage Solo</b>	<input checked="" type="checkbox"/> Samsung Gear VR	<input checked="" type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input checked="" type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input type="checkbox"/> Oculus Go		<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input checked="" type="checkbox"/> Spanish		<input type="checkbox"/> German	
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<b>Learning Content</b>	Spanish Vocabulary																						

<b>Learning Outcomes</b>	<b>Knowledge</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Explain the meaning of around 15 basic Spanish words in the context of a school and a house</li> </ul>
	<b>Skills</b>
<b>Activities provided</b>	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Pronounce those Spanish words since they can be listened to in the app in Spanish</li> </ul>
	<b>Competences</b>
<b>Added value for low-skilled/-qualified adults</b>	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Study independently and with initiative since the selection of different furniture is necessary in the app to learn about the meaning of the word in Spanish</li> </ul>
	<p>Virtually go through a school and a house. By looking at certain objects such as a TV, a chair or a painting and clicking on them, one will hear the Spanish word and one will be able to read the Spanish and English word at the same time.</p>
<p>Listening to new vocabulary and seeing the objects while hearing the words helps low-skilled adults to learn a new language more easily with the connection sight and hearing. The small number of new words to learn in Spanish in the app can also help the target group to focus and not be overwhelmed since the object can also be clicked on as often as needed.</p>	

<b>SWOT analysis</b>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input checked="" type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Applicability level 1 <input checked="" type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input checked="" type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> </ul>	
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	<b>STRENGTHS</b>	<b>WEAKNESSES</b>
	<ul style="list-style-type: none"> <li>• Hearing the vocabulary</li> <li>• Seeing the object while getting to know the Spanish words for it</li> <li>• Interactive learning environment</li> </ul>	<ul style="list-style-type: none"> <li>• Very limited vocabulary offered (Only two settings (school and house) with a few with a few objects)</li> <li>• Very artificial set-up (rooms do not look real)</li> <li>• Voice has slight American accent while pronouncing the words</li> </ul>
	<b>OPPORTUNITIES</b>	<b>THREATS</b>
<ul style="list-style-type: none"> <li>• Connecting visual and listening skills</li> <li>• Fun while learning new words</li> </ul>	<ul style="list-style-type: none"> <li>• No added value for people who want to get to know vocabulary from different settings</li> <li>• Missing the feeling of “virtual reality” might lead to less interest in the app</li> <li>• Learning vocabulary with a “wrong” pronunciation”</li> </ul>	

<b>Ideal application /utilization</b>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b> In a language learning environment for low-skilled individuals-</li> <li>• <b>Instructions for preparation</b> One must look at the different object and click on it, to receive audio and written words.</li> <li>• <b>Instructions for mentoring</b> After the use of the App, review which words were learned.</li> <li>• <b>Do’s and don’ts</b> Do not use the App for people who already know Spanish since there is no option to go to different levels and the amount of new words might be quite small. Highly qualified people might not get a benefit from the app.</li> </ul>
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VR Application Profile																											
Name of VR Application	Google Expeditions																										
Category	World/Sites																										
Date of processing:	26/09/2019																										
Technical Framework & Key Data	<p>Software-Provider: Google LLC Software-Developer: Google Commerce Ltd. Version of app: 2.3.190826066</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Google Cardboard</td> <td><input checked="" type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input checked="" type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input checked="" type="checkbox"/> Lenovo Mirage Solo</td> <td><input checked="" type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> iOS</td> <td>Version: 8.0 or later</td> </tr> <tr> <td><input checked="" type="checkbox"/> Android</td> <td>Version: Minimum 4.4</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input checked="" type="checkbox"/> Google Cardboard	<input checked="" type="checkbox"/> Oculus Rift	<input checked="" type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input checked="" type="checkbox"/> Lenovo Mirage Solo	<input checked="" type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input type="checkbox"/> Oculus Go		<input checked="" type="checkbox"/> iOS	Version: 8.0 or later	<input checked="" type="checkbox"/> Android	Version: Minimum 4.4	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish		<input type="checkbox"/> German	
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Learning Content	Expeditions to real places in the world, historic events, space or the body.																										

Learning Outcomes	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Recall information of animals, places, nature and processes</li> </ul>
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Navigate through a VR environment with the use of sight and hand motion</li> <li>Implement desk-research (for expeditions quiz) and self-learning (only in guide modus) independently</li> </ul>
	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Prioritize learning content through the choice of an area to explore</li> <li>Learn more independently as the app fosters this in its setup with the need to self-explore an environment</li> </ul>
Activities provided	<p>Choose a place to explore, e.g. an underwater area. Explore different scenes and learn through an audio guide or written information about the place, flora, fauna, natural phenomena, the body etc. by pointing on different elements in the space.</p> <p>All tours can be managed and instructed by a tour guide by use of a tablet - ideal for teaching and learning in classes.</p> <p>An Expeditions quiz can also be taken.</p>



<p><b>Added value for low-skilled/-qualified adults</b></p>	<p>Explore places which are otherwise not physically reachable and gain a visual impression of them. Receive condensed information about the area also through an audio guide. Especially low-skilled adults can profit from the combination of exploration by sight and receiving information through audio.</p>													
<p><b>SWOT analysis</b></p>	<table border="0"> <tr> <td data-bbox="387 491 750 523"> <ul style="list-style-type: none"> <li>• User-friendliness</li> </ul> </td> <td data-bbox="750 491 1111 523"> <p>1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></p> </td> </tr> <tr> <td data-bbox="387 523 750 592"> <ul style="list-style-type: none"> <li>• Pedagogic orientation and standards</li> </ul> </td> <td data-bbox="750 523 1111 592"> <p>1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></p> </td> </tr> <tr> <td data-bbox="387 592 750 624"> <ul style="list-style-type: none"> <li>• Applicability level</li> </ul> </td> <td data-bbox="750 592 1111 624"> <p>1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></p> </td> </tr> <tr> <td data-bbox="387 624 750 655"> <ul style="list-style-type: none"> <li>• Gamification level</li> </ul> </td> <td data-bbox="750 624 1111 655"> <p>1 <input checked="" type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></p> </td> </tr> </table> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p> <table border="1"> <thead> <tr> <th data-bbox="387 775 750 807">STRENGTHS</th> <th data-bbox="750 775 1111 807">WEAKNESSES</th> </tr> </thead> <tbody> <tr> <td data-bbox="387 807 750 1399"> <ul style="list-style-type: none"> <li>• Exploration of places that are normally not reachable: e.g. space, underwater, the inside of the body</li> <li>• Detailed information on the place, things and persons</li> <li>• Possibility to look around and choose places of interest</li> </ul> </td> <td data-bbox="750 807 1111 1399"> <ul style="list-style-type: none"> <li>• No movement possible in the explored space</li> <li>• No possibility to zoom in on points of interest</li> <li>• No moving object/people in the space</li> <li>• Expeditions-Quiz: Users need quite some knowledge as answers to some questions cannot necessarily be deduced from expeditions (picture) content</li> </ul> </td> </tr> </tbody> </table>		<ul style="list-style-type: none"> <li>• User-friendliness</li> </ul>	<p>1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></p>	<ul style="list-style-type: none"> <li>• Pedagogic orientation and standards</li> </ul>	<p>1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></p>	<ul style="list-style-type: none"> <li>• Applicability level</li> </ul>	<p>1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></p>	<ul style="list-style-type: none"> <li>• Gamification level</li> </ul>	<p>1 <input checked="" type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></p>	STRENGTHS	WEAKNESSES	<ul style="list-style-type: none"> <li>• Exploration of places that are normally not reachable: e.g. space, underwater, the inside of the body</li> <li>• Detailed information on the place, things and persons</li> <li>• Possibility to look around and choose places of interest</li> </ul>	<ul style="list-style-type: none"> <li>• No movement possible in the explored space</li> <li>• No possibility to zoom in on points of interest</li> <li>• No moving object/people in the space</li> <li>• Expeditions-Quiz: Users need quite some knowledge as answers to some questions cannot necessarily be deduced from expeditions (picture) content</li> </ul>
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	<p><b>OPPORTUNITIES</b></p> <ul style="list-style-type: none"> <li>• Get a vision of places which cannot be explored physically</li> <li>• Gain knowledge of a specific place.</li> <li>• Explore places according to one's interest.</li> </ul>	<p><b>THREATS</b></p> <ul style="list-style-type: none"> <li>• Exploration is limited on a few defined areas</li> <li>• Points of interest cannot be explored in detail</li> <li>• Limit on the authenticity/feeling of reality of a place</li> </ul>
<p><b>Ideal application /utilization</b></p>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b> Medical training; history, geography, biology, physics education contexts</li> <li>• <b>Instructions for preparation</b> Introduction to the topic is beneficial. It might be beneficial to consider the learning setting and choose a few destinations to explore. Since there is wide variety of places, in a medical context, the exploration should possibly be limited to the human body, etc.</li> <li>• <b>Instructions for mentoring</b> The educator can encourage to look around and find places of interest where additional information is provided.</li> </ul>	

VR Application Profile																											
<b>Name of VR Application</b>	Google Earth VR																										
<b>Category</b>	World/sites																										
<b>Date of processing:</b> 28/10/19																											
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> Google  <b>Software-Developer:</b> Google  <b>Version of app:</b> 1.5</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input type="checkbox"/> Google Cardboard</td> <td><input checked="" type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td><input checked="" type="checkbox"/> Other: Valve Index</td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input type="checkbox"/> iOS</td> <td>Version:.....</td> </tr> <tr> <td><input type="checkbox"/> Android</td> <td>Version:.....</td> </tr> <tr> <td><input checked="" type="checkbox"/> Other:...</td> <td>Windows 8.1 and later</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td><input type="checkbox"/> German</td> </tr> </table>	<input type="checkbox"/> Google Cardboard	<input checked="" type="checkbox"/> Oculus Rift	<input type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input checked="" type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input checked="" type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101	<input checked="" type="checkbox"/> Other: Valve Index	<input type="checkbox"/> Oculus Go		<input type="checkbox"/> iOS	Version:.....	<input type="checkbox"/> Android	Version:.....	<input checked="" type="checkbox"/> Other:...	Windows 8.1 and later	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish	<input type="checkbox"/> German
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<b>Learning Content</b>	Physical and Urban Geography Contents																										

