

Team Number: 4A
Team Topic: Virtual Reality
Theme: Impact on Society
and Global Community

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All team members are invited to contribute information and research including multimedia. Make sure all sources are cited correctly.

Team Members

[HannahM_dhs](#)

BrydenN_dhs

[DanielleZ_BMHS_11](#)

[JacobS_bmhs_3](#)

[ArielleL_bmhs_67](#)

[MitchA_bmhs_2](#)

[MarissaH_bmhs_11](#)

Add team member names and schools here

Danielle Z: Berea-Midpark High School

W

Jacob S: Berea-Midpark High School

Arielle L: Berea-Midpark High School

Mitch A: Berea-Midpark High School

Marissa H berea-Midpark High School

Topic Overview

Provide an overview of the topic

Virtual reality is a computer technology that uses headsets to create an immersive, computer-generated simulation that allows end users to experience, move about in, and interact with this virtual world. [DanielleZ_bmhs_11](#)

Virtual reality is a computer-generated simulation of a three-dimensional image or environment that can be interacted with in a seemingly real or physical way by a person using special electronic equipment, such as a helmet with a screen inside or gloves fitted with sensors. [JacobS_bmhs_3](#)

Virtual reality refers to computer-generated environments that simulate the physical presence of people and/or objects and realistic sensory experiences. VR devices break down into 2 categories: high-end headsets, such as the Oculus Rift or the Sony PlayStation VR, or budget headsets, like the Samsung Gear VR or the Google

Cardboard. Schools can transport learners to distant and impossible-to-visit locations. Goldman Sachs predicts that VR could reach 15 million learners by 2025. 85% of teachers agree that VR would help their students understand learning concepts and facilitate greater collaboration. [ArielleL_bmhs_67](#)

Virtual reality is an emerging technology where, using an iPhone app inserted into a headset, students can observe a 360 image/video of a variety of locations. The Virtual reality media is very eclectic and ranges from a 360 view of a waterfall to a tour of a spooky haunted house. This technology can transport students all over the world and give them close to a real life view of other cultures, locations, and situations, things they would never get to enjoy or learn about in a VR free classroom. [HannahM_dhs](#)

Virtual reality is computer generated of 3 dimensional images. The Social learnings and adaptations of new behaviors from virtual reality have risen behavior variety. These cause a lot of differences in people's reactions. Many people in virtual environments lack social cues and the ability to react realistically if something were to happen. [Marissa_bmhs_11](#)

Virtual reality is a visual, computer-generated device that creates 3 dimensional images/games/videos. It can be used in the medical field to help medical students with the things they need to know. They can also use them to help war veterans with PTSD. [MitchA_bmhs_2](#)

Current News

Share current news items and links

[Students swim with sharks, explore space through vr](#) [MarissaH_bmhs-11](#)

[Stanford Med and Virtual Reality](#) [Daniellez_bmhs_11](#)

[End-of-Life Medical care](#) [JacobS_bmhs_3](#)

[Virtual Reality in European Museums](#) [ArielleL_bmhs_67](#)

[The Use of Virtual Reality in Psychology: A Case Study in Visual ...](#) [MitchA_bmhs_2](#)

<https://www.emergingedtech.com/2017/06/real-uses-of-virtual-reality-in-education-how-schools-are-using-vr/> [HannahM_dhs](#)

Topic Impact

What impact has the topic had on your theme?

Regarding the advantages of VR,-----VR could provide a simple environment which allows students to test hypothetical scenarios and inquire with a virtual world easily. Moreover, VR could simulate abstract phenomena which facilitate learners to observe and interact with unobservable nature of matter. The benefits of real time visualization could enhance students' understandings of scientific concepts. [Daniellez_bmhs_11](#)

Virtual Reality is making a huge impact on the medical field. Surgical procedures like appendectomies or cesarean, or even a conjoined twin procedure have a lot of help from 3D visualizations. Overall without VR, the medical field would be nothing like it is today. [JacobS_bmhs_3](#)

Virtual reality can be used to combat eating disorders by using cognitive behavioral techniques. At the time this article was published, the studies were still at an early stage. The VR sets showed what kinds of environments can trigger a binge-purging cycle. Some studies using VR-based environments associated to cognitive behavioral techniques showed their potential utility in improving motivation for change, self-esteem, body image disturbances and in reducing binge eating and purging behavior.

[ArielleL_bmhs_67](#)

Schools everywhere are using virtual reality. Students could look at different countries or take trips to space using vr. They use their body motion to navigate and move to different angles on the vr. Some people consider it as a free field trip. The creators goal was to create something to open kids eyes. This helps them learn new things and have fun doing it. [MarissaH_bmhs_11](#)

Virtual reality is used to help the phobias/fears in young adults with autism spectrum disorders. They can be guided through anxiety provoking environments and interact with people and objects. It is also used to treat people's fear of heights or flying.

