

Teacher Training

Virtual Reality



SUPPORTSQUARE

Verloop Teacher training

Basisopleiding/heropfrissing

- 1:00 (max)

Info app 1

- 30 min

App 1 doorlopen

- 30 min

Info app 2

- 30 min

App 2 doorlopen

- 30 min

Nabespreking

- 10 min



Onderdelen basistraining

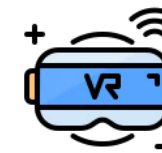
Doelstellingen



Introductie



Hardware gewenning



Speelgebied



Wifi



VR in de klas



Vragen



Doelstellingen basistraining

- Kunnen de controllers op een juiste manier vasthouden
- Kunnen de grootte van de bril aanpassen
- Kunnen de bril aan en uitzetten
- Kunnen een nieuwe speelzone instellen (aangepast of stationair)
- Kunnen verbinden met wifi
- Kunnen enkele didactische werkvormen voorstellen voor VR in de klas



Onderdelen basistraining

Doelstellingen



Introductie



Hardware gewenning



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Wifi



VR in de klas



Vragen



Introductie

Wie heeft er game-ervaring? Wie heeft er al VR-ervaring? Met welk soort bril was dit? Hoe was jouw beleving binnen VR?

Introductiefilmpje van Oculus:

<https://www.youtube.com/watch?v=Ke4MefpmRmc>



Onderdelen basistraining

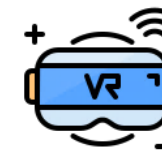
Doelstellingen



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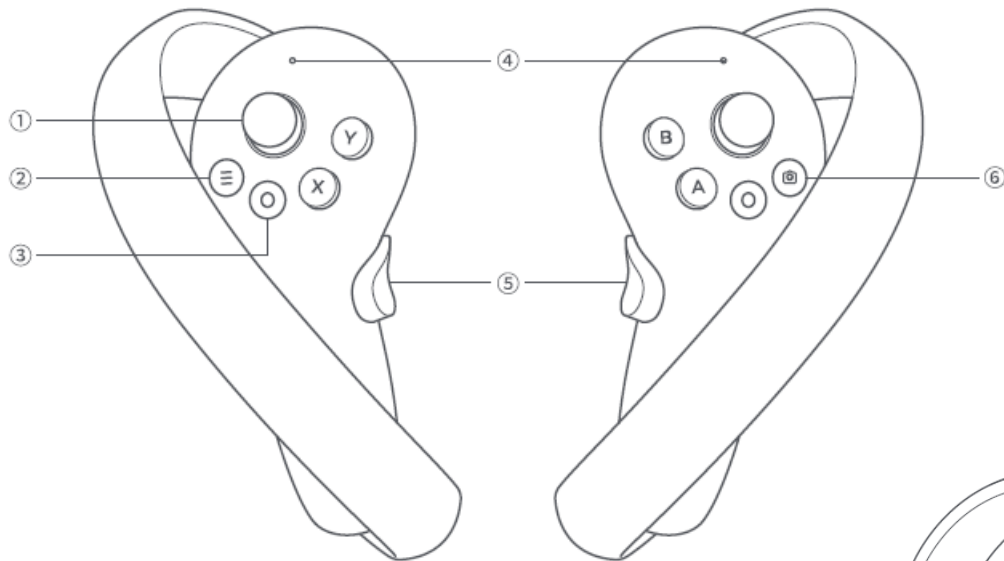
VR in de klas



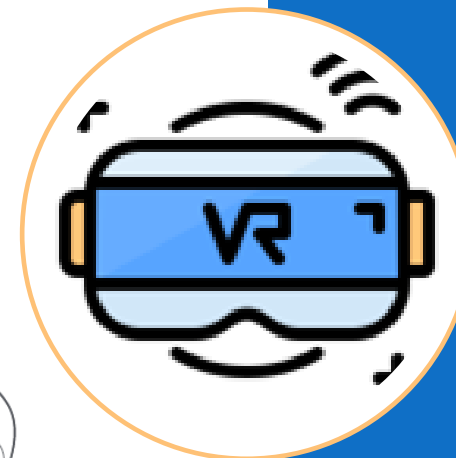
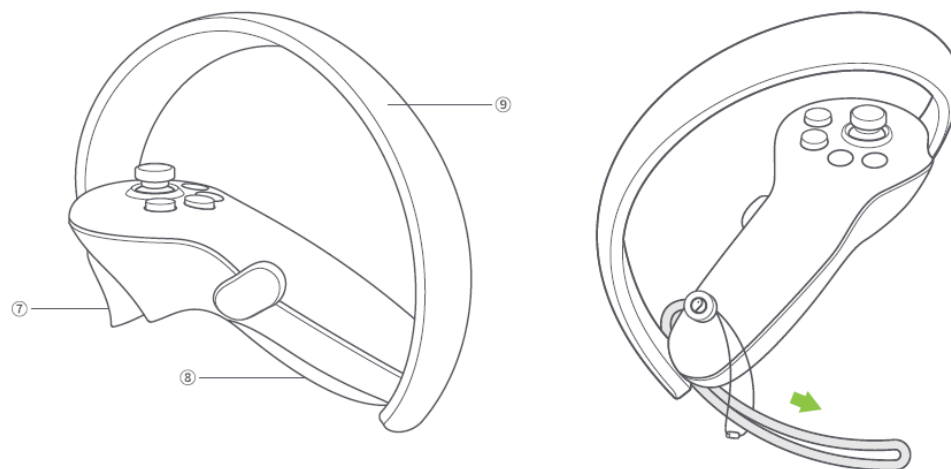
Vragen



Controllers

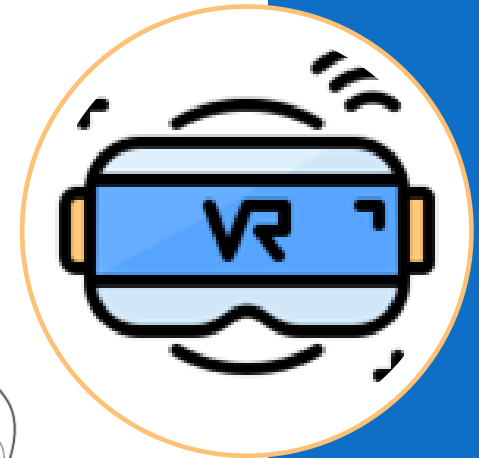
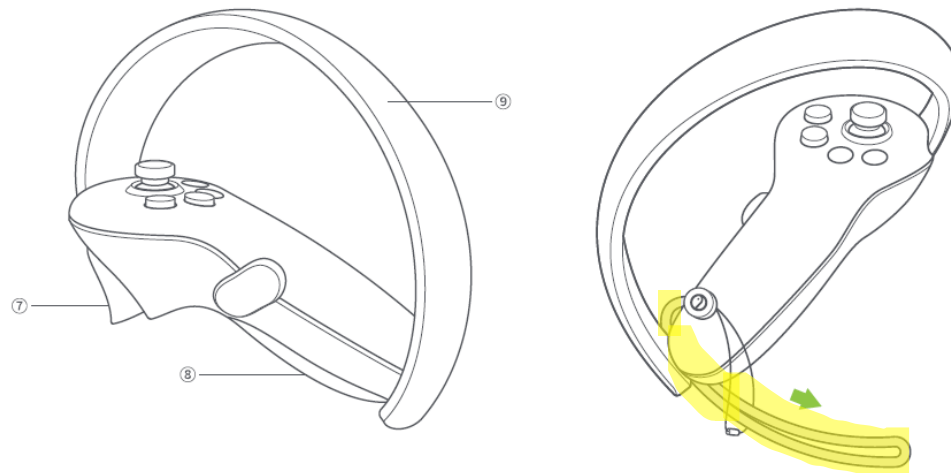


1. Joystick
2. App Menu
3. Home
4. Status indicator (Led)
5. Grijp knop
6. Foto knop
7. Trigger/Schiet knop
8. Batterij
9. Tracking ring

