

VR Engagement Ideas

Generating intrigue, excitement and awareness of Virtual Reality in your Institution will encourage integration and usage. To give you a helping hand, we've created a list of VR engagement ideas inspired by learnings from our community:

- Introducing VR at high attendance Learner / Student events such as e.g. Open Day, Enrichment & Careers Week.
- Dedicating time at faculty meetings and Continuing Professional Development sessions to introduce VR.
- Hosting an informal event (with snacks available) where peers can engage with the equipment, but it is not the sole focus. Dedicating one enrichment slot for each learner to explore VR in a 1-1 setting.
- Creating case studies or 'action research projects' to demonstrate impact and [share success stories](#).
- Offering tailored VR demos to learners and their tutors / managers.
- Increasing visibility and building intrigue: visible presence of VR equipment being used around institution (this could be as simple as walking around the building with a headset - top tip from Coleg Gwent)
- Exposure to VR (outside of Bodyswaps) using entertainment, education or wellbeing apps, such as:
 - First Steps for Quest 2
 - 360 Youtube Videos (passive experiences)
 - VR Wellness apps (e.g. Nature Trek VR or Maloka) or VR art and painting apps (e.g. Open Brush)