Training Programme

Introduction to programing. Creating our virtual world in Virtual Reality and Augmented Reality

eMundus

TELL YOUR STORY

DAY 2

WHAT WE DID YESTERDAY?

Our first virtual world

VIRTUAL REALITY

What are the associations?

VIRTUAL REALITY

- **Virtual reality (VR)**, the use of computer modeling and simulation that enables a person to interact with an artificial three-dimensional (3D) visual or other sensory environment.

VIRTUAL REALITY LESSONS

- Math (counting, Geometry, etc.)
- Biology (body structure, animals, etc.)
- Geography (world map, Solar System, etc.)
- Chemistry (virtual lab, etc.)
- Language
- History (architecture, virtual toursin museums)