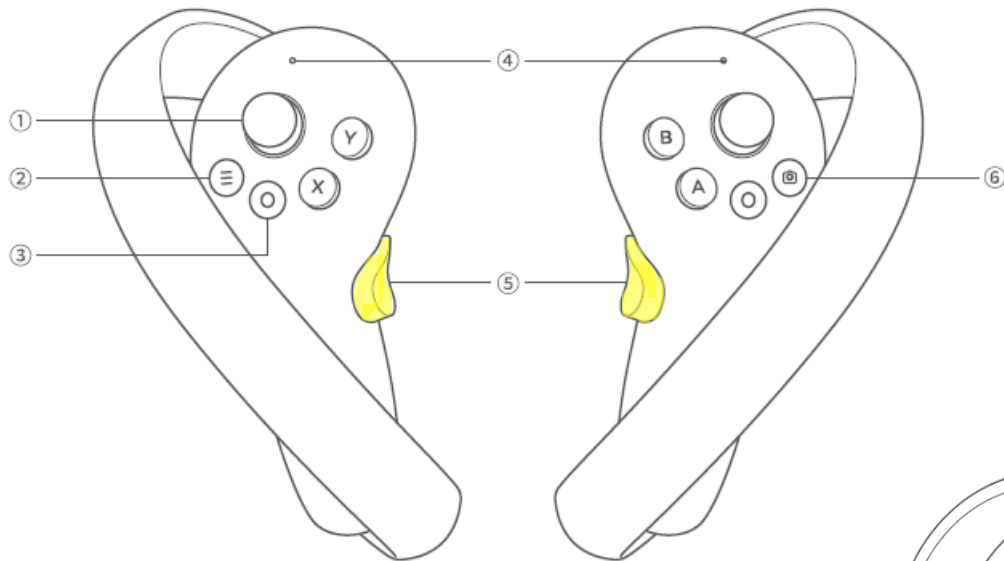


Controllers

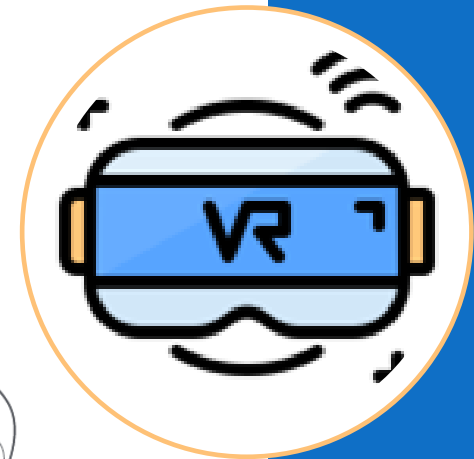
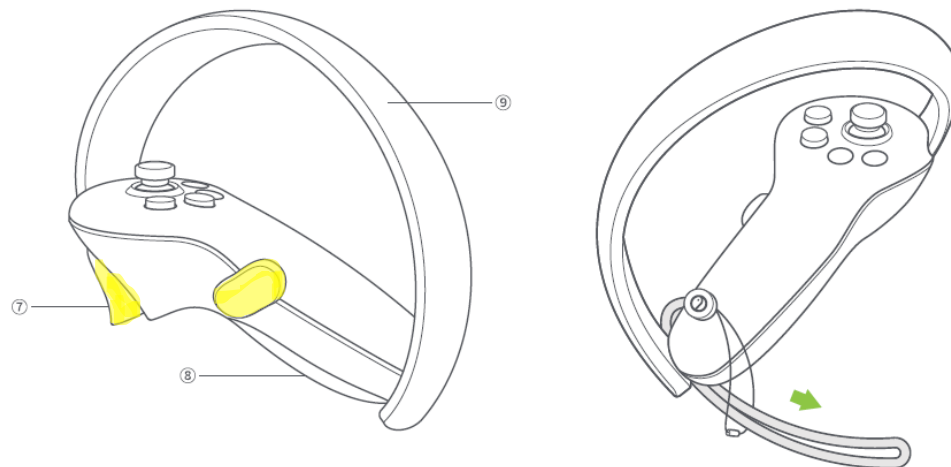
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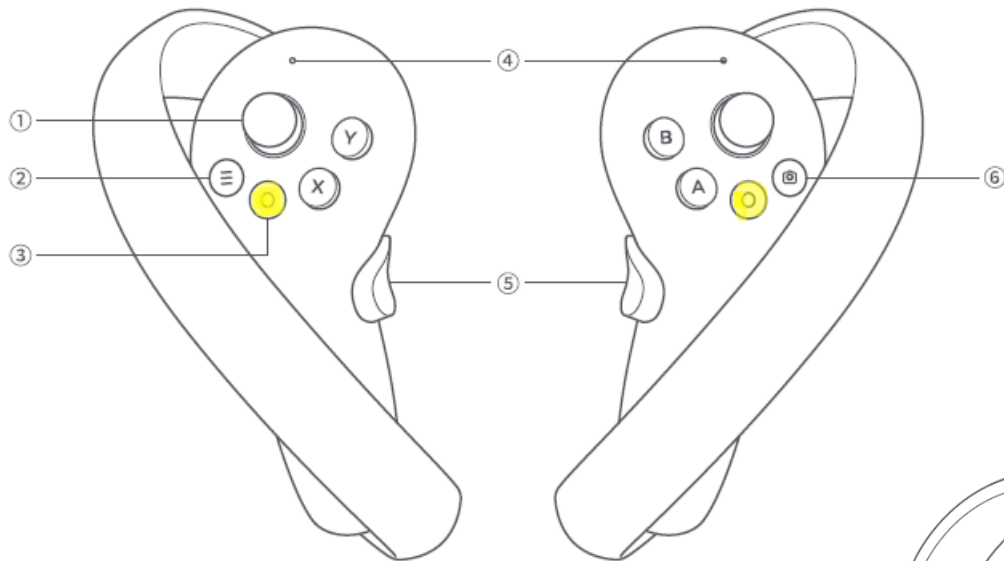
Controllers



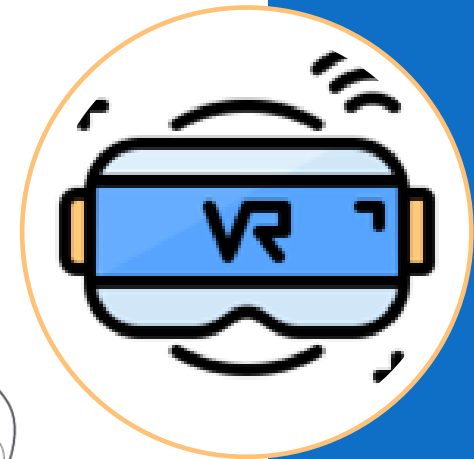
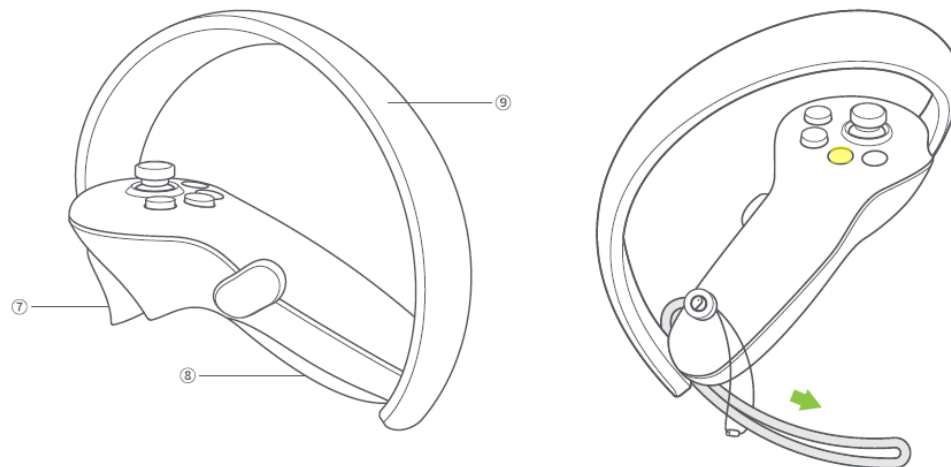
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2. App Menu
3. Home
4. Status indicator (Led)
5. **Grijp knop**
6. Foto knop
7. Trigger/Schiet knop
8. Batterij
9. Tracking ring



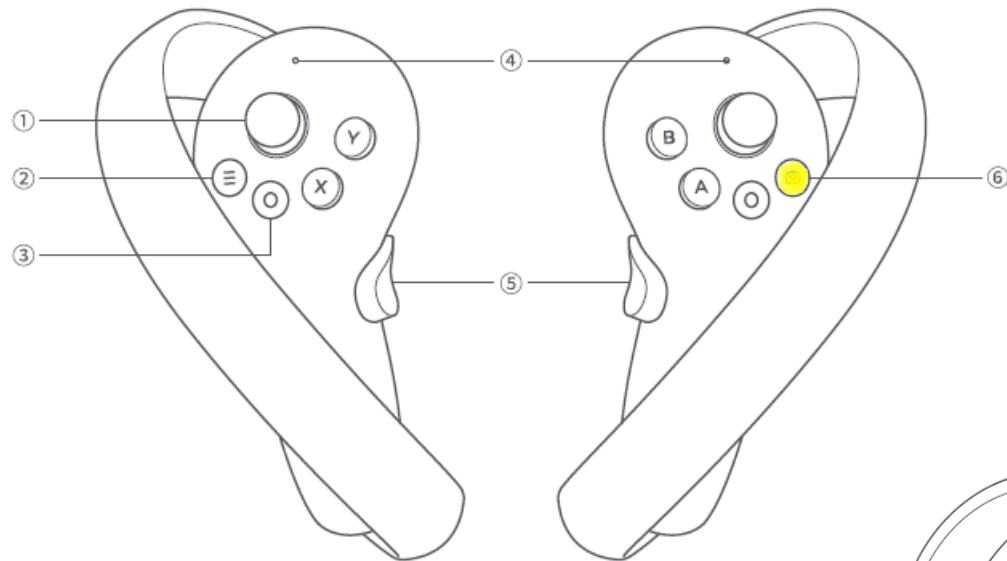
Controllers



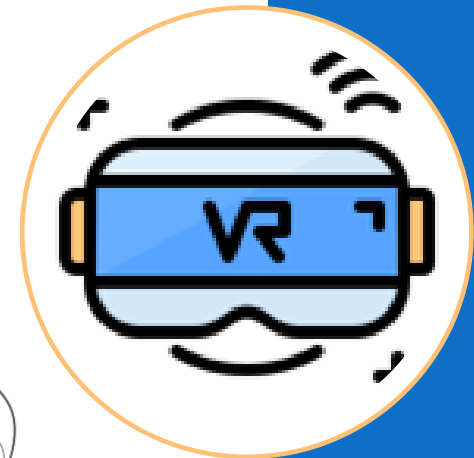
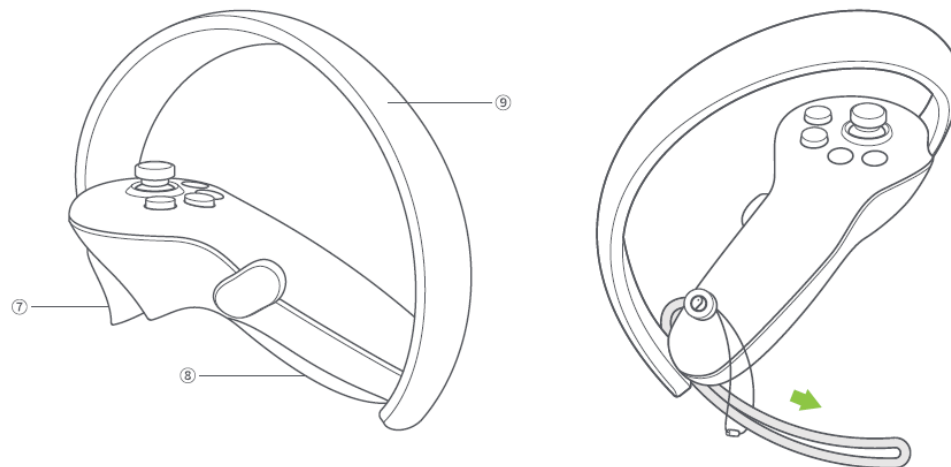
1. Joystick
2. App Menu
3. Home
4. Status indicator (Led)
5. Grijp knop
6. Foto knob
7. Trigger/Schiet knop
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9. Tracking ring



Controllers

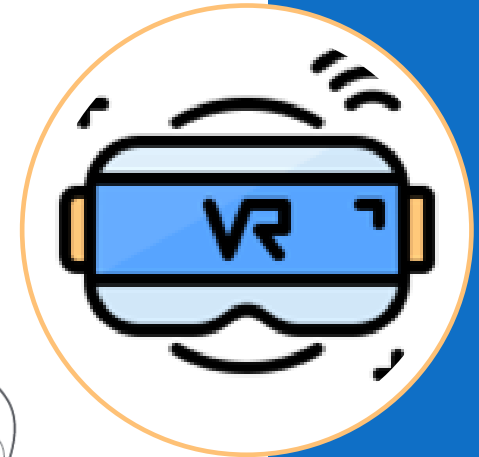
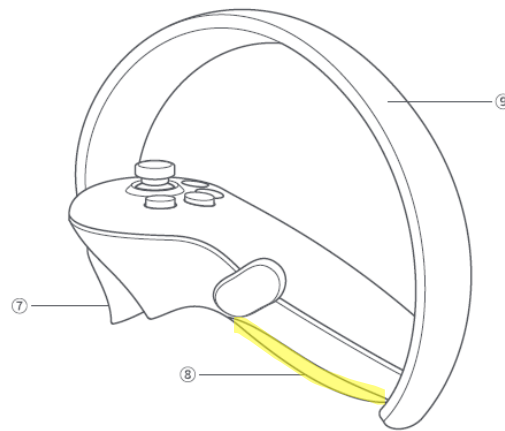
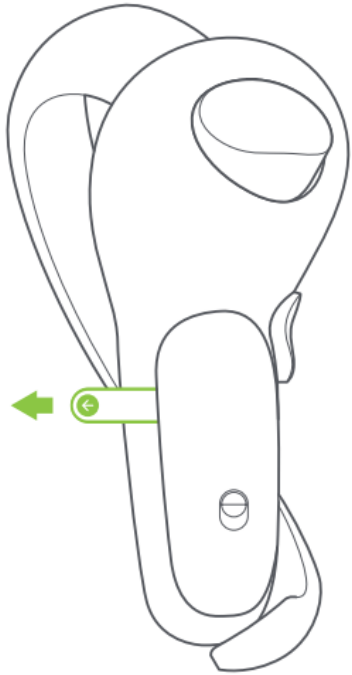


