VIRTUAL REALITY SET UP

St. Joseph High School - Trumbul





Brant Amount \$14,750
Project Cost: \$14,750

800 Students Impacted
Grades 9-12

<u>PURPOSE</u>: To use the Virtual Reality (VR) setup in multiple areas of education and in various cross-curriculum applications. By allowing students to "see" and "visualize" concepts, topics, and places, they will become immersed in their studies and increase their desire to learn.

IMPACT: VR allows for practice in environments that are highly immersive and closely parallel real-world situations. The virtual environment allows students control over their learning in a consequence-free, exploratory manner, through which they become empowered and more engaged. This is an enjoyable way to learn and students tend to remember things that they see and experience.

FUTURE PLANS: This VR headset will continue to be part of the curriculum.