<b>Learning Outcomes</b>	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Explain what the physical geography of a particular place looks like</li> <li>• List the different geographical features of a particular area</li> <li>• Explain what the World Heritage Sites are</li> </ul>
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Locate various geographic accidents in a specific area of the Earth</li> <li>• Identify the most outstanding monuments in each country</li> <li>• Locate the most important rivers in the world</li> </ul>
	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Determine the different existing landscapes on the earth or in a particular area and relate it to the climate in that same area</li> </ul>
<b>Activities provided</b>	<p>Google Earth allows users to explore the VR world from totally new perspectives in virtual reality. The app allows to stroll the streets of Tokyo, soar over the Grand Canyon, or walk around the Eiffel Tower. This virtual reality app lets users see the world's cities, landmarks, natural and wonders. Users can fly over a city, stand at the top of the highest peaks, and even soar into space. Cinematic Earth Comes with VR tours and hand-picked destinations that send users to the Amazon River, the Manhattan skyline, the Grand Canyon, the Swiss Alps, and more.</p>

<p><b>Added value for low-skilled/qualified adults</b></p>	<p>The VR application "Google Earth" can be very interesting and beneficial when it comes to providing knowledge about Physical-Urban or Social Geography to low-skilled/qualified adult learners. Especially those who have difficulties with traditional learning methods, as the application provides an extraordinary perspective of concepts and content of Physical-Urban Geography. It allows learners to immerse themselves in the world by exploring it at their own pace and, consequently, can improve the understanding of Geography in general.</p>												
<p><b>SWOT analysis</b></p>	<table border="0"> <tr> <td>• User-friendliness</td> <td>1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></td> </tr> <tr> <td>• Pedagogic orientation and standards</td> <td>1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></td> </tr> <tr> <td>• Applicability level</td> <td>1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></td> </tr> <tr> <td>• Gamification level</td> <td>1 <input checked="" type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></td> </tr> </table> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p> <table border="1" data-bbox="387 957 1111 1398"> <thead> <tr> <th data-bbox="387 957 750 994">STRENGTHS</th> <th data-bbox="750 957 1111 994">WEAKNESSES</th> </tr> </thead> <tbody> <tr> <td data-bbox="387 994 750 1398"> <ul style="list-style-type: none"> <li>• Very good quality and development of the application</li> <li>• It is very easy to use</li> <li>• It gives users an extraordinary perspective of the contents</li> </ul> </td> <td data-bbox="750 994 1111 1398"> <ul style="list-style-type: none"> <li>• Information for some areas not updated</li> <li>• Users can see people and coordinates. Privacy can generate debate</li> <li>• It doesn't reach everywhere.</li> </ul> </td> </tr> </tbody> </table>	• User-friendliness	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/>	• Pedagogic orientation and standards	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/>	• Applicability level	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/>	• Gamification level	1 <input checked="" type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/>	STRENGTHS	WEAKNESSES	<ul style="list-style-type: none"> <li>• Very good quality and development of the application</li> <li>• It is very easy to use</li> <li>• It gives users an extraordinary perspective of the contents</li> </ul>	<ul style="list-style-type: none"> <li>• Information for some areas not updated</li> <li>• Users can see people and coordinates. Privacy can generate debate</li> <li>• It doesn't reach everywhere.</li> </ul>
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	<p><b>OPPORTUNITIES</b></p> <ul style="list-style-type: none"> <li>• It can help to know more about physical geography</li> <li>• It allows to see the cities as we have never seen them before. With great clarity</li> <li>• It allows a quick understanding of the topics covered.</li> </ul>	<p><b>THREATS</b></p> <ul style="list-style-type: none"> <li>• Not yet available on many VR glasses platforms</li> <li>• You have to have some previous knowledge of geography so you don't get lost</li> <li>• Lack of interactivity between user and application</li> </ul>
<p><b>Ideal application /utilization</b></p>	<ul style="list-style-type: none"> <li>• <i>Context of ideal application</i></li> </ul> <p>The Google Earth VR application is ideal for teaching and learning Physical-Urban and Social Geography, providing learners with knowledge and data that will improve their understanding of the subject in general and other more specific issues.</p> <ul style="list-style-type: none"> <li>• <i>Instructions for preparation</i></li> </ul> <p>The teacher or instructor must previously select what to work on and visualize, in order to better adapt to the content.</p> <p>Previously, didactic and pedagogical materials should be provided to initiate the subject.</p> <p>The application is simple and intuitive and does not need much previous explanation. Ergonomic and adequate chairs should be used, as well as enough space to visualize the application.</p>	

- ***Instructions for mentoring***

You must work on the contents beforehand to be able to deeper guide and advise the learners.

A possible task for the learners could include choosing an ancient city and exploring it and seeing the different expansions it has undergone throughout its history, differentiating the typology and urban organization of it. Many Geographic contents can generate later a work or debate or discussion after using the VR application

- ***Do's and don'ts***

The application can be an ideal complement to work on a specific topic. Thinking mainly in the Physical and Urban Geography

Learners can be given the opportunity to propose other searches at a later session after using the application.

After the session, they could solve a common problem, debate, ask questions, provide documentation, etc.

Take into account learners with certain sensibilities because the application requires movement. As well as situations with a certain impact



VR Application Profile																							
<b>Name of VR Application</b>	Wonders of the World																						
<b>Category</b>	World/Sites																						
<b>Date of processing:</b>	02/10/2019																						
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> MATTERVR LLC  <b>Software-Developer:</b> MATTERVR LLC  <b>Version of app:</b> 1.0.12</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input checked="" type="checkbox"/> <b>Samsung Gear VR</b></td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input checked="" type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <p><input type="checkbox"/> iOS Version:</p> <p><input checked="" type="checkbox"/> Android Version: 5.0 (with Google VR Services) or higher</p> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input checked="" type="checkbox"/> <b>Samsung Gear VR</b>	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input checked="" type="checkbox"/> Oculus Go		<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish		<input type="checkbox"/> German	
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<b>Learning Content</b>	In Wonders of the world learners will visit a small number of the ancient wonders including the Colossus of Rhodes, Taj Mahal and Machu Picchu. At each of these sites they can learn about its history and its historical significance to the local area and the world through an immersive and interactive experience.																						

<b>Learning Outcomes</b>	<b>Knowledge</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Identify core concepts and process of learning through a VR experience</li> <li>Connect the significance of historical events/buildings to the present day</li> <li>Recognise of what day-to-day life was like for individuals living at the time</li> </ul>
	<b>Skills</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Complete simple steps and task required to use the application and complete the tasks assigned</li> <li>Use the VR equipment effectively in order to complete assigned tasks</li> <li>Solve simple puzzles/games to obtain information relevant to the completion of tasks</li> <li>Navigate in an open world environment</li> <li>Navigate through the app including working the controls and handling interactions with NPC's (non-player characters)</li> </ul>
<b>Learning Outcomes</b>	<b>Competences</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Demonstrate the ability to undertake and complete an engaging VR experience</li> <li>Demonstrate the ability to follow instructions and complete tasks as required</li> <li>Demonstrate the ability to extract and sort information relevant to the completing of tasks</li> <li>Demonstrate the capacity to think critically about a number of different situations and to apply information gain in the correct context</li> </ul>

<p><b>Activities provided</b></p>	<p>The learning outcomes will be achieved by:</p> <ul style="list-style-type: none"> <li>• Visiting the historical locations‘ first hand’</li> <li>• Interacting with historical individuals throughout the game</li> <li>• Completing puzzles/games/tasks</li> <li>• Taking on the role of an individual from each time period and immersing themselves in the world</li> </ul>
<p><b>Added value for low-skilled/-qualified adults</b></p>	<p>While there is limited added value for low-skilled/qualified adults, the following do assist in making the application easy to engage with for all users:</p> <ul style="list-style-type: none"> <li>• Clear instructions provided throughout</li> <li>• The application is particularly visual in nature, offering user friendly graphics which would benefit those not used to interactive experiences or gaming</li> <li>• Application is learning oriented but those so through gamification rather than through traditional learning techniques</li> <li>• The learning process can be implemented according to the learners’ skills and abilities, allowing for engagement with a wide audience</li> </ul>

<p><b>SWOT analysis</b></p>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> </ul> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p>	
	<p><b>STRENGTHS</b></p> <ul style="list-style-type: none"> <li>• ‘Open World’ elements encourage exploration and independent learning</li> <li>• Not overly immersive which can alleviate any potential issues with VR/motion sickness</li> <li>• Learning provided for each site is interesting and encourages the user to learn</li> </ul>	<p><b>WEAKNESSES</b></p> <ul style="list-style-type: none"> <li>• Only available on limited number of devices</li> <li>• Limited scope in learning further about each civilization</li> <li>• Only available in one language</li> </ul>
	<p><b>OPPORTUNITIES</b></p> <ul style="list-style-type: none"> <li>• Could be expanded significantly, taking in other wonders</li> <li>• Could be ported to other operating systems or devices</li> <li>• Learning experience could be easily broadened with more interactivity with the environment/NPC’s</li> </ul>	<p><b>THREATS</b></p> <ul style="list-style-type: none"> <li>• Limited in scope, may not be of much use for experienced learners</li> <li>• App is now two years old, unlikely to be supported/receive further updates</li> <li>• Better more interactive experiences offer by other apps including Google Earth VR</li> </ul>