1. Joystick
2. App Menu
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5. Grijp knop
6. Foto knop
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8. Batterij
9. Tracking ring

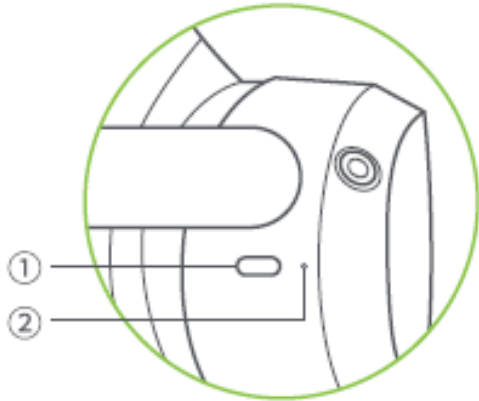


Controllers

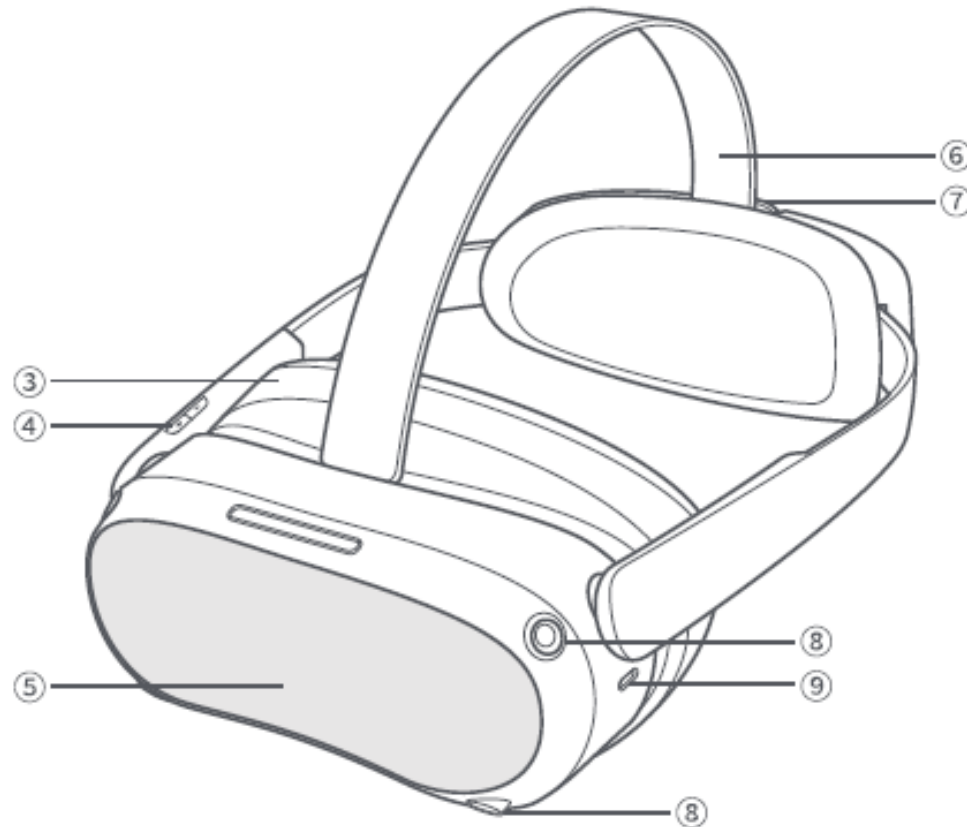
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6. Foto knop
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8. **Batterij**
9. Tracking ring



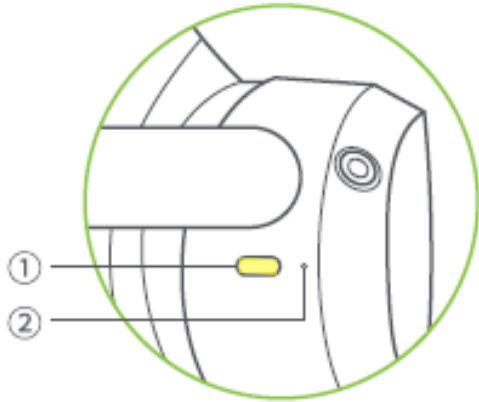
Headset



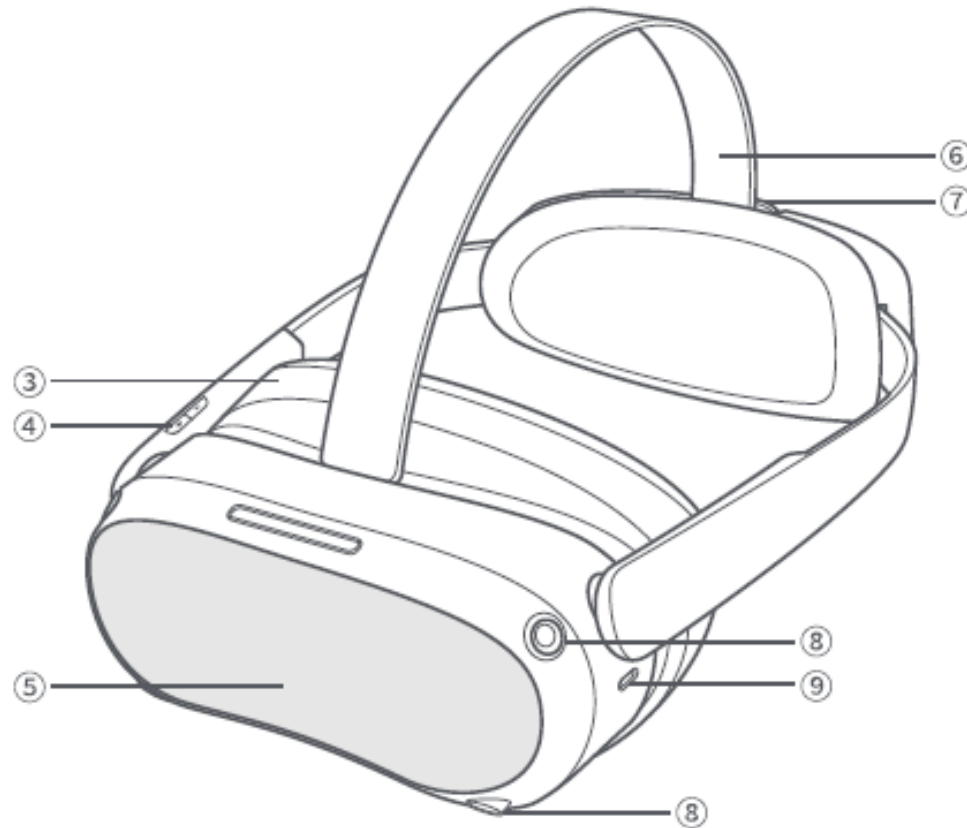
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2. Status indicator (Led)
3. Gezicht's kussen
4. Volume knoppen
5. Doorkijk camera
6. Bovenste strap
7. Draaiknop zij-straps
8. Tracking Camera's
9. USB-C aansluiting



