Workshop Virtual and Augmented Reality in Education
16 September 2016
14:00 - 17:00, location T.B.D. in Leiden

Can Virtual Reality (VR) and Augmented Reality (AR) help your students with understanding complex and hard-to-understand concepts? Could it give them a better sense of the working practice of your field? Or is it possible to create an interactive environment that helps to solve complex problems? Join the workshop ‘Virtual and Augmented Reality in Education’ to explore these questions together and get a headstart in applying innovative technologies for your education.

During this workshop you will experience state-of-the-art Virtual and Augmented Reality technologies. You will get an idea about VR and AR and what the differences are. What can we expect from these techniques in the near future and what are current limitations? From there we will explore the possibilities VR, AR and 360 degrees video offer as tools for learning. How can you use these techniques to tell the story you want to tell and increase the learning experience of your students?

At the end of the workshop you have developed new ideas for educational applications. We will end by discussing how these ideas can be made into reality. Specifically we will discuss two interesting opportunities: the SURF Stimuleringsregeling Open en Online Onderwijs and the creation of a prototype by students from the ‘Learning through Virtual Reality’ Honours Class.

This workshop is open and free for all staff from Leiden University. You can join the workshop by filling in this form.

For questions or more information, you can contact Leontine van Melle (l.r.van.melle@fgga.leidenuniv.nl)

We look forward seeing you on the 16th of September!

This workshop is organised by Thomas Hurkkxkens from the Centre for Innovation’s New Media Lab (Leiden University) in cooperation with Robin de Lange from Virtual Reality Learning Lab.