1-1A Glasgow's Virtual Reality Teaching Project - A work in progress

Neil McDonnell, Humanities

In early 2017, the Centre for the Study of Perceptual Experience (backed by the Knowledge Exchange Fund, and the office of the Vice Principal for Academic and Educational Innovation), launched a University-wide competition for ideas for the use of Virtual Reality (VR) in teaching. The aim was to identify a range of teaching applications which could transform higher education teaching in Glasgow and beyond.

In this talk I will report on the project's progress, reflect on the lessons learned, and share a roadmap for future involvement.

Firstly, I will outline the rationale behind the competition, and how we plan to make it sustainable. I will then reflect on the process of the competition and share some of the outstanding ideas that we selected to take forward – ideas that come from all four colleges of the University.

Looking to the future, I will lay out our plans for funding, and our longer-term ambitions for the project. I will finish by outlining the route by which those with an interest in Virtual and Augmented Reality and Teaching can become part of the project.