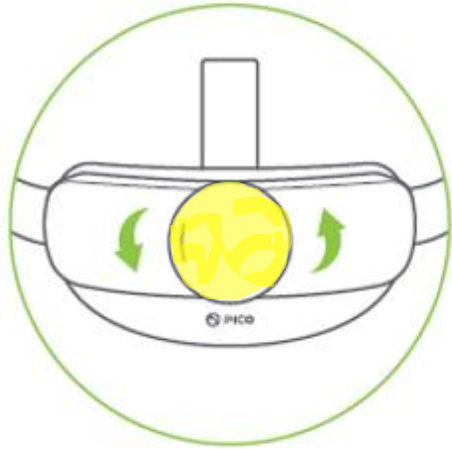
Headset



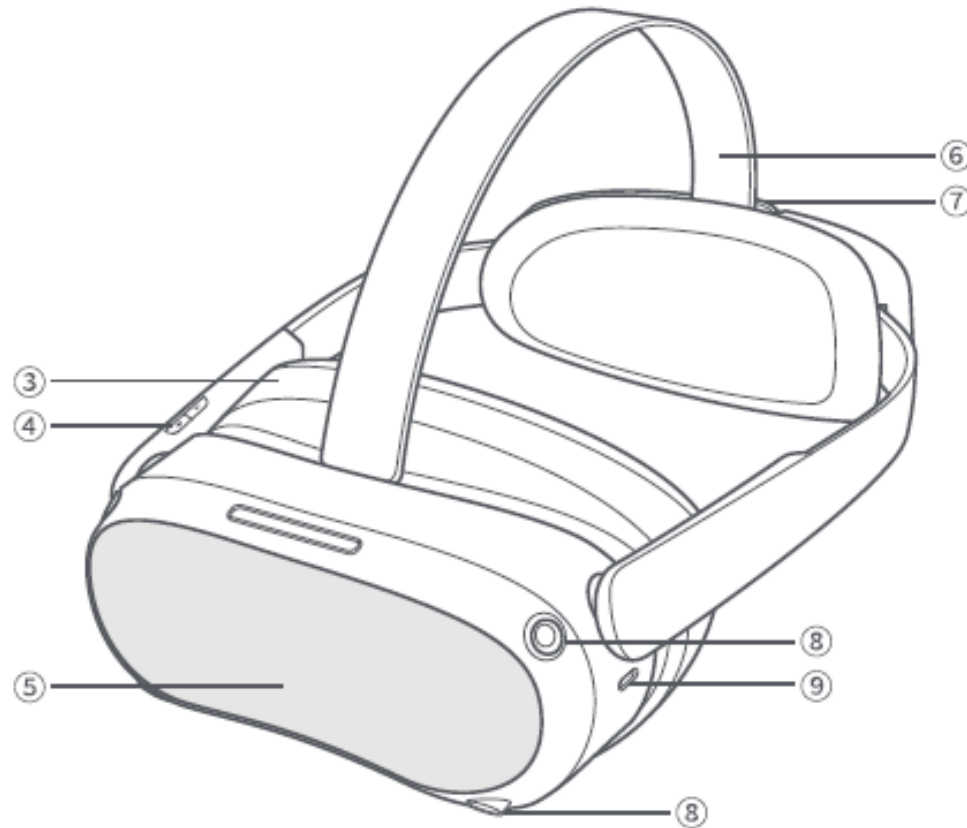
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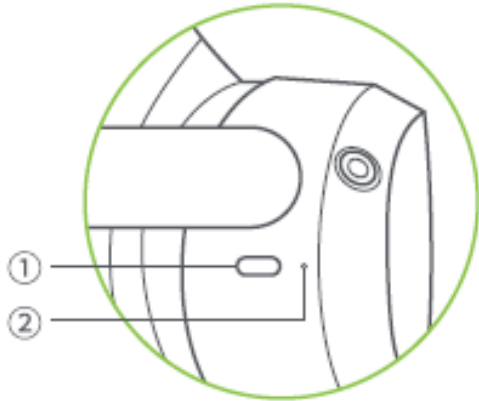
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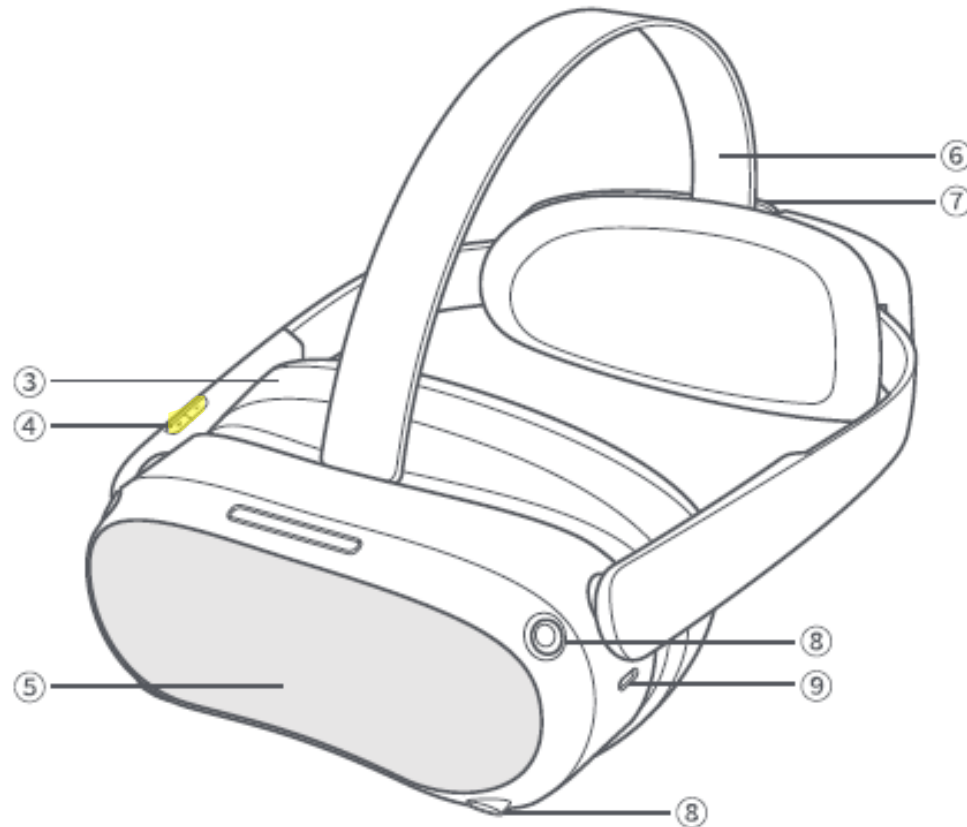
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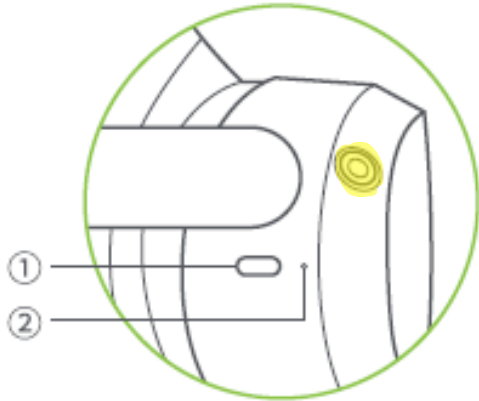
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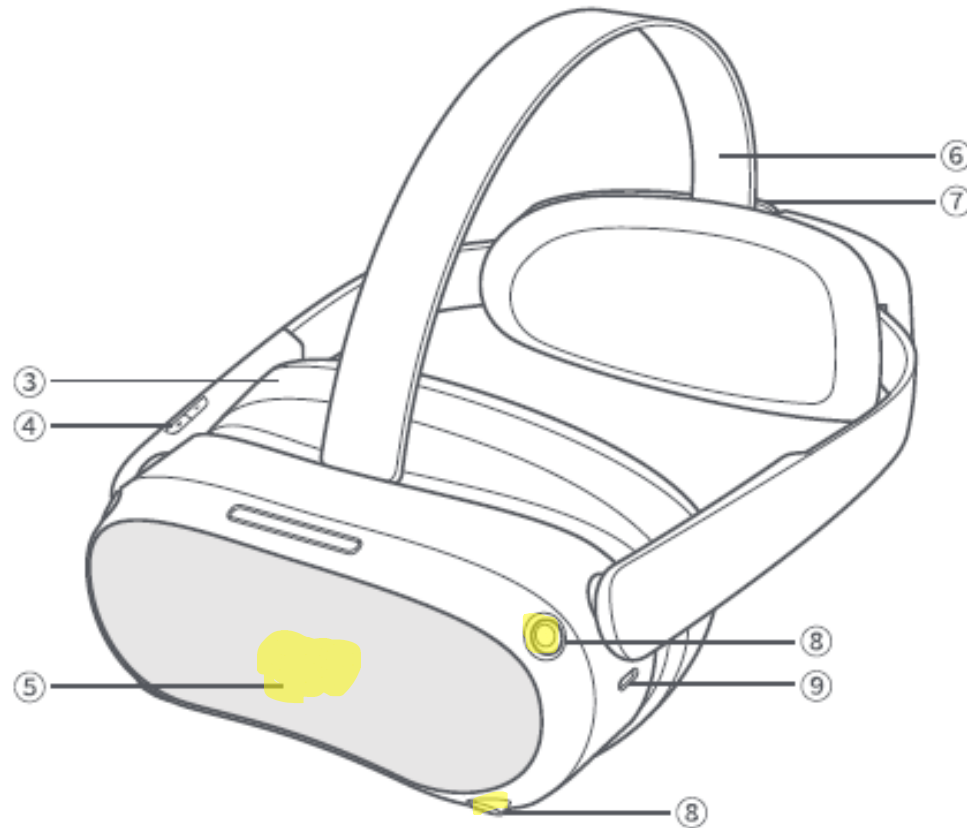
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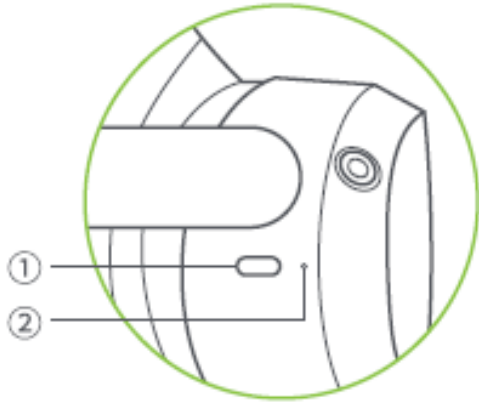
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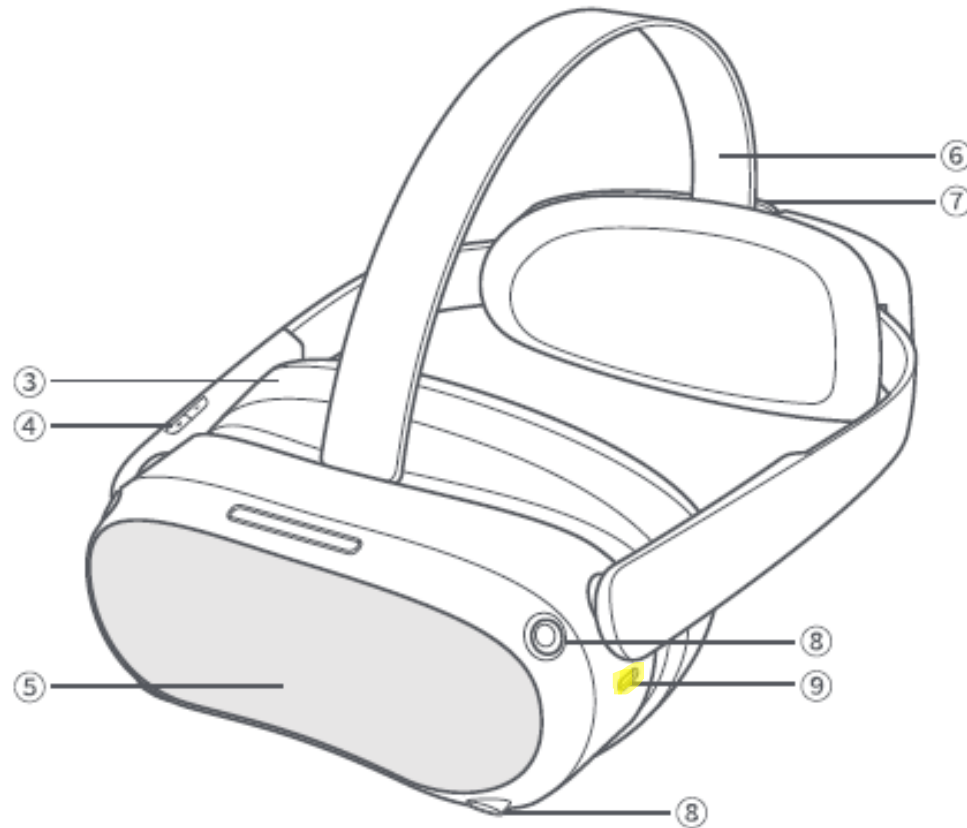
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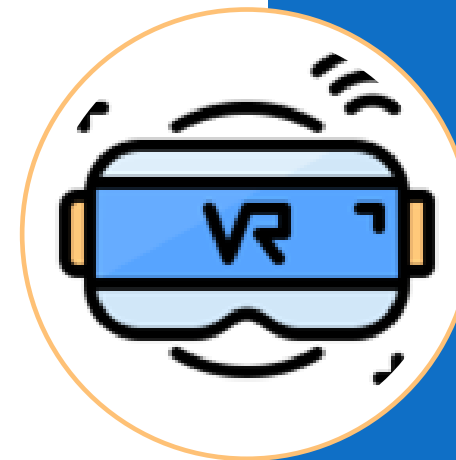
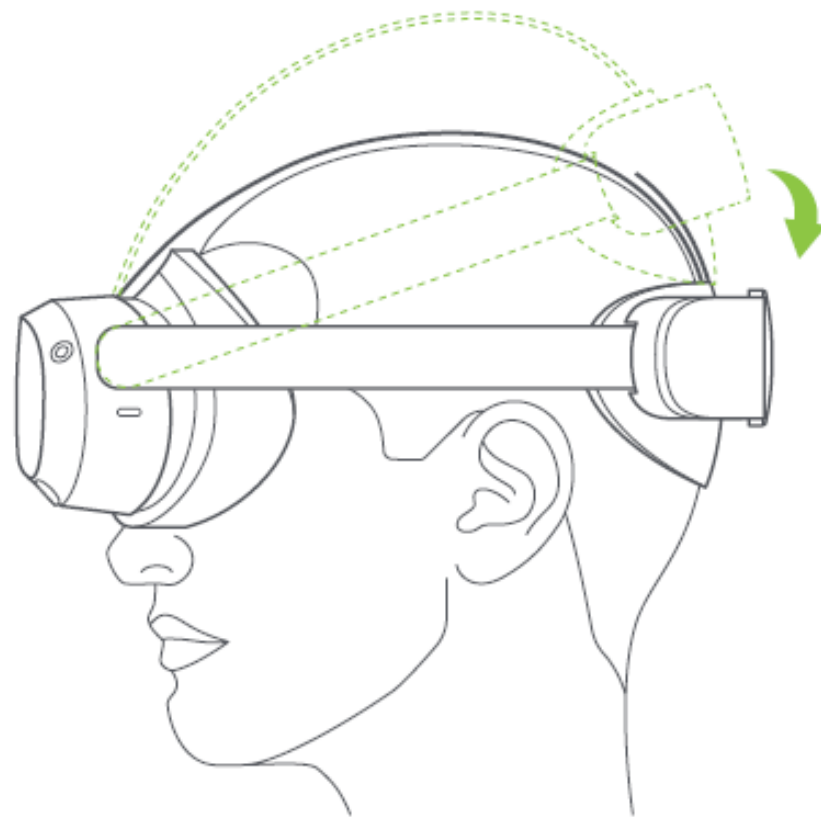
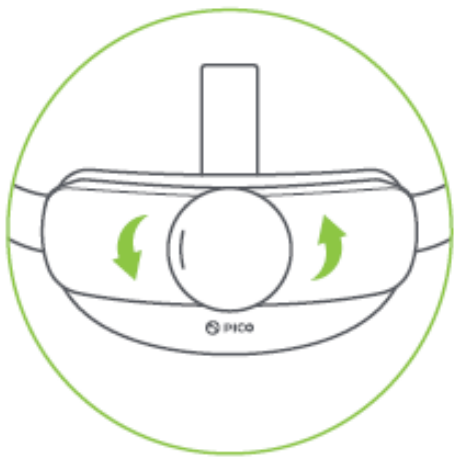
Headset