<p><b>Ideal application /utilization</b></p>	<ul style="list-style-type: none"> <li>• <b><i>Context of ideal application</i></b> <ul style="list-style-type: none"> <li>- The application can be utilised in education to further understanding about local history and the some of the most important historical places and civilizations</li> <li>- It can also be an effective way of introducing the learners to an interactive VR experience</li> <li>- Easy and user-friendly way of teaching about historical sites</li> </ul> </li> <li>• <b><i>Instructions for preparation</i></b> <ul style="list-style-type: none"> <li>- The tutor should have a good working knowledge of the app and the learning content to be able to objectively set the learning outcomes for each learner and also to be able to support and advise learners throughout the experience</li> <li>- While external movement will be limited it is still advisable to ensure that learners have an appropriate amount of space to move around the environment</li> </ul> </li> <li>• <b><i>Instructions for tutoring</i></b> <ul style="list-style-type: none"> <li>- The tutor should advise the learners about immersive VR experiences in general, although this app is suitable for beginners or less experienced learners</li> <li>- The tutor is advised to be available to the learner to offer support in case of any obstacles or to further explain the learning content / tasks</li> <li>- The app can be viewed by all learners while it is running, it would be advisable to allow learners to observe the tutor undertaking the basics first.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>- The tutor should request feedback from learners in order to properly assess the benefits/impacts of the app in addition to what other VR resources would be the most suitable to support the learner's further learning.</li> <li>• <b><i>Do's and don'ts</i></b> <ul style="list-style-type: none"> <li>- Highly advisable that learners are properly briefed on the use of the VR equipment in order to make the experience as comfortable as possible.</li> </ul> </li> </ul>
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VR Application Profile																													
Name of VR Application	Nanome - The future of molecular design and exploration																												
Category	Chemistry																												
Date of processing: 27/9/2019																													
Technical Framework & Key Data	<p><b>Software-Provider:</b> Nanome on STEAM  <b>Software-Developer:</b> Nanome, Inc.  <b>Version of app:</b> 1.13.</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td><input checked="" type="checkbox"/> Other: ACER OJO500</td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input type="checkbox"/> iOS</td> <td>Version:.....</td> </tr> <tr> <td><input type="checkbox"/> Android</td> <td>Version:.....</td> </tr> <tr> <td><input checked="" type="checkbox"/> Other: WINDOWS</td> <td>Version: 7 and upper</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101	<input checked="" type="checkbox"/> Other: ACER OJO500	<input type="checkbox"/> Oculus Go		<input type="checkbox"/> iOS	Version:.....	<input type="checkbox"/> Android	Version:.....	<input checked="" type="checkbox"/> Other: WINDOWS	Version: 7 and upper	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish		<input type="checkbox"/> German	
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Learning Content	Chemistry and Nanotechnology (chemicals & proteins)																												

Learning Outcomes	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>...summarize the knowledge gained with the help of atomic, molecular and protein visualization</li> </ul>
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>...create more engaging presentations</li> <li>...host more effective cross site design meetings</li> <li>...foster structural understanding across teams</li> <li>...customize the app's virtual workspace and save VR sessions for future presenting or collaboration</li> <li>...use the app to collaborate in real time from anywhere</li> </ul>
	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>...use the app successfully to go through rapid idea generation &amp; validation within the fields of chemistry and nanotechnology</li> <li>...integrate the app successfully into current research workflows in these fields</li> </ul>
Activities provided	<p>Activities provided by the app include:</p> <ul style="list-style-type: none"> <li>Loading structures from RCSB Protein Databank</li> <li>Hosting public workspaces</li> <li>Joining public workspaces</li> <li>Basic molecular views</li> <li>Basic editing features</li> <li>Loading up to 2 molecules at a time</li> </ul>



<b>Added value for low-skilled/-qualified adults</b>	<p>With “Nanome” low-skilled/-qualified adult can learn how to manipulate chemicals and proteins with their hands, explore chemistry and nanotechnology from a completely new perspective, collaborate with others, learn and create like never before.</p>	<b>Ideal application /utilization</b>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b> Mathematical and geometry training.</li> </ul>								
<b>SWOT analysis</b>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> </ul> <p>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</p> <table border="1" data-bbox="387 767 1111 1396"> <thead> <tr> <th data-bbox="387 767 748 802">STRENGTHS</th> <th data-bbox="748 767 1111 802">WEAKNESSES</th> </tr> </thead> <tbody> <tr> <td data-bbox="387 802 748 1066"> <ul style="list-style-type: none"> <li>• ...improve learning</li> <li>• ...improves the spatial visualization in Duplicate, Split, Color molecules</li> <li>• ...stimulates critical thinking</li> </ul> </td> <td data-bbox="748 802 1111 1066"> <ul style="list-style-type: none"> <li>• ...dependence on the hardware platform</li> <li>• ...discontinuous updates</li> <li>• ...difficulty finding qualified teaching staff</li> </ul> </td> </tr> <tr> <th data-bbox="387 1066 748 1101">OPPORTUNITIES</th> <th data-bbox="748 1066 1111 1101">THREATS</th> </tr> <tr> <td data-bbox="387 1101 748 1396"> <ul style="list-style-type: none"> <li>• ...software creation for many application fields</li> <li>• ...links between different devices</li> <li>• ...insert elements of AR</li> </ul> </td> <td data-bbox="748 1101 1111 1396"> <ul style="list-style-type: none"> <li>• ...potential privacy problems</li> <li>• ...any technical problems or delays in the application development phase</li> <li>• ...failure to reach the required level of experience</li> </ul> </td> </tr> </tbody> </table>	STRENGTHS	WEAKNESSES	<ul style="list-style-type: none"> <li>• ...improve learning</li> <li>• ...improves the spatial visualization in Duplicate, Split, Color molecules</li> <li>• ...stimulates critical thinking</li> </ul>	<ul style="list-style-type: none"> <li>• ...dependence on the hardware platform</li> <li>• ...discontinuous updates</li> <li>• ...difficulty finding qualified teaching staff</li> </ul>	OPPORTUNITIES	THREATS	<ul style="list-style-type: none"> <li>• ...software creation for many application fields</li> <li>• ...links between different devices</li> <li>• ...insert elements of AR</li> </ul>	<ul style="list-style-type: none"> <li>• ...potential privacy problems</li> <li>• ...any technical problems or delays in the application development phase</li> <li>• ...failure to reach the required level of experience</li> </ul>		<ul style="list-style-type: none"> <li>• <b>Instructions for preparation</b> It is very important for the positive outcome of the activity to prepare the virtual reality laboratory in advance. Each personal computer with the connected VR viewer must have all the management software (operating system, drivers) updated. The display must be perfectly calibrated. The Nanome software will need to be installed as a system administrator and the launcher icon will be available on the desktop. The learner will not in any way be able to change all the system settings.</li> <li>• <b>Instructions for mentoring</b> The instructor should explain as import molecules from public databases, analyze and explore structures and give a graphic representation of it on the blackboard through a lecture. The instructor will explain how through virtual reality it will be possible to see in 3D what is shown on the blackboard. The adult educator will be able to intervene immediately where there are problems of a technical or learning nature. The adult educator must have prepared a small guide to explain to the learner all the steps of the activity to be performed with the viewer and the Nanome software. At the end of the activity a questionnaire will be given to assess the activity performed.</li> </ul>
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- *Do's and don'ts*

Due to small delays (latencies) and small inaccuracies of the gyroscope it is good to move slowly and alternate the virtual immersion activity with pauses by removing the viewer.

VR Application Profile																											
<b>Name of VR Application</b>	Google Arts & Culture																										
<b>Category</b>	Virtual museum																										
<b>Date of processing:</b> 26/09/2019																											
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> Google LLC  <b>Software-Developer:</b> Google Commerce Ltd.  <b>Version of app:</b> 7.2.16</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Google Cardboard</td> <td><input checked="" type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input checked="" type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input checked="" type="checkbox"/> <b>Lenovo Mirage Solo</b></td> <td><input checked="" type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> iOS</td> <td>Version: Minimum 10.0</td> </tr> <tr> <td><input checked="" type="checkbox"/> Android</td> <td>Version: Minimum 5.0</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input checked="" type="checkbox"/> German</td> <td></td> </tr> </table>	<input checked="" type="checkbox"/> Google Cardboard	<input checked="" type="checkbox"/> Oculus Rift	<input checked="" type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input checked="" type="checkbox"/> <b>Lenovo Mirage Solo</b>	<input checked="" type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input type="checkbox"/> Oculus Go		<input checked="" type="checkbox"/> iOS	Version: Minimum 10.0	<input checked="" type="checkbox"/> Android	Version: Minimum 5.0	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish		<input checked="" type="checkbox"/> German	
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<b>Learning Content</b>	Arts & Culture (Paintings specifically)																										

<b>Learning Outcomes</b>	<b>Knowledge</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Know and be able to differentiate between at least 5 famous painters and their paintings</li> <li>• Recall background information about the era, stories and motif of a painting and being able to differentiate between them</li> </ul>
	<b>Skills</b>
<b>Activities provided</b>	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Navigate through a VR environment with the use of sight and hand motion</li> </ul>
	<b>Competences</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Prioritize interests through the choice of a gallery</li> <li>• Demonstrate holistic thinking by connecting knowledge about paintings and related era and culture.</li> <li>• Show more open-mindedness towards different cultures and backgrounds.</li> </ul>
	<p>Choose from a set of art galleries with different topics. Pick a gallery and find various paintings to explore. For each painting there is an audio guide with information regarding the painter, description of the painting, era, pictorial motif and background story. One can also additionally find an informative text for each painting and there is the possibility to explore the painting visually.</p>

