

Fulldive

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

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Biodata ¹

Flora D. Floris is a senior lecturer at Petra Christian University, Indonesia. Her main interests include language teacher professional development, teaching English as an International Language, and technology-enhanced language learning.

Evelyn Listiyani is a graduate of the English Department of Petra Christian University. She is interested to try out various teaching activities to cater different learning styles.

Wina Kristian is a graduate of the English Department of Petra Christian University. She believes that the use of technology will bring pedagogical benefits for both teachers and students.

²

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, Rogerson² & 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.

⁴ Although 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.

²

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 specialised technical skills. Before introducing some practical ideas for teachers to try out, the paper will present brief information related to *Sites in VR* and *Fulldive VR*.

Overview: *Sites in VR* and *Fulldive VR*

Sites in VR includes a series of virtual tours from all over the world, including some museums, churches, modern cities, historical sites, and other interesting places. The tour also enables the users experience the outer space. The app is easy to use as it includes thousands of high quality 360° panoramic images and videos, and automatically adjusts the setting of the users' smartphone for the VR headset model (Anonymous, 2016).

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