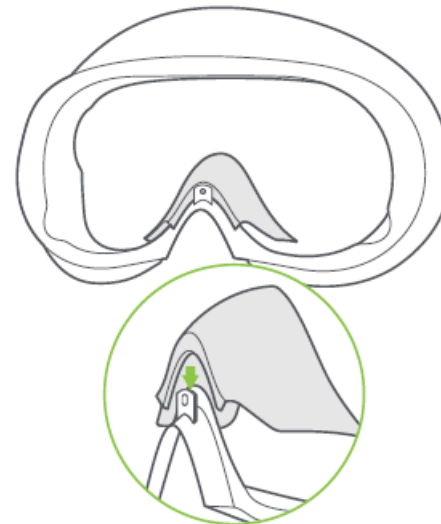
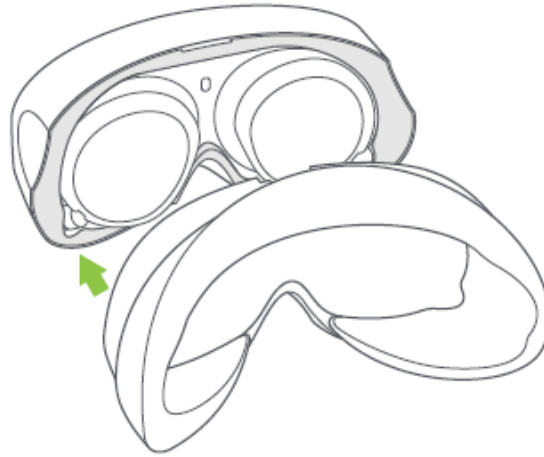
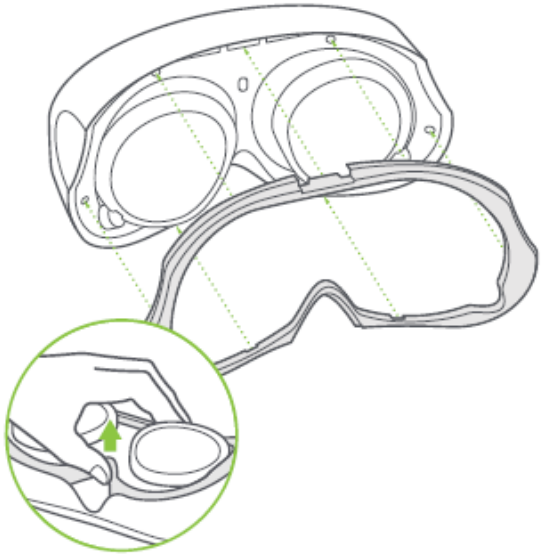
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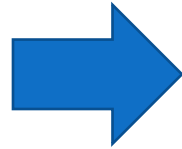


Headset (bril)



Opgelet! Vermijd direct zonlicht in de glazen.

Headset



Filmpje met tips over het correct gebruik van de Pico (*in het Engels*):

<https://www.youtube.com/watch?v=HQfbIIQZICY>



Onderdelen basistraining

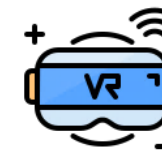
Doelstellingen



Introductie



Hardware gewenning



Speelgebied



Wifi



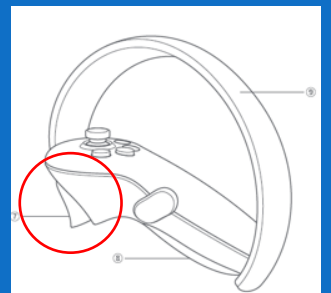
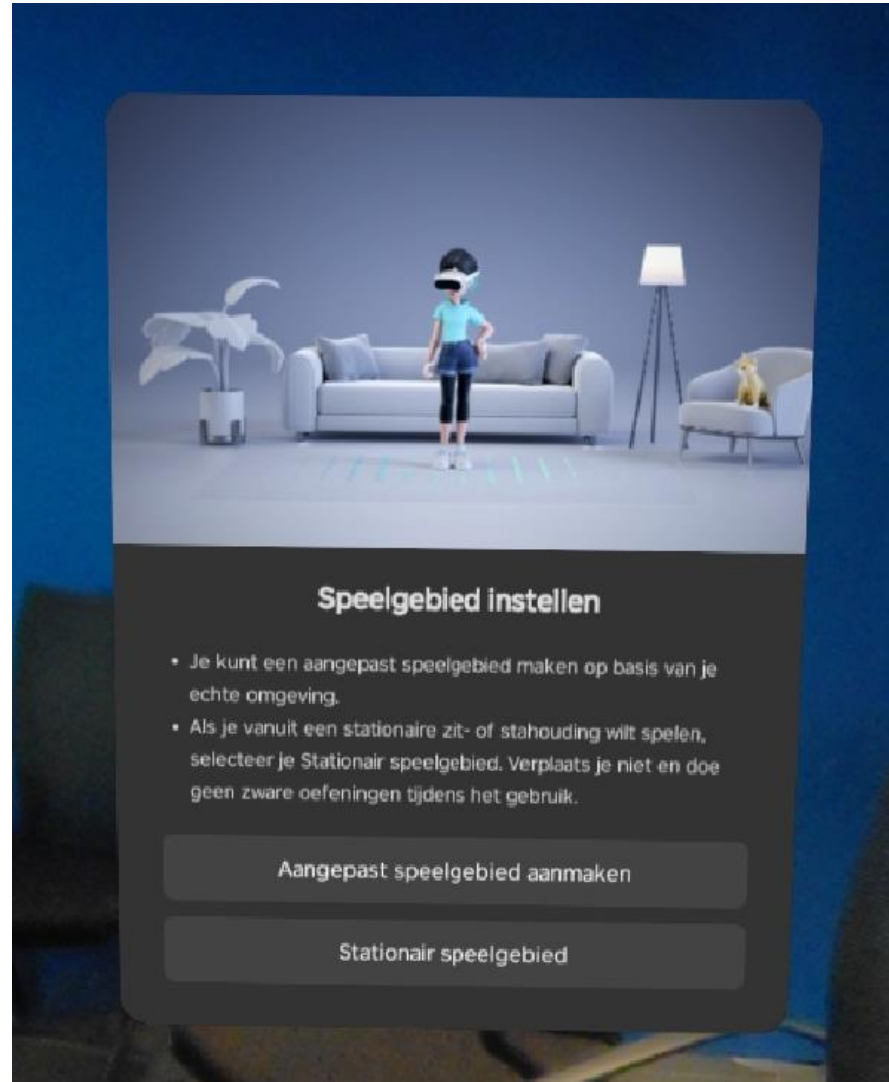
VR in de klas