<p><b>Added value for low-skilled/-qualified adults</b></p>	<ul style="list-style-type: none"> <li>- Collection of interesting paintings and focus on important background information such as eras and cultural characteristics. The pre-selection of the content and the assignment to different topics enables low-skilled adults to navigate through the information easily.</li> <li>- The information is given through an audio guide so that there is no necessity for high level reading skills.</li> <li>- Explore paintings visually without having to physically be at a museum, etc.</li> </ul>				
<p><b>SWOT analysis</b></p>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input checked="" type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> </ul> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p> <table border="1" data-bbox="387 995 1111 1393"> <thead> <tr> <th data-bbox="387 995 748 1027">STRENGTHS</th> <th data-bbox="748 995 1111 1027">WEAKNESSES</th> </tr> </thead> <tbody> <tr> <td data-bbox="387 1027 748 1393"> <ul style="list-style-type: none"> <li>• Paintings from all over the world</li> <li>• Clear arrangement through different topics</li> <li>• Background information of paintings</li> </ul> </td> <td data-bbox="748 1027 1111 1393"> <ul style="list-style-type: none"> <li>• Limited information for each painting</li> <li>• Not very many interactive elements</li> <li>• limited amount of paintings to explore</li> </ul> </td> </tr> </tbody> </table>	STRENGTHS	WEAKNESSES	<ul style="list-style-type: none"> <li>• Paintings from all over the world</li> <li>• Clear arrangement through different topics</li> <li>• Background information of paintings</li> </ul>	<ul style="list-style-type: none"> <li>• Limited information for each painting</li> <li>• Not very many interactive elements</li> <li>• limited amount of paintings to explore</li> </ul>
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	<p><b>OPPORTUNITIES</b></p> <ul style="list-style-type: none"> <li>• Possibility to choose galleries of interest</li> <li>• Learn about famous paintings and their stories and thereby develop an understanding of cultures and eras</li> <li>• Explore paintings visually</li> </ul>	<p><b>THREATS</b></p> <ul style="list-style-type: none"> <li>• Individuals with background knowledge might not be provided with further information</li> <li>• Videos or guided tours might be more interesting</li> <li>• Further research must be done elsewhere</li> </ul>
<p><b>Ideal application /utilization</b></p>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b> In art or history education contexts or museums (to provide a wider range of possible paintings to explore)</li> <li>• <b>Instructions for preparation</b> No necessary instructions for preparation. The App is quite intuitive and simple in structure. You can choose a gallery topic and then painting in which you are interested.</li> <li>• <b>Instructions for mentoring</b> Short introduction regarding the topics of the paintings and what to expect. A possible task for the learner could include to choose one gallery and explore the topic, different paintings and backgrounds in detail to gain a thorough understanding instead of trying to gather information about every topic/gallery at once.</li> </ul>	

- *Do's and don'ts*

Give a short introduction regarding the structure of the app in advance.

Discuss the different exploration paths of the learner, e.g. which galleries were chosen, which paintings were explored, and which information was the most relevant and interesting?

VR Application Profile	
Name of VR Application	Sketchfab VR
Category	Virtual Museum
Date of processing:	24/10/19
Technical Framework & Key Data	<b>Software-Provider:</b> sketchfab <b>Software-Developer:</b> sketchfab <b>Version of app:</b> 1.5
	<b>Compatible VR hardware systems:</b> <input checked="" type="checkbox"/> Google Cardboard <input checked="" type="checkbox"/> Oculus Rift <input checked="" type="checkbox"/> Google Daydream View <input type="checkbox"/> Oculus Quest <input type="checkbox"/> Lenovo Mirage Solo <input type="checkbox"/> Samsung Gear VR <input type="checkbox"/> Lenovo Explorer <input type="checkbox"/> Samsung Odyssey <input checked="" type="checkbox"/> HTC Vive Pro <input type="checkbox"/> PlayStation VR <input checked="" type="checkbox"/> HTC Vive <input type="checkbox"/> Dell Visor <input type="checkbox"/> Acer AH 101 <input checked="" type="checkbox"/> Other: Microsoft Mixed R. <input type="checkbox"/> Oculus Go
	<b>Compatible operating systems</b> <input checked="" type="checkbox"/> iOS      Version:9.0 and later <input checked="" type="checkbox"/> Android      Version: 4.4 and later <input checked="" type="checkbox"/> Other: Windows 8 and later
	<b>Languages available</b> <input checked="" type="checkbox"/> English <input type="checkbox"/> Italian <input type="checkbox"/> Spanish <input type="checkbox"/> German

<b>Learning Content</b>	Platform to publish and explore in 3D and VR: Visits to museums, nature, sites, science, animals, games
<b>Learning Outcomes</b>	This application is interesting for learning results related to the creation of 3D models and sharing them later. It is also very useful for learning about museums and works of art. We will focus on the 3D models "Vincent van Gogh 3D models":
	<b>Knowledge</b>
	<i>The adult learners will be able to:</i> <ul style="list-style-type: none"> <li>Describe how Vincent van Gogh lived and where</li> <li>Name objects from his everyday life and his paintings</li> </ul>
	<b>Skills</b>
	<i>The adult learners will be able to:</i> <ul style="list-style-type: none"> <li>Locate the works of Vincent van Gogh</li> <li>Differentiate between the works of this author and others</li> <li>Identify Vincent Van Gogh's way of life, through his room</li> </ul>
<b>Competences</b>	<i>The adult learners will be able to:</i> <ul style="list-style-type: none"> <li>Determine the importance of Vincent van Gogh in the post-Impressionist art movement, the characteristics of the movement, and link both.</li> </ul>

<p><b>Activities provided</b></p>	<p>The application allows users to teleport to Rome, hold a beating heart or walk among dinosaurs. Sketchfab VR allows users to discover a showcase of explorations through remote places, fantastic creatures, game worlds, cultural heritage, science and other wonders.</p> <p>Sketchfab is the platform to publish and explore a million things in 3D and VR. With a community of over half a million creators, it is the largest library of VR content in the world generated by users.</p>
<p><b>Added value for low-skilled/-qualified adults</b></p>	<p>The "Sketchfab" application can be beneficial for low-skilled and low-qualified adult learners. The creativity of learners will be encouraged through the use of 3D models, either by creating or analyzing them. Furthermore, through the virtual visits to the more than 600 museums contained in the application.</p>

<p><b>SWOT analysis</b></p>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> </ul> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p>					
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	OPPORTUNITIES	THREATS
	<ul style="list-style-type: none"> <li>• It can help to know more in depth concrete works of art</li> <li>• Can help foster creativity by making your own 3D models</li> <li>• The exchange and creation of 3D models is continuous and increases the content repository</li> </ul>	<ul style="list-style-type: none"> <li>• Some of the applications of 3D Models are paid</li> <li>• Learners who don't like art can be distracted</li> <li>• The excess of 3D models offered does not allow perhaps to concretize a topic and we will only visualize one after another</li> </ul>
<b>Ideal application /utilization</b>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b> It is interesting especially for learning and getting knowledge of cultural heritage and it is recommended for the promotion of creative 3D models.</li> <li>• <b>Instructions for preparation</b> The teacher or instructor must previously select what to work on and visualize, in order to better adapt to the content.  Previously, didactic and pedagogical materials should be provided to initiate the subject.  Ergonomic and adequate chairs should be used, as well as enough space because this application needs a lot of space for movement.</li> </ul>	

	<ul style="list-style-type: none"> <li>• <b>Instructions for mentoring</b> You must work on the contents beforehand to be able to deepen, guide and advise the learners.  Many of the contents, especially the cultural ones, could be the subject of a later work or debate or sharing after the VR application.</li> <li>• <b>Do's and don'ts</b> The application can be the ideal complement to work on a specific topic. Thinking mainly in the area of Art and Culture  It can be facilitated to the learners and propose them to create some 3D model after using the application  Take into account learners with certain sensitivities since the application requires movement.</li> </ul>
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VR Application Profile																											
Name of VR Application	Notes on Blindness																										
Category	Visual impairment																										
Date of processing: 30/10/2019																											
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> ARTE Experience  <b>Software-Developer:</b> ARTE Experience  <b>Version of app:</b> 4.5</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Google Cardboard</td> <td><input checked="" type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input type="checkbox"/> Google Daydream View</td> <td><input checked="" type="checkbox"/> <b>Oculus Quest</b></td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input checked="" type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input checked="" type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> iOS</td> <td>Version: 1.1</td> </tr> <tr> <td><input checked="" type="checkbox"/> Android</td> <td>Version: 20</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td><input checked="" type="checkbox"/> Other: French</td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input checked="" type="checkbox"/> Google Cardboard	<input checked="" type="checkbox"/> Oculus Rift	<input type="checkbox"/> Google Daydream View	<input checked="" type="checkbox"/> <b>Oculus Quest</b>	<input type="checkbox"/> Lenovo Mirage Solo	<input checked="" type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input checked="" type="checkbox"/> Oculus Go		<input checked="" type="checkbox"/> iOS	Version: 1.1	<input checked="" type="checkbox"/> Android	Version: 20	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish	<input checked="" type="checkbox"/> Other: French	<input type="checkbox"/> German	
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<b>Learning Content</b>	<p>A virtual reality journey into a world beyond sight.</p> <p>Specifically, the protagonist, after decades of steady deterioration, he became totally blind.</p> <p>To help him make sense of the upheaval in his life, he began documenting his experiences on audio cassette.</p>																										

	These original diary recordings form the basis of this six-part VR experience, an interactive non-fiction using new forms of storytelling and gameplay mechanics to explore his cognitive and emotional experience of blindness.
<b>Learning Outcomes</b>	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>recall the major differences of needs and perception of the world of a blind and a sighted person according to this app</li> </ul>
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Demonstrate empathy towards blind people</li> </ul>
	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Raise awareness about disabled people and disabilities in general</li> <li>Demonstrate a positive attitude and respect towards people with disabilities</li> <li>Show respect for people with disabilities and especially for blind people</li> </ul>
	<p><b>Activities provided</b></p> <p>The application gives the opportunity to explore the protagonist's cognitive and emotional experience of blindness through diary recordings. Each chapter addresses a memory, a moment and a specific location from the protagonist's audio diary. Through the application, you get a visual spectacle of sound and how it affects the environment around you for someone that is blind.</p>

