

SEPTEMBER 2, 2024

## How Can I Apply Virtual Reality to Create Meaningful Assignments and Assessments?



Using best practices when planning and implementing virtual reality (VR) in the classroom will improve student learning outcomes. Knowing how to assess and evaluate VR content for use in the classroom will make for more engaging and content-filled assignments.

This Magna 20-Minute Mentor focuses on the assessment and course design aspects of VR and provides evidence-based best practices for:

- Planning for and carrying out VR assignments
- Assessing and selecting VR experiences for classroom use
- Real-world examples of VR in the classroom

Additionally, participants are given resources to apply Bloom's Taxonomy to VR applications and identify how VR assignments can supplement and enhance existing pedagogical practices and ultimately create an implementation plan.

**Upon completion of this program, you'll be able to:**

- Pinpoint the best practices for implementing VR in the classroom, including the preparation and implementation phases of planning
- Assess and evaluate VR experiences for use in the classroom in context of low- mid- and high-level Blooms Taxonomy
- Create a plan to implement VR assignments



Available from  
Monday, September 2–  
Sunday, September 8, 2024



<https://mondaymorningmentors.com>



Password: virtual892