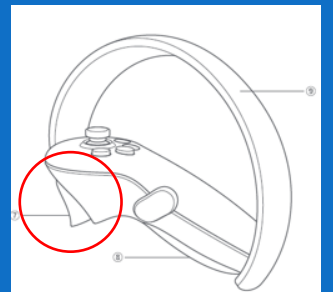
Vragen



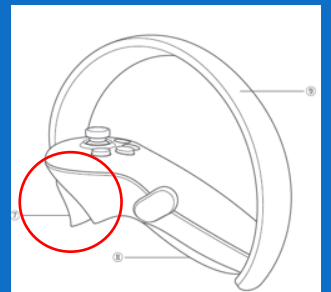
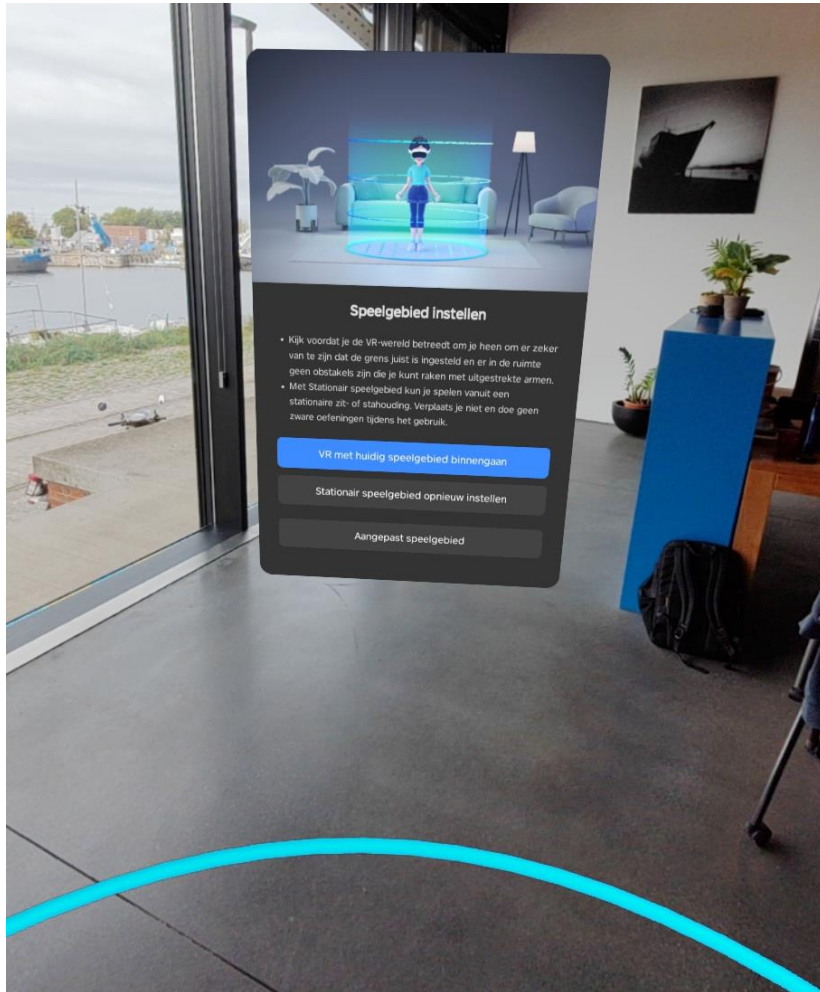
Speelveld aanmaken: aangepast of stationair



Speelveld maken (Stationair)

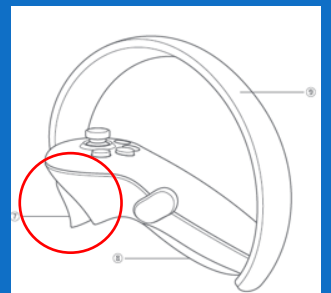
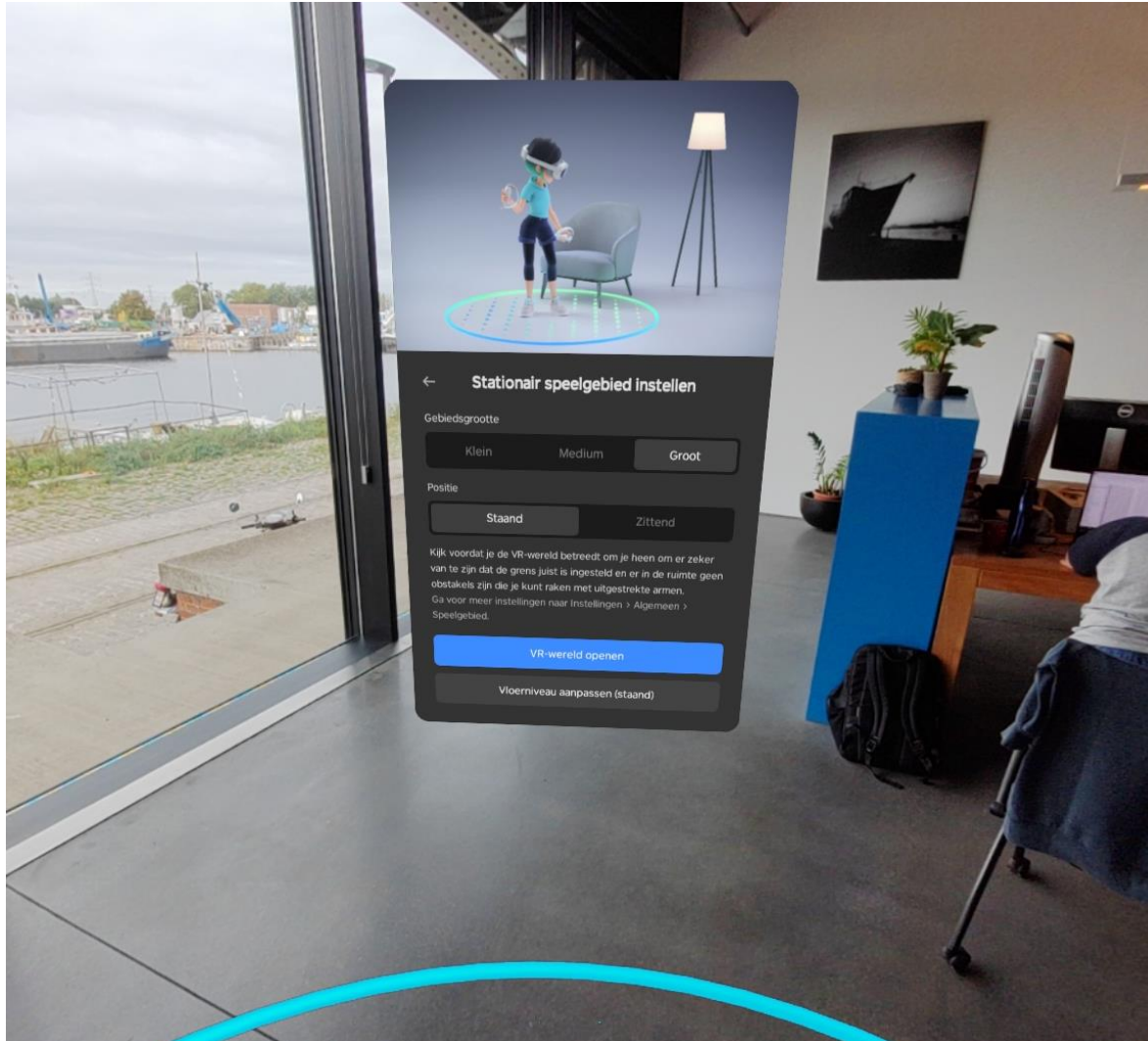


Stationair speelveld



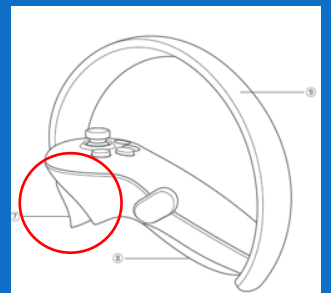
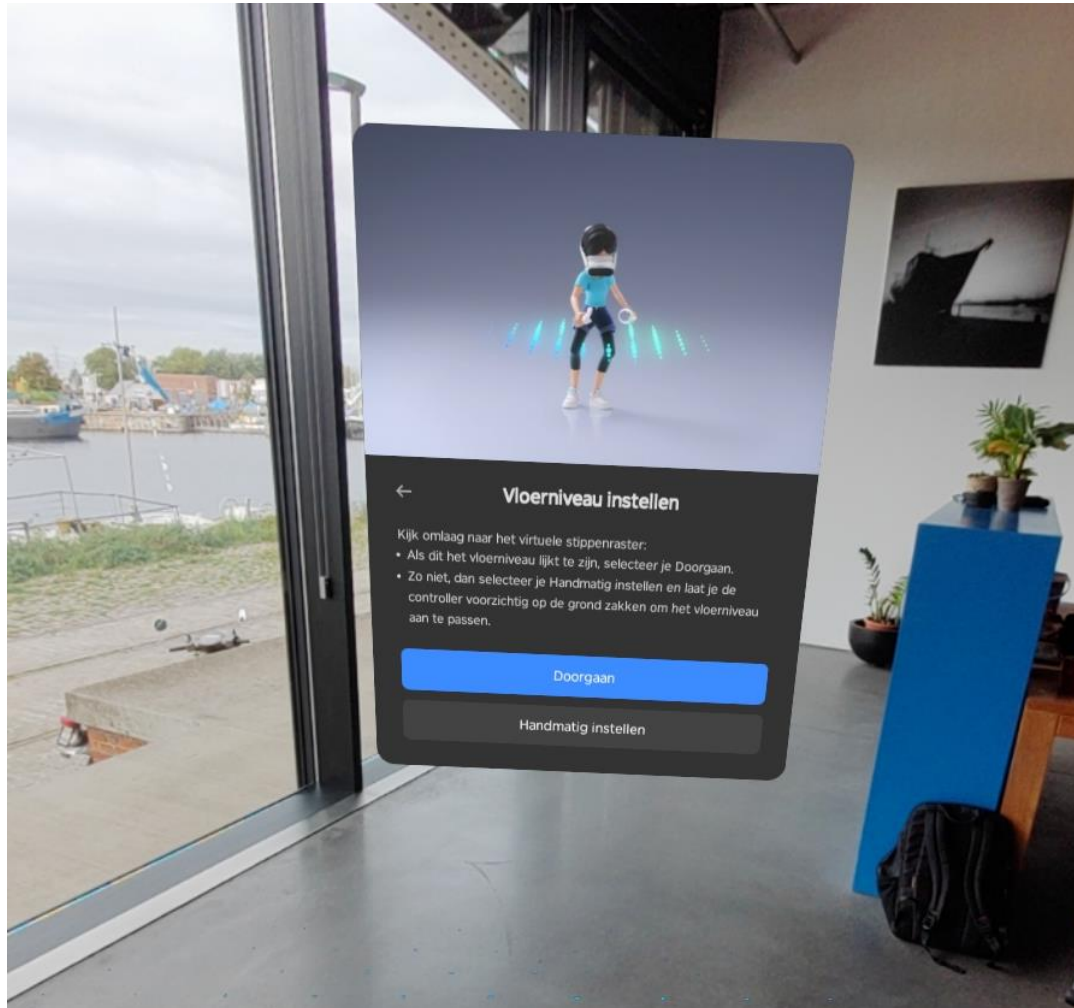
Stationair speelveld

Kies staand/zittend en de grootte van de speelzone



Stationair speelveld

Pas vloerniveau aan indien nodig (trekkerknop)