<b>Added value for low-skilled/qualified adults</b>	<p>This application has a low floor- meaning that it can be used by anyone without any difficulty. This application does not require any interaction with the hardware, so people with no-prior knowledge can use it without knowing anything specific about VR. Users can just watch animated chapters, experience them and reflect on what they are watching.</p>					
<b>SWOT analysis</b>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> </ul> <p>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #191970; color: white;">STRENGTHS</th> <th style="background-color: #191970; color: white;">WEAKNESSES</th> </tr> </thead> <tbody> <tr> <td style="vertical-align: top;"> <ul style="list-style-type: none"> <li>• Ideal for beginners using VR hardware</li> <li>• Available in multiple VR platforms</li> <li>• Available for all ages (7+)</li> </ul> </td> <td style="vertical-align: top;"> <ul style="list-style-type: none"> <li>• Only single user game mode</li> <li>• No flexibility in content or in navigation in content to experience the app (No buttons in the application for easy navigation to the menu)</li> <li>• Large size of application to download it</li> </ul> </td> </tr> </tbody> </table>		STRENGTHS	WEAKNESSES	<ul style="list-style-type: none"> <li>• Ideal for beginners using VR hardware</li> <li>• Available in multiple VR platforms</li> <li>• Available for all ages (7+)</li> </ul>	<ul style="list-style-type: none"> <li>• Only single user game mode</li> <li>• No flexibility in content or in navigation in content to experience the app (No buttons in the application for easy navigation to the menu)</li> <li>• Large size of application to download it</li> </ul>
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	<b>OPPORTUNITIES</b>	<b>THREATS</b>
	<ul style="list-style-type: none"> <li>• the VR components of this app (especially the directional sound) really help to picture yourself as the author</li> </ul>	<ul style="list-style-type: none"> <li>• Limit in sustaining interest of users if there is no structure of what the learner is required to do (purpose)</li> </ul>
<b>Ideal application /utilization</b>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b></li> </ul> <p><i>This application can be used in various adult educational contexts such as in Higher Education with students of specific programs of studies (psychology, education with special needs, etc.).</i></p> <p><i>This application can also be used in other trainings for adult education, dependent to the interests and backgrounds of participants.</i></p> <ul style="list-style-type: none"> <li>• <b>Instructions for preparation</b></li> </ul> <p>Internet connection is not required and it is an application can be used almost in every place- it doesn't require any specific preparation in terms of space or location. Learners are prompted to experience this application in a quiet environment.</p> <p>Notes on Blindness VR is viewable with or without virtual reality headset (cardboard mode or smartphone mode).</p> <ul style="list-style-type: none"> <li>• <b>Instructions for mentoring</b></li> </ul> <p>Trainers may start this activity by introducing users to the world of disability and start a discussion. The application then can be watched by users individually. At the end, users are encouraged in groups to express feelings, attitudes and opinion about what they watched.</p>	

For full user experience, please encourage users to use headphones, raise the volume and increase the luminosity of your phone.

- *Do's and don'ts*

It would be useful to start a discussion to introduce the thematic of this application, before prompting users to use it.



VR Application Profile																													
Name of VR Application	Calcflow																												
Category	Mathematics																												
Date of processing: 27/9/2019																													
Technical Framework & Key Data	<p><b>Software-Provider:</b> Nanome on STEAM  <b>Software-Developer:</b> Nanome, Inc.  <b>Version of app:</b> 5.6.2f1.</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td><input checked="" type="checkbox"/> Other: <b>ACER OJO500</b></td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input type="checkbox"/> iOS</td> <td>Version:.....</td> </tr> <tr> <td><input type="checkbox"/> Android</td> <td>Version:.....</td> </tr> <tr> <td><input checked="" type="checkbox"/> Other: WINDOWS</td> <td>Version: 7 and upper</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input checked="" type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101	<input checked="" type="checkbox"/> Other: <b>ACER OJO500</b>	<input type="checkbox"/> Oculus Go		<input type="checkbox"/> iOS	Version:.....	<input type="checkbox"/> Android	Version:.....	<input checked="" type="checkbox"/> Other: WINDOWS	Version: 7 and upper	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish		<input type="checkbox"/> German	
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Learning Content	Foundations of vector calculus																												

Learning Outcomes	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...recall the foundations of vector calculus</li> <li>• ...recall Parameterized Functions</li> <li>• ...recall Integral modeling functionality</li> </ul>
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...manipulate 3D Graphs in a VR environment</li> <li>• ...tinker with Mathematical Modeling in a VR environment</li> <li>• ...edit mathematical parameters in a VR environment</li> </ul>
	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...apply mathematical principals and knowledge more intuitively and confidently</li> </ul>
Activities provided	<p>CalcFlow is built for everyone who wants to better understand the foundations of vector calculus. With the app learners can analyze, visualize, and design vector calculus in an interactive environment. Further, it allows teams to collaboratively solve problems in real time.</p>
Added value for low-skilled/-qualified adults	<p>CalcFlow allows you to study and visualize vector calculus in an interactive and accessible environment even for those with minimal skills in the subject. Exploration is much more intuitive (just move your head!) and the perfect depth information that learners perceive feels almost like an additional input channel to the brain.</p>

<b>SWOT analysis</b>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> </ul> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p>	
	<b>STRENGTHS</b>	<b>WEAKNESSES</b>
	<ul style="list-style-type: none"> <li>• ...improve learning, the app helps to grasp the biggest ideas in vector calculus</li> <li>• ...improves the spatial visualization capabilities of geometric figures</li> <li>• ...stimulates critical thinking</li> </ul>	<ul style="list-style-type: none"> <li>• ...dependence on the hardware platform</li> <li>• ...discontinuous updates</li> <li>• ...the app requires qualified teaching staff in vector calculus to mentor the learning process</li> </ul>
	<b>OPPORTUNITIES</b>	<b>THREATS</b>
	<ul style="list-style-type: none"> <li>• ...software creation for many application fields</li> <li>• ...links between different devices</li> <li>• ...insert elements of AR</li> </ul>	<ul style="list-style-type: none"> <li>• ...potential privacy issues such as the collection of personal information</li> <li>• ...possible malware insertions within the application update</li> <li>• ...failure to achieve the required learning objectives</li> </ul>

<b>Ideal application /utilization</b>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b> Mathematical and geometry training.</li> <li>• <b>Instructions for preparation</b> It is very important for the positive outcome of the activity to prepare the virtual reality laboratory in advance. Each personal computer with the connected VR viewer must have all the management software (operating system, drivers) updated. The display must be perfectly calibrated. The Calcflow software will need to be installed as a system administrator and the launcher icon will be available on the desktop. The learner will not in any way be able to change all the system settings.</li> <li>• <b>Instructions for mentoring</b> The instructor should explain the mathematical concept and give a graphic representation of it on the blackboard through a lecture. The instructor will explain how through virtual reality it will be possible to see in 3D what is shown on the blackboard. During the use of the viewer and the application it will constantly follow the learner in analyzing the mathematical concept. The adult educator will be able to intervene immediately where there are problems of a technical or learning nature. The adult educator must have prepared a small guide to explain to the learner all the steps of the activity to be performed with the viewer and the Calcflow software. At the end of the activity a questionnaire might be useful to assess the activity performed.</li> </ul>
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- *Do's and don'ts*

Due to small delays (latencies) and small inaccuracies of the gyroscope it is good to move slowly and alternate the virtual immersion activity with pauses by removing the viewer.

VR Application Profile																											
<b>Name of VR Application</b>	Oculus Venues																										
<b>Category</b>	Sport-, Music-, Social-Events																										
<b>Date of processing:</b> 30/11/2019																											
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> Oculus  <b>Software-Developer:</b> Oculus  <b>Version of app:</b> 1.12.8</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input type="checkbox"/> Google Daydream View</td> <td><input checked="" type="checkbox"/> <b>Oculus Quest</b></td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input checked="" type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input checked="" type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input type="checkbox"/> iOS</td> <td>Version:.....</td> </tr> <tr> <td><input checked="" type="checkbox"/> Android</td> <td>Version: 1.3.9</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td><input checked="" type="checkbox"/> Other: Japanese</td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input type="checkbox"/> Google Daydream View	<input checked="" type="checkbox"/> <b>Oculus Quest</b>	<input type="checkbox"/> Lenovo Mirage Solo	<input checked="" type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input checked="" type="checkbox"/> Oculus Go		<input type="checkbox"/> iOS	Version:.....	<input checked="" type="checkbox"/> Android	Version: 1.3.9	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish	<input checked="" type="checkbox"/> Other: Japanese	<input type="checkbox"/> German	
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<b>Learning Content</b>	Opportunity to be present in several different kind of events (such as comedy shows, concerts, sporting events, in an immersive way in VR).																										

<b>Learning Outcomes</b>	<b>Knowledge</b>
	n/a
	<b>Skills</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Demonstrate improved communication and networking skills</li> <li>• Navigate effectively through the app to access the different “uses” of the app: ‘social sharing’, ‘people options’, ‘settings’ etc. to get the most out of this application</li> </ul>
	<b>Competences</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• Show social competences and handle social interactions effectively</li> </ul>
<b>Activities provided</b>	This social co-viewing application allows viewers to chat with their friends as they watch events around the worlds. The application also allows multiple user interaction, which means a tutor can accompany the learner in the VR space. The application allows group interaction, which highlights the capabilities of VR. The group interaction also demonstrates much of the communication dynamics, interaction and pedagogical considerations of VR environments.
<b>Added value for low-skilled/-qualified adults</b>	The application is essentially a social platform rather than a learning platform but is valuable as it allows users to learn the first basic skills needed within a VR environment including, communication, navigation and group interaction.

<b>SWOT analysis</b>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></li> <li>• Gamification level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> </ul>	
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	<b>STRENGTHS</b>	<b>WEAKNESSES</b>
	<ul style="list-style-type: none"> <li>• Opportunity to experience different kind of live events (sports events, comedy shows, etc), from the comfort of your own space for free, even in front seats</li> <li>• Amazing graphics and sense of being 'there'</li> <li>• Available in multiple VR platforms</li> </ul>	<ul style="list-style-type: none"> <li>• It only allows you to connect via a Facebook account to have access in application's content</li> <li>• It always requires internet connection</li> <li>• Frequent interruptions in connections with events</li> </ul>
	<b>OPPORTUNITIES</b>	<b>THREATS</b>
<ul style="list-style-type: none"> <li>• Multiplier game mode allowing group interaction</li> <li>• Social platform and interactions among users who get to participate in the same venue/event-it includes social features, so users can watch videos with</li> </ul>	<ul style="list-style-type: none"> <li>• Effect of dizziness due to interruptions in the streaming when internet connection is not stable</li> <li>• Not always available: Need to wait to use the application until there is an event available</li> </ul>	

	<ul style="list-style-type: none"> <li>• headset-wearing friends</li> <li>• Users can create their avatar representing themselves</li> <li>• Participating in an event which might not be able to participate in real life</li> </ul>
<b>Ideal application /utilization</b>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b></li> </ul> <p>Introduction to a specific settings, when not available to attend in person. Users get to live an experience in the comfort of the place they choose to be at the time of the event. Users with the same interest get to know each other and exchange information, interact in a safe environment and learn from others</p> <ul style="list-style-type: none"> <li>• <b>Instructions for preparation</b></li> </ul> <p>Internet connection is required. It also requires a connection with a Facebook account to let you use the application.</p> <p>Check in advance when available events take place, because there is not always something you can do with this app. Events are advertised in the application approximately 1-2 months in advance.</p> <ul style="list-style-type: none"> <li>• <b>Do's and don'ts</b></li> </ul> <p>Do:</p> <ol style="list-style-type: none"> <li>1) start planning in advance, so you have specific activities in mind to take advantage of this application</li> </ol>



- 2) ensure your internet connection works properly and is stable

Don't:

- 1) Don't plan activities with your trainees in case you do not know what the content will be about. Do research and know the content well in advance.
- 2) Have a plan B in case the event does not load as expected. Sometimes, this application does not work properly if the internet connections is not very stable.