[MitchA_bmhs_2](#)

Virtual reality has been seen to improve attention in students in a classroom setting. In trials students who had used VR training were able to better pay attention to lessons. This changes teachers views on the use of VR. Originally seen as a great tool to show students around the world , this research transformers VR in to a tool to help students

improve concentration in the classroom and on lessons. This focus training can lead to better grades and help kids who struggle with distractions achieve better marks.

[HannahM_dhs](#)

Citations

Provide citations and links to all research

:Nye, Benjamin D. and Barry G. Silverman. "Social Learning and Adoption of New Behavior in a Virtual Agent Society." *Presence: Teleoperators & Virtual Environments*, vol. 22, no. 2, Spring2013, pp. 110-140. EBSCOhost, doi:10.1162/PRES_a_00144

[MarissaH_bmhs_11](#)

Lessick, Susan and Michelle Kraft. "Facing Reality: The Growth of Virtual Reality and Health Sciences Libraries." *Journal of the Medical Library Association*, vol. 105, no. 4, Oct. 2017, pp. 407-417.

[Daniellez_bmhs_11](#)

Hsin-Hun, Liou, et al. "The Influences of the 2D Image-Based Augmented Reality and Virtual Reality on Student Learning." *Journal of Educational Technology & Society*, vol. 20, no. 3, July 2017, pp. 110-121.

EBSCOhost, search.ebscohost.com/login.aspx?direct=true&AuthType=cookie,ip,custuid&custid=infoho&db=aph&AN=123966660&site=ehost-live [Daniellez_bmhs_11](#)

Lanese, N. (2018). *New neuroanatomy lab bridges virtual reality, operating room.*

[online] News Center. Available at:

<http://med.stanford.edu/news/all-news/2018/03/new-neuroanatomy-lab-bridges-virtual-reality-operating-room.html> [Accessed 12 Mar. 2018]. [Daniellez_bmhs_11](#)

“3 Ways Virtual Reality Is Transforming Medical Care.” *NBCNews.com*, NBCUniversal News Group,

www.nbcnews.com/mach/science/3-ways-virtual-reality-transforming-medical-care-ncna794871. [JacobS_bmhs_3](#)

Stenquist, Paul. “Virtual Reality Is Carmakers' Latest Selling Tool, at Shows and in Showrooms.” *The New York Times*, The New York Times, 29 Mar. 2018.

www.nytimes.com/2018/03/29/business/car-show-marketing-tech.html [ArielleL_bmhs_67](#)

de Carvalho, Marcele Regine. “Virtual Reality as a Promising Strategy in the Assessment and Treatment of Bulimia Nervosa and Binge Eating Disorder: A Systematic Review.” *EBSCOhost*, 3

Sept. 2017, www.ncbi.nlm.nih.gov/pmc/articles/PMC5618051/. [ArielleL_bmhs_67](#)

Maskey, Morag, et al. "Reducing Specific Phobia/Fear in Young People with Autism Spectrum Disorders (Asds) through a Virtual Reality Environment Intervention." *Plos ONE*, vol. 9, no. 7, July 2014, pp. 1-12. EBSCOhost, doi:10.1371/journal.pone.0100374.

[MitchA_bmhs_2](#)

Kim, Sun I. "The Effect of Virtual Reality Cognitive Training for Attention Enhancement." *The Effect of Virtual Reality Cognitive Training for Attention Enhancement | CyberPsychology & Behavior*, 5 July 2004, www.liebertpub.com/doi/abs/10.1089/109493102753770516. [HannahM_dhs](#)

Video Links and Picture

[Virtual Reality Pictures](#) [Daniellez_bmhs_11](#)

[Virtual Reality Images](#) [MitchA_bmhs_2](#)

Videos

[Virtual Reality Video](#) [MitchA_bmhs_2](#)

Every student will create a personal multimedia artifact (video) as a communication response from shared research to do with the topic and theme.

Each video will be designed to include at least one OUTSOURCED clip (about 30-45 sec.) from another student in the same team.

Types of Videos

Students are requested to choose ONE of the following genres to focus on for their final video:

- Docudrama
- Public service announcement
- Social Entrepreneurship initiative

IMPORTANT - READ more about the [VIDEO CREATION PROCESS](#).

IMPORTANT - you MUST add your final video to the [MASTER Student Video List](#) FIRST and get your code number e.g. 1.1A.1

THEN - Embed your FINAL personal videos on your Team Wiki using this template:

Title

Video Number

Author

Contributor(s) -

Alternate link to video:

(embed video here if possible)