Oefeningen

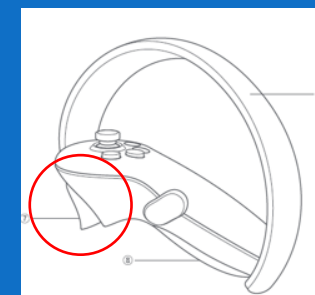
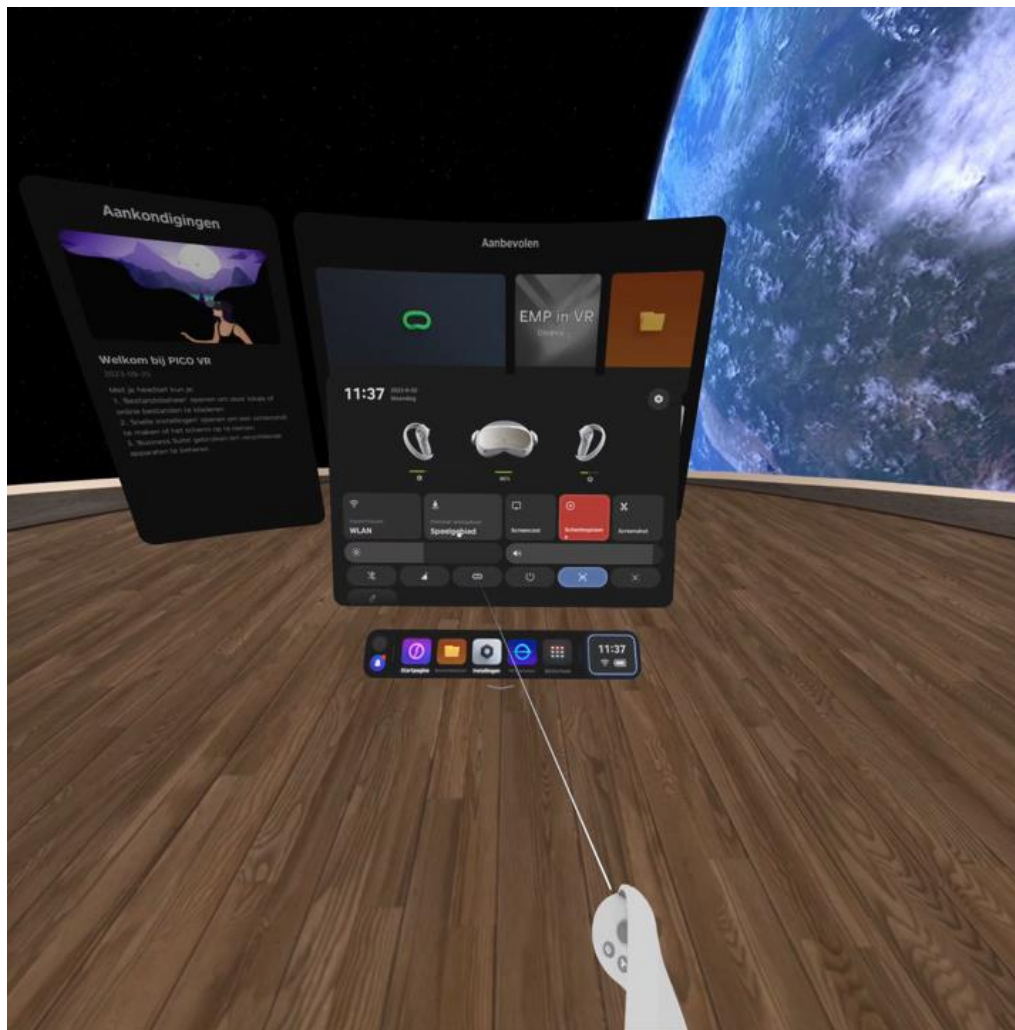
Oefening 1

Maak een Speelzone aan:
Stationair: staan, medium

Oefening 2

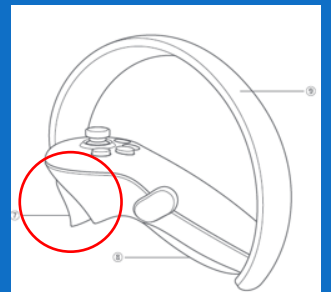
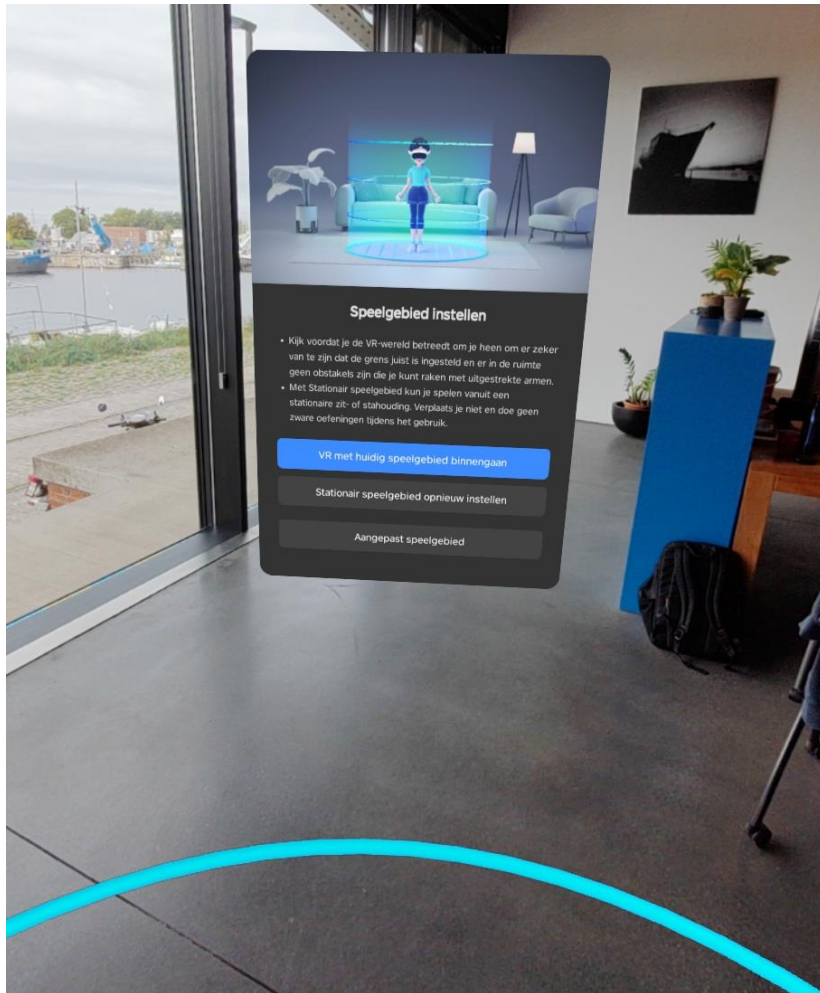
Maak een Speelzone aan:
Stationair: zitten, klein

Aangepast speelveld

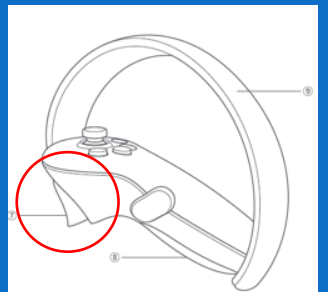
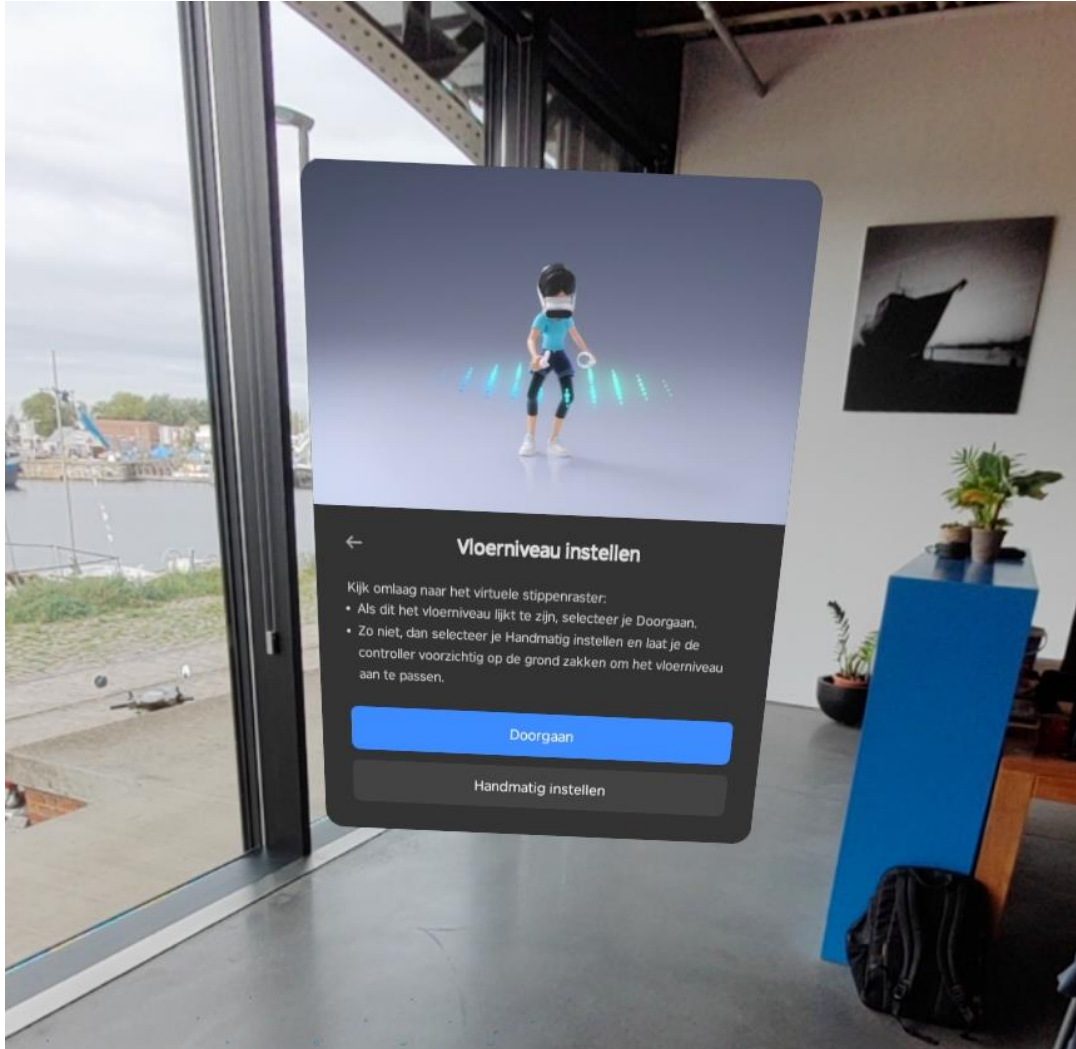