VR Application Profile																													
<b>Name of VR Application</b>	Anne Frank House VR																												
<b>Category</b>	History - Second World War																												
<b>Date of processing:</b> 30/11/2019																													
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> Force Field  <b>Software-Developer:</b> Force Field  <b>Version of app:</b> 1.0</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input type="checkbox"/> Google Daydream View</td> <td><input checked="" type="checkbox"/> <b>Oculus Quest</b></td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input checked="" type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input checked="" type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input type="checkbox"/> iOS</td> <td>Version:.....</td> </tr> <tr> <td><input type="checkbox"/> Android</td> <td>Version:.....</td> </tr> <tr> <td><input checked="" type="checkbox"/> Other:</td> <td>Oculus Version: 1.0</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input checked="" type="checkbox"/> Spanish</td> <td><input checked="" type="checkbox"/> Other: Dutch, Portuguese.</td> </tr> <tr> <td><input checked="" type="checkbox"/> German</td> <td></td> </tr> </table>	<input type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input type="checkbox"/> Google Daydream View	<input checked="" type="checkbox"/> <b>Oculus Quest</b>	<input type="checkbox"/> Lenovo Mirage Solo	<input checked="" type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input checked="" type="checkbox"/> Oculus Go		<input type="checkbox"/> iOS	Version:.....	<input type="checkbox"/> Android	Version:.....	<input checked="" type="checkbox"/> Other:	Oculus Version: 1.0	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input checked="" type="checkbox"/> Spanish	<input checked="" type="checkbox"/> Other: Dutch, Portuguese.	<input checked="" type="checkbox"/> German	
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<input checked="" type="checkbox"/> German																													

<b>Learning Content</b>	The history of Anne Frank House. The application gives the opportunity to travel back to the years of the Second World War and wander through the rooms of the Annex that housed the group of 8 Jewish people as they hid from the Nazis.
<b>Learning Outcomes</b>	<b>Knowledge</b>
	<i>The adult learners will be able to:</i> <ul style="list-style-type: none"> <li>Recall the story of Anne Frank and what happened to the brave inhabitants</li> </ul>
	<b>Skills</b>
	<i>The adult learners will be able to:</i> <ul style="list-style-type: none"> <li>Navigate in the virtual environment to grab things, solve clues</li> <li>Demonstrate critical thinking skills via the navigation to the virtual environment</li> <li>Gain control of their education and learn at their own pace</li> </ul>
<b>Learning Outcomes</b>	<b>Competences</b>
	<i>The adult learners will be able to:</i> <ul style="list-style-type: none"> <li>Tell the story of Anne Frank as if they were there personally</li> </ul>

<p><b>Activities provided</b></p>	<p>This application can really transform the way the educational content about this topic can be delivered. Users can interact in the interactive and immersive application to learn the history of Anne Frank in a safe, controlled way.</p> <p>The tutor can make breaks between the interaction of users with this application in order to deepen in specific aspects that is needed and then let the learner continue its experience in this award-winning experience.</p>
<p><b>Added value for low-skilled/-qualified adults</b></p>	<p>This application can stimulate the interest and motivation of low-skilled/qualified adults to be engaged in history and learn about the 2<sup>nd</sup> world war and the case of Anne Frank. The application is really engaging and has strong gamifications characteristics which will make enthusiastic all learners to be engaged in this environment and learn as much as they can. The application due to the power of VR can support learners to find out what happened to the Annex' brave inhabitants.</p> <p>Additionally, since this is a single mode application, learners can learn in their own pace.</p>

<p><b>SWOT analysis</b></p>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></li> </ul> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p>				
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<b>Ideal application /utilization</b>	<ul style="list-style-type: none"> <li>• <b><i>Context of ideal application</i></b> Documentary &amp; History and educational contexts with history element.</li>   <li>• <b><i>Instructions for preparation</i></b> An introductory discussion would be good to be made. The application works in a single game mode, so equipment should be sufficient for all participants.  The application required that participants are not so close to each other, so they can interact safely in the VR environment.</li>   <li>• <b><i>Instructions for mentoring</i></b> Tutors can encourage some breaks between activities in the application to deepen in specific aspects and also so that they avoid learners to become dizzy from long interactions with the application.</li>   <li>• <b><i>Do's and don'ts</i></b>  Do: have enough VR devices for all participants since the experience takes time. Alternatively, you can create groups that will work with the VR in a row, while others interact with other relevant material.  Don't: Don't let users be close to each other. The application needs some space for participants to move and grab or transfer things.</li> </ul>
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VR Application Profile																											
Name of VR Application	Anatomyou																										
Category	Human body/anatomy																										
Date of processing:	15/10/2019																										
Technical Framework & Key Data	<p><b>Software-Provider:</b> Google Commerce Ltd  <b>Software-Developer:</b> Healthware Canarias S.L  <b>Version of app:</b> 2.0.3</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input checked="" type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> iOS</td> <td>Version: 9.0 or later</td> </tr> <tr> <td><input checked="" type="checkbox"/> Android</td> <td>Version: 4.4 and up</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input checked="" type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input checked="" type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input checked="" type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input type="checkbox"/> Oculus Go		<input checked="" type="checkbox"/> iOS	Version: 9.0 or later	<input checked="" type="checkbox"/> Android	Version: 4.4 and up	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input checked="" type="checkbox"/> Spanish		<input type="checkbox"/> German	
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Learning Content	Human anatomy																										

Learning Outcomes	As stated beneath in the section “Activities provided” with the app a variety of anatomical structures can be explored and therefore various learning outcomes achieved. The learning outcomes stated below can be achieved with the free version of the app:
	<b>Knowledge</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...explain the functionality of various parts of the circulatory, digestive, lacrimal and female reproductive system such as the functionality of the heart valves or the esophagus, etc.</li> <li>• ...explain the exact location of various parts of the systems mentioned above such as the location of the aortic arch or fallopian tube, etc.</li> <li>• ...explain the purpose of various parts of the systems mentioned above such as the purpose of the tongue, the tear duct or uterus, etc.</li> </ul>
	<b>Skills</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...locate and identify anatomical structures like the gastrointestinal, the female reproductive, the lacrimonasal and digestive tract as well as the arterial and venous system of the head.</li> <li>• ...recognise relevant parts of the anatomical structures mentioned above from the inside and locate them in the human body.</li> </ul>
<b>Competences</b>	
<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...locate, identify and differentiate between the most important parts of the circulatory, digestive, lacrimal and female reproductive system.</li> </ul>	

<p><b>Activities provided</b></p>	<p>Using “Anatomyou”, the user becomes part of the anatomy in an immersive way, being able to navigate along anatomical structures like the digestive, lacrimal, female reproductive and circulatory system (arterial &amp; venous) for free. Additional navigation routes to explore e.g. the respiratory or urinary system, etc. can be purchased. Anatomyou VR can be used in two different modes: Virtual Reality and Fullscreen. In VR mode users can interact with navigation controls and anatomical information elements by aiming them.</p>
<p><b>Added value for low-skilled/-qualified adults</b></p>	<p>The app “Anatomyou” might be beneficial when trying to impart knowledge about the human anatomy to low-skilled/-qualified adult learners, especially those having difficulties with traditional learning methods, since the app provides an extraordinary perspective of various anatomical structures. Anatomyou allows the learners to immerse into the human body, explore it at their own pace and consequently might improve the learners’ understanding of the human anatomy.</p>

<p><b>SWOT analysis</b></p>	<ul style="list-style-type: none"> <li>• User-friendliness 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Pedagogic orientation and standards 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Applicability level 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></li> <li>• Gamification level 1 <input checked="" type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></li> </ul> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p>				
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<p><b>Ideal application /utilization</b></p>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b> Ideal to enhance medical training or courses about human anatomy.</li> <li>• <b>Instructions for preparation</b> <ul style="list-style-type: none"> <li>- Choose the anatomical structure which you want the learners to explore and make yourself familiar with the learning material provided by the app.</li> <li>- Embed the application of the app in your course context and prepare further learning material about the learning subjects and/or opportunities for learners so that they can get additional information themselves.</li> <li>- Provide maybe chairs (ideally revolving chairs) for the learners since the most comfortable way to explore the App might be in a seated position.</li> </ul> </li> <li>• <b>Instructions for mentoring</b> <ul style="list-style-type: none"> <li>- Provide your learners with a short introduction to the app and its functionality in advance and give the learners enough time to become familiar with the handling.</li> <li>- For its application it might be useful to advise your learners to regularly look at the overview-picture on the left, so that they can identify their location in the human body during the navigation.</li> <li>- Make sure to clarify technical terms if needed.</li> <li>- After the application of the app it might be useful to discuss the experiences made by the learners.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>- <b>Do's and don'ts</b></li> <li>- Do see and use the app as an additional tool that can support the understanding of the human body or/and increase the learners' interest in the subject, rather than as a replacement of your own lectureship.</li> <li>- Provide learners with enough time so that they can navigate in the human body at their own pace and repeat tours if needed.</li> </ul>
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VR Application Profile																											
<b>Name of VR Application</b>	Virtual Speech - VR Course																										
<b>Category</b>	Training																										
<b>Date of processing:</b> 21/10/2019																											
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> Google Commerce Ltd  <b>Software-Developer:</b> VirtualSpeech Ltd.  <b>Version of app:</b>2.24</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Google Cardboard</td> <td><input type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input checked="" type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input checked="" type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input checked="" type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> iOS</td> <td>Version: 9.0 or later</td> </tr> <tr> <td><input checked="" type="checkbox"/> Android</td> <td>Version: 5.0 and up</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input checked="" type="checkbox"/> Google Cardboard	<input type="checkbox"/> Oculus Rift	<input checked="" type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input checked="" type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input checked="" type="checkbox"/> Oculus Go		<input checked="" type="checkbox"/> iOS	Version: 9.0 or later	<input checked="" type="checkbox"/> Android	Version: 5.0 and up	<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish		<input type="checkbox"/> German	
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<b>Learning Content</b>	Soft Skills Training (Training of presentation skills, public speaking, networking, communication, etc.)																										

<b>Learning Outcomes</b>	As stated beneath in the section “Activities provided” the app provides a variety of scenarios to practice one’s soft skills and therefore various learning outcomes can be achieved. The learning outcomes stated below can be achieved with the free version of the app:
	<b>Knowledge</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...describe how different challenging scenarios like a job interview situation, presentation scenario in a conference or meeting room or a training delivery situation in class could look like.</li> <li>• ...recall at least 10 different questions which might be asked during a job interview for at least six different job interview situations.</li> </ul>
	<b>Skills</b>
	<p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...speak in front of people in challenging situations like in meetings, at conferences, in front of trainees in class or a jury within the frame of a job interview situation.</li> <li>• ...hold eye contact while speaking to people in the situations mentioned above.</li> <li>• ...better estimate the time needed for tasks like holding a presentation or answering an interview question, etc.</li> <li>• ...present themselves and answer at least ten different job interview questions in front of a jury within the frame of a job interview situation.</li> </ul>



	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...prepare themselves successfully for various challenging situations in which presentation and soft skills are needed e.g. job interview situations, public speaking, etc.</li> <li>• ...express and present themselves or/and prepared content adequately and successfully within the frame of these mentioned situations.</li> </ul>
<p><b>Activities provided</b></p>	<p>The App “VirtualSpeech” provides various scenarios where users can practice their soft skills. Training rooms include public speaking, sales pitching, networking, business storytelling, media training and more. In this context the “Interview Preparation”-, “Conference Room”-, “Meeting Room”- and “Training Delivery”-Scenario can be used for free.</p> <p>The user can enter and exit rooms by pointing the hand controller towards them and activating the trigger button or aiming the VR headset at them. The rooms provide realistic environments with realistic avatars where users can practice their own public speeches, presentations, train interview situations, etc. Depending on the room users might be able to use provided transcripts of famous speeches for practice or be confronted with prepared questions (e.g. in the interview preparation scenario).</p> <p>On the VirtualSpeech website (<a href="http://www.virtualspeech.com">www.virtualspeech.com</a>) users can also purchase a variety of VR courses which combine traditional online classes with practice in VR. When purchasing one of the courses further features are available such as speech analyses and real time feedback, the upload of one’s own slides, eye contact rating, the opportunity to record and save speeches, sound and visual distractions that make the environment even more realistic, etc.</p>

<p><b>Added value for low-skilled/-qualified adults</b></p>	<p>The App “VirtualSpeech” might be also beneficial in terms of low-skilled and low-qualified adult learners, especially for those having difficulties to express themselves as it’s often the case in terms of migrants and refugees. Embedded in a broader training setting the app might help the learner to become more confident in speaking while allowing learners to repeat training situations as often as needed. Especially the app environment “Interview preparation” might be a useful scenario for low-skilled/-qualified adults, particularly for those who have been long-term unemployed.</p>																								
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	<p>understand the handling of the app</p>	<p>“Interview Preparation” environment</p>	<ul style="list-style-type: none"> <li>- Embed the application of the app in your course context. Since the free version of the app does not provide any instructions make sure to prepare all necessary information and instructions the adult learners need for their soft skills training. You might also prepare some training material you will provide for the learners.</li> <li>- Make sure the audio of the smartphones used for the VR simulation is switched on since the app provides sound effects to make the simulation even more realistic.</li> <li>- Depending on the environment provide maybe chairs (ideally revolving chairs) for the learners. E.g. for the “Interview Preparation” environment a seated position might be the most realistic way for training.</li> </ul> <ul style="list-style-type: none"> <li>• <b>Instructions for mentoring</b> <ul style="list-style-type: none"> <li>- The App is quite intuitive and simple in structure. Provide your learners just with a short introduction to the app and give them a few minutes to become familiar with it.</li> <li>- Guide your trainees through the training process! Provide them with all necessary information in advance, give them time to practice in the VR environment what they have learned theoretically and provide them with feedback so that they can improve their performance.</li> <li>- After the application of the app it might be useful to discuss the experiences made by the learners.</li> </ul> </li> </ul>			
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- ***Do's and don'ts***

- Do see and use the free version of the app as a training and practice environment, rather than a comprehensive soft skills training course that can replace your own lectureship.
- In order to being able to analyse the trainees' speeches and presentations when using the free version of the app, the Voice Memo feature of the smartphones could be useful.
- Use small group or single training settings in order to provide trainees with adequate live feedback and coaching when using the free version of the app.

VR Application Profile																													
<b>Name of VR Application</b>	Amazon Sumerian																												
<b>Category</b>	Training																												
<b>Date of processing:</b>	10/10/2019																												
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> Amazon  <b>Software-Developer:</b> Amazon  <b>Version of app:</b> N/A</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> Google Cardboard</td> <td><input checked="" type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input checked="" type="checkbox"/> Google Daydream View</td> <td><input checked="" type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input checked="" type="checkbox"/> Lenovo Mirage Solo</td> <td><input checked="" type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input checked="" type="checkbox"/> Lenovo Explorer</td> <td><input checked="" type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td><input type="checkbox"/> Other:.....</td> </tr> <tr> <td><input checked="" type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p>As Sumerian is a developer platform, the apps created are compatible with most VR hardware systems.</p> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input type="checkbox"/> iOS</td> <td>Version:.....</td> </tr> <tr> <td><input type="checkbox"/> Android</td> <td>Version:.....</td> </tr> <tr> <td colspan="2"><input checked="" type="checkbox"/> Other: Windows Version: 7 or higher recommended</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input type="checkbox"/> Italian</td> </tr> <tr> <td><input type="checkbox"/> Spanish</td> <td></td> </tr> <tr> <td><input type="checkbox"/> German</td> <td></td> </tr> </table>	<input checked="" type="checkbox"/> Google Cardboard	<input checked="" type="checkbox"/> Oculus Rift	<input checked="" type="checkbox"/> Google Daydream View	<input checked="" type="checkbox"/> Oculus Quest	<input checked="" type="checkbox"/> Lenovo Mirage Solo	<input checked="" type="checkbox"/> Samsung Gear VR	<input checked="" type="checkbox"/> Lenovo Explorer	<input checked="" type="checkbox"/> Samsung Odyssey	<input checked="" type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input checked="" type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101	<input type="checkbox"/> Other:.....	<input checked="" type="checkbox"/> Oculus Go		<input type="checkbox"/> iOS	Version:.....	<input type="checkbox"/> Android	Version:.....	<input checked="" type="checkbox"/> Other: Windows Version: 7 or higher recommended		<input checked="" type="checkbox"/> English	<input type="checkbox"/> Italian	<input type="checkbox"/> Spanish		<input type="checkbox"/> German	
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<b>Learning Content</b>	<p>No learning content per se. Tutorials are provided on how to use Sumerian for its various different applications.</p> <p>Essentially, Sumerian is a service that lets you create and run 3D, AR and VR applications. You can build immersive and interactive scenes that run on AR and VR, mobile devices, and web browsers.</p>
<b>Learning Outcomes</b>	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Identify basic concepts behind the creation of 3d 'scenes' and VR apps</li> <li>Operate WebGL 2 and WebVR programming utilities</li> </ul>
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Create their own 3D, VR and AR scenes and populate these with their own content include 3D 'hosts'</li> <li>Undertake some basic programming</li> </ul>
	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>Create easy to use VR interfaces</li> <li>Upload own content to the Amazon Sumerian platform</li> <li>Amend and update existing 'scenes' on the Amazon Sumerian platform, when needed</li> </ul>
	<p><b>Activities provided</b></p> <p>Tutorials are provided in respect of the creation or 3D web content, AR and VR application.</p>

<b>Added value for low-skilled/qualified adults</b>	Benefit to low-skilled/qualified adults may be minimal. While the platform is relatively easy to use, some degree of proficiency in utilizing IT/VR equipment is required. This platform is much better suited to being used by a tutor in the creation of content for use in a learning environment rather than being used by the end learner.								
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<b>Ideal application /utilization</b>	<ul style="list-style-type: none"> <li>• <b>Context of ideal application</b> <ul style="list-style-type: none"> <li>- Used in teaching of the creation of own VR content</li> </ul> </li> <li>• <b>Instructions for preparation</b> <ul style="list-style-type: none"> <li>- Amazon AWS account must be created</li> <li>- A credit card or payment option must be chosen (even for free tier)</li> <li>- Access to internet and desktop/laptop</li> </ul> </li> <li>• <b>Instructions for tutoring</b> <ul style="list-style-type: none"> <li>- As much of the content creation can be taught through the use of tool tips or tutorials there is limited requirement for tutoring</li> <li>- Any tutor should be well versed in the use of Sumerian and should have a good understanding of the tools used for content creation</li> </ul> </li> <li>• <b>Do's and don'ts</b> <ul style="list-style-type: none"> <li>- Sumerian would not be recommended for use with learners but instead should be used for content creation by the tutor organisation(s) or the tutor themselves.</li> </ul> </li> </ul>
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### Additional Recommendations:

VR Application Profile																											
<b>Name of VR Application</b>	<b>Mondly: Learn Languages VR</b>																										
<b>Category</b>	<b>Language Learning</b>																										
<b>Date of processing:</b> 20/11/2019																											
<b>Technical Framework &amp; Key Data</b>	<p><b>Software-Provider:</b> Google Commerce Ltd  <b>Software-Developer:</b> ATi Studios  <b>Version of app:</b> 3.0.2</p> <p><b>Compatible VR hardware systems:</b></p> <table border="0"> <tr> <td><input type="checkbox"/> Google Cardboard</td> <td><input checked="" type="checkbox"/> Oculus Rift</td> </tr> <tr> <td><input checked="" type="checkbox"/> Google Daydream View</td> <td><input type="checkbox"/> Oculus Quest</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Mirage Solo</td> <td><input checked="" type="checkbox"/> Samsung Gear VR</td> </tr> <tr> <td><input type="checkbox"/> Lenovo Explorer</td> <td><input type="checkbox"/> Samsung Odyssey</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive Pro</td> <td><input type="checkbox"/> PlayStation VR</td> </tr> <tr> <td><input checked="" type="checkbox"/> HTC Vive</td> <td><input type="checkbox"/> Dell Visor</td> </tr> <tr> <td><input type="checkbox"/> Acer AH 101</td> <td></td> </tr> <tr> <td><input checked="" type="checkbox"/> Oculus Go</td> <td></td> </tr> </table> <p><b>Compatible operating systems</b></p> <table border="0"> <tr> <td><input type="checkbox"/> iOS</td> <td>Version:.....</td> </tr> <tr> <td><input checked="" type="checkbox"/> Android</td> <td>Version: 7.0 and up</td> </tr> </table> <p><b>Languages available</b></p> <table border="0"> <tr> <td><input checked="" type="checkbox"/> English</td> <td><input checked="" type="checkbox"/> Italian</td> </tr> <tr> <td><input checked="" type="checkbox"/> Spanish</td> <td><input checked="" type="checkbox"/> Other: a lot more</td> </tr> <tr> <td><input checked="" type="checkbox"/> German</td> <td></td> </tr> </table> <p><b>Costs:</b> -3,79€ - 7,99€</p>	<input type="checkbox"/> Google Cardboard	<input checked="" type="checkbox"/> Oculus Rift	<input checked="" type="checkbox"/> Google Daydream View	<input type="checkbox"/> Oculus Quest	<input type="checkbox"/> Lenovo Mirage Solo	<input checked="" type="checkbox"/> Samsung Gear VR	<input type="checkbox"/> Lenovo Explorer	<input type="checkbox"/> Samsung Odyssey	<input checked="" type="checkbox"/> HTC Vive Pro	<input type="checkbox"/> PlayStation VR	<input checked="" type="checkbox"/> HTC Vive	<input type="checkbox"/> Dell Visor	<input type="checkbox"/> Acer AH 101		<input checked="" type="checkbox"/> Oculus Go		<input type="checkbox"/> iOS	Version:.....	<input checked="" type="checkbox"/> Android	Version: 7.0 and up	<input checked="" type="checkbox"/> English	<input checked="" type="checkbox"/> Italian	<input checked="" type="checkbox"/> Spanish	<input checked="" type="checkbox"/> Other: a lot more	<input checked="" type="checkbox"/> German	
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<b>Learning Content</b>	Language Learning (American English, British English, German, Italian, Spanish, French, Portuguese, Chinese, Japanese, Korean, Arabic, Hindi, Vietnamese, Indonesian, Dutch, Russian, Norwegian, Danish, Swedish, Hebrew, Greek, Rumanian, Croatian, Ukrainian, Polish, Czech, Finnish, Hungarian, Thai and Turkish)
<b>Learning Outcomes</b>	As stated above the app supports language learning for nearly all world languages. Independent of the language chosen, the following learning outcomes can be achieved:
	<p><b>Knowledge</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...list at least five relevant vocabulary and phrases for each of the following topics: animals, space, vegetables and fruits</li> <li>• ...list relevant phrases for various scenarios (e.g. in a train, at the hotel reception, at a restaurant, etc.) which can be used to lead a conversation</li> </ul>
	<p><b>Skills</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>• ...translate at least five relevant vocabulary and phrases for each of the following topics: animals, space, vegetables and fruits</li> <li>• ...pronounce at least three relevant vocabulary and phrases for each of the following topics correctly: animals, space, vegetables and fruits</li> <li>• ...translate and pronounce relevant phrases for various scenarios (e.g. in a train, at the hotel reception, at a restaurant, etc.) correctly</li> </ul>

	<p><b>Competences</b></p> <p><i>The adult learners will be able to:</i></p> <ul style="list-style-type: none"> <li>...lead a conversation and express oneself adequately in various scenarios (e.g. in a train, at the hotel reception, at a restaurant, etc.)</li> </ul>
<p><b>Activities provided</b></p>	<p>In the App “Mondly: Learn Languages VR” users can choose either between six different settings to learn vocabulary beginning from fruits over vegetables to animals or decide to enter one of the eight conversation-scenarios by pointing the hand controller towards them and activating the trigger button.</p> <ul style="list-style-type: none"> <li>In all vocabulary learning settings, an avatar introduces the learners to relevant vocabulary and phrases by referring to the provided environment in the app and invites the learners to repeat words and phrases aloud.</li> <li>Regarding the conversation-scenarios users are provided with authentic situations beginning from a dialog in a train to Berlin over a taxi ride in Hong Kong to check-in situation in a Hotel in Paris. In all scenarios, users can get to talk to avatars while adequate phrases as well as its translations are suggested for help.</li> </ul> <p>In the conversation scenarios as well as in the vocabulary settings immediate feedback ensures that words and phrases spoken by the learners are pronounced correctly.</p>

<p><b>Added value for low-skilled/-qualified adults</b></p>	<p>The App “Mondly: Learn Languages VR” might be also beneficial in terms of low-skilled and low-qualified adult learners, especially for refugees and migrants who are often challenged to become familiar with a completely new language and culture. Unlike traditional language learning the VR app allows to learn the new language in an interactive way, to practice speaking in realistic scenarios and consequently prepares the learners for everyday situations.</p>													
<p><b>SWOT analysis</b></p>	<table border="0"> <tr> <td>• User-friendliness</td> <td>1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></td> </tr> <tr> <td>• Pedagogic orientation and standards</td> <td>1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/></td> </tr> <tr> <td>• Applicability level</td> <td>1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/></td> </tr> <tr> <td>• Gamification level</td> <td>1 <input checked="" type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/></td> </tr> </table> <p><i>*1...very poor/low; 2...poor/low; 3...OK/medium; 4...good/high; 5...very good/high</i></p> <table border="1"> <thead> <tr> <th data-bbox="1384 979 1744 1011">STRENGTHS</th> <th data-bbox="1744 979 2107 1011">WEAKNESSES</th> </tr> </thead> <tbody> <tr> <td data-bbox="1384 1011 1744 1390"> <ul style="list-style-type: none"> <li>...offers language learning for nearly all world languages</li> <li>...provides learners with immediate feedback on their pronunciation</li> <li>...allows to learn languages in interactive and realistic scenarios</li> </ul> </td> <td data-bbox="1744 1011 2107 1390"> <ul style="list-style-type: none"> <li>...provides only limited vocabulary settings and vocabulary</li> <li>...when using the App with Daydream smartphone gets really hot after some time</li> <li>...is not for free (depending on VR hardware may cost up to -8 Euros)</li> </ul> </td> </tr> </tbody> </table>		• User-friendliness	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/>	• Pedagogic orientation and standards	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input checked="" type="checkbox"/> 4 <input type="checkbox"/>	• Applicability level	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input checked="" type="checkbox"/>	• Gamification level	1 <input checked="" type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/>	STRENGTHS	WEAKNESSES	<ul style="list-style-type: none"> <li>...offers language learning for nearly all world languages</li> <li>...provides learners with immediate feedback on their pronunciation</li> <li>...allows to learn languages in interactive and realistic scenarios</li> </ul>	<ul style="list-style-type: none"> <li>...provides only limited vocabulary settings and vocabulary</li> <li>...when using the App with Daydream smartphone gets really hot after some time</li> <li>...is not for free (depending on VR hardware may cost up to -8 Euros)</li> </ul>
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	OPPORTUNITIES	THREATS	
<p><b>Ideal application /utilization</b></p>	<ul style="list-style-type: none"> <li>• ...can be ideal to learn the most important phrases and vocabulary for certain scenarios e.g. scenario “Hotel: Reception”</li> <li>• ...might arouse learners’ interest for language learning</li> <li>• ...allows learners to practice their pronunciation</li> </ul>	<ul style="list-style-type: none"> <li>• ...vocabulary settings might get a little bit boring after a while since the avatar is speaking really slowly</li> <li>• ...some vocabulary settings might be not that relevant for everyday situations e.g. setting “space”</li> <li>• ...in order to learn the language properly an additional language course might be needed since the app imparts no further knowledge about grammar, etc.</li> </ul>	<ul style="list-style-type: none"> <li>- Provide maybe chairs (ideally revolving chairs) for the learners since the most comfortable way to explore the App might be in a seated position.</li> <li>- <b>Instructions for mentoring</b></li> <li>- The app is quite simple in structure. Provide your learners with a short introduction to the app and give them some time to watch the tutorials of the app so that they can become familiar with the handling.</li> <li>- It might be useful to write down the most important phrases or vocabulary of each scenario/vocabulary learning setting. Alternatively, you could also ask the learners to write them down after the VR lesson.</li> <li>- After the application of the app it might be useful to discuss the experiences made by the learners and/or to let them summarize what they’ve learned.</li> <li>- <b>Do’s and don’ts</b></li> <li>- Do see the app as an additional learning and teaching tool which can help to learn important phrases in a language, rather than an app which can replace a comprehensive language learning course.</li> <li>- In order to embed the app in a more comprehensive learning context, it might an idea e.g. to explain grammar rules based on the phrases learned in the app or to provide learners with further possibilities to enrich their vocabulary about contents addressed.</li> </ul>



- If the course content fits with the vocabulary learning settings provided by the app the exploration of these might be an interesting way to introduce the new topic.
- The app might be also a successful tool in context of blended learning formats. In this context, learners could e.g. be provided with certain tasks or be encouraged to use the app as a practice tool.

