Research Topic / Title

Virtual Reality in Education

This research will focus on the educational benefits and applications for virtual reality technology in the classroom.

Full Topic Description

VR allows one to hold meetings, classes, private lessons and presentations remotely in a safe virtual multi user environment. Educators can record their own lessons and presentations or deliver them in real time. They can also add in immersive elements such as virtual objects for people to interact with or visit virtual environments. A history lesson on ancient Egypt could be taught at the feet of the great pyramids.

This research will explore the potential impact that VR technology may have in the learning environment and its implications for education delivery in the future. The candidate will need to review the hardware and software that is currently available. Study the literature and existing studies into VR in the classroom. They will also survey perceptions and attitudes towards VR by students, parents and educators. They will examine if and how learning can be enhanced through currently available solutions.

Supervisory Team

Robert Griffin & Dr. Hilary Kenna