Aangepast speelveld

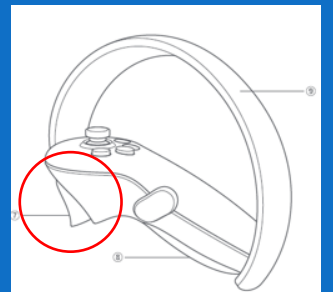
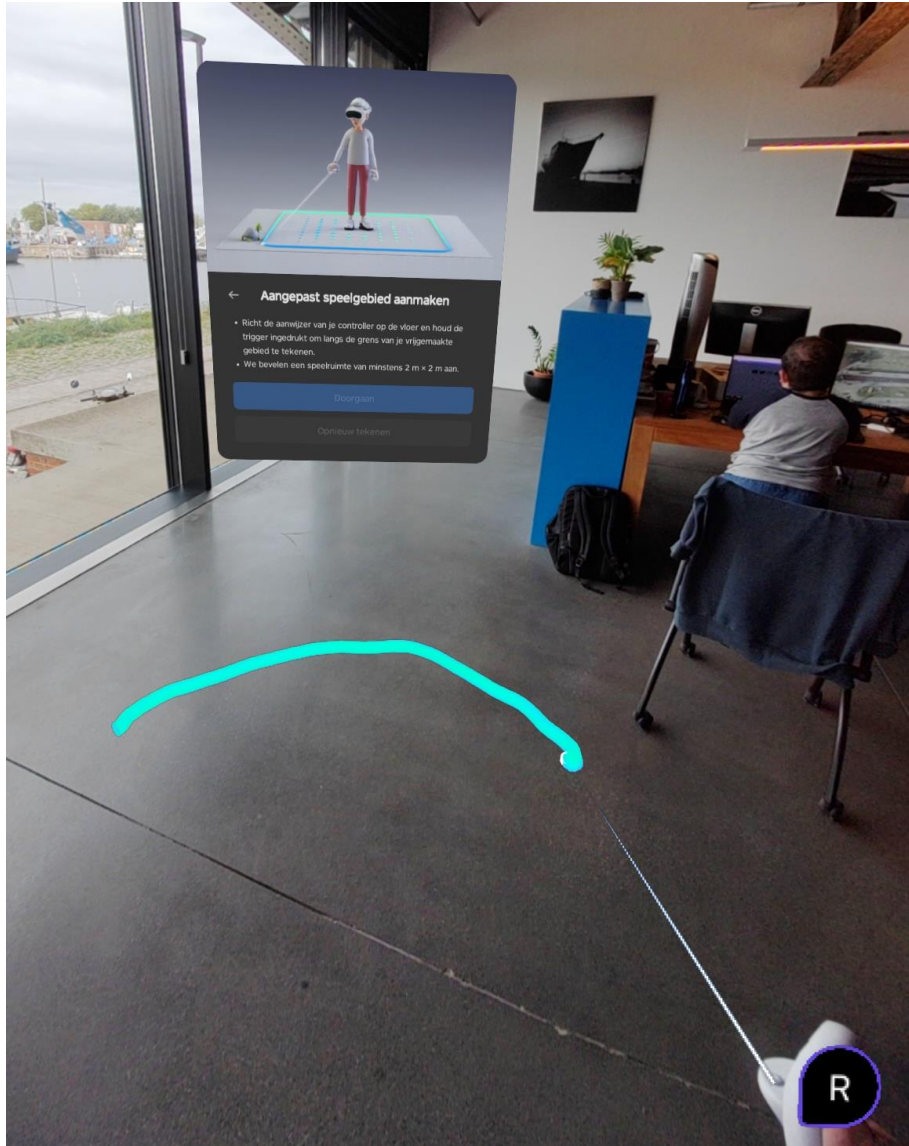
Kies aangepast speelgebied



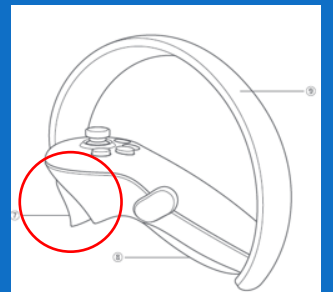
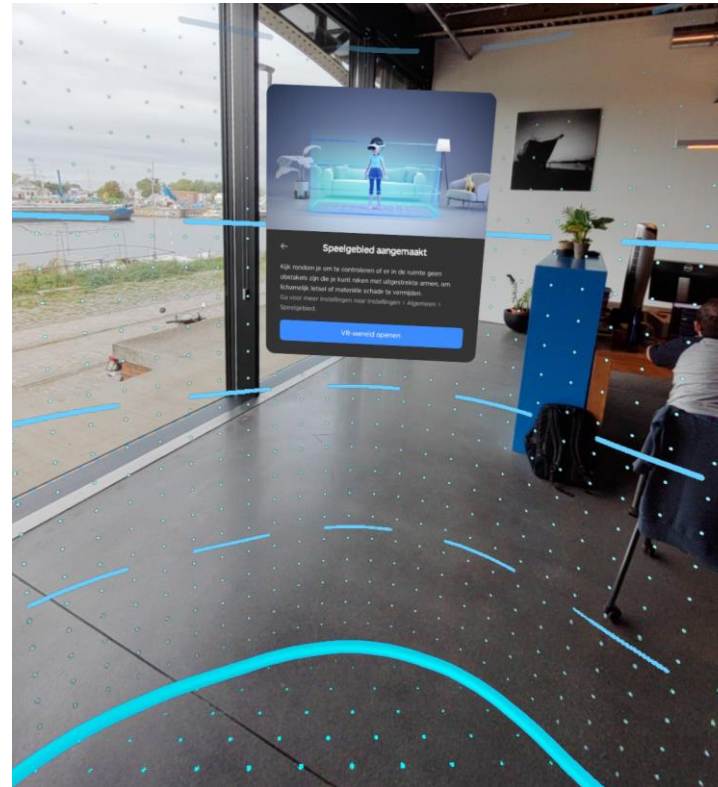
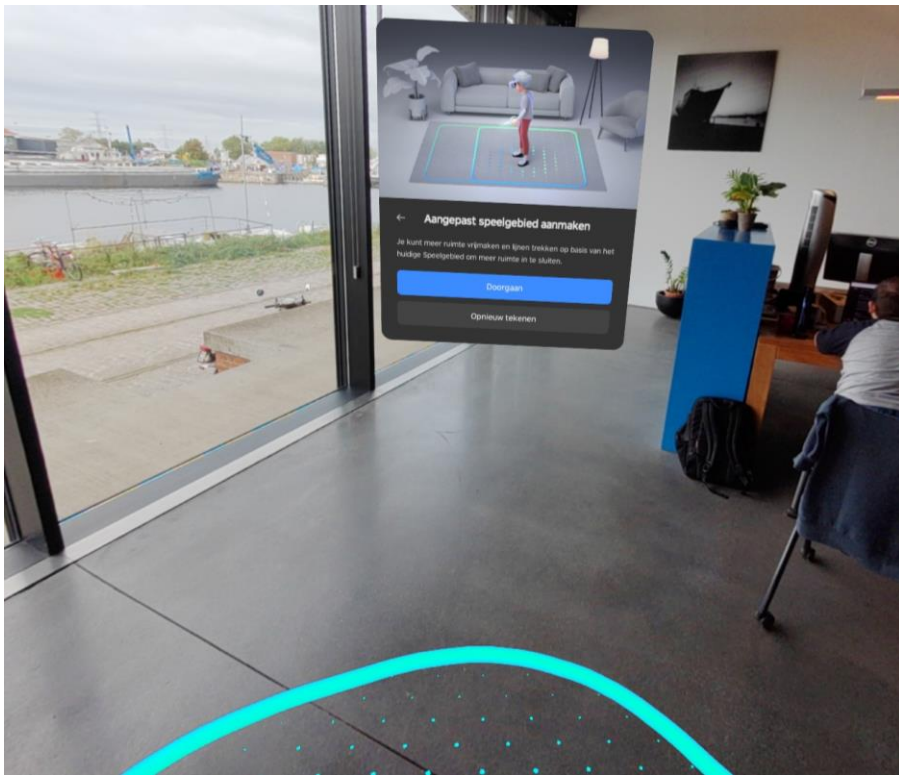
Aangepast speelveld



Aangepast speelveld



Aangepast speelveld





Oefening

Pas de speelzone aan:
Zelf tekenen, vloerniveau
aanpassen

Onderdelen basistraining

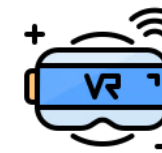
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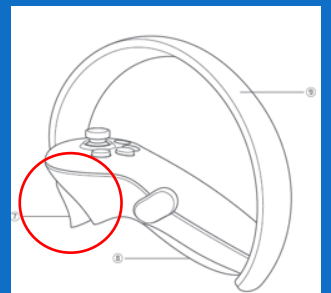
VR in de klas



Vragen



Wifi



Onderdelen basistraining

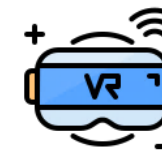
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Wifi



VR in de klas



Vragen



VR in de klas: tips



Vooraf

- Wanneer spelen we de VR app?
- Voorkennis: geef eerst les over het onderwerp.
- Vertel: Niet enkel plezier, vooral leren!
- Bespreek de modules
- De leerkracht speelt de app meerdere keren

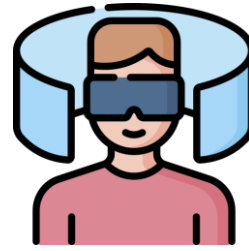
Tijdens

- Aanvulling op de praktijk.
- Al doende leer je!

Erna

- Voeling laten behouden door herhaling
- (Zelf)evaluatievragen
- De app kan over meerdere jaren gespeeld worden

VR in de klas: drie werkvormen



- **Werkvorm 1: Klassikaal**

één leerling laten spelen en streamen naar een beamer.

Andere leerlingen denken mee en discussiëren → begeleid

Suggesties worden uitgetest en meteen besproken.

- **Werkvorm 2: Hoekenwerk**

Lokaal onderverdelen in hoeken, waarvan VR 1 hoek is.

Zorg voor duidelijke instructiekaarten zodat de leerlingen zelfstandig kunnen werken, elkaar kunnen helpen.

- **Werkvorm 3: Per twee**

1 leerling helpt de de andere leerling die de VR-bril draagt.
Gebruik hierbij instructiekaarten en evaluatievragen



Belangrijkste aandachtspunten

- Headsets opladen
- Maak een veilige speelzone
- Neem tijd om te demonstreren
- Zorg voor begeleiding en pauze
- Denk als school na over je Virtual Reality beleid





Vragen?



SUPPORTSQUARE