

Humanising Language Teaching

Getting Started with Fulldive VR and Sites in VR in the Classroom

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Introduction

Virtual reality (VR) is defined as “an immersive computer-enabled technology that replicates an environment and allows a simulation of the user to be present and interact in that environment.” (Lloyd, Rogerson, & Stead, 2017, p. 222). Although it has been used to support flight simulators for decades, VR is still a relatively new technology in language education.

Though some studies such as the ones done by Lee and Wong (2008) and Hentsch (2018) have described VR as a useful technology that aids student learning by experiencing subject matters or points of discussion through the visualization of information, VR has not yet been widely taken up in language education. According to Bonner & Reinders (2018), many teachers are still reluctant to incorporate VR technology into their classes.

In order to encourage more teachers to experiment with VR, this paper presents some practical ideas on how to integrate this particular technology into everyday English language classrooms. Each of the activities has been developed with high-school or university age students in mind; and for practical reason, all activities are based on currently available, free and easy-to-use VR applications, i.e. *Sites in VR* and *Fulldive VR*. All suggested activities below can be done without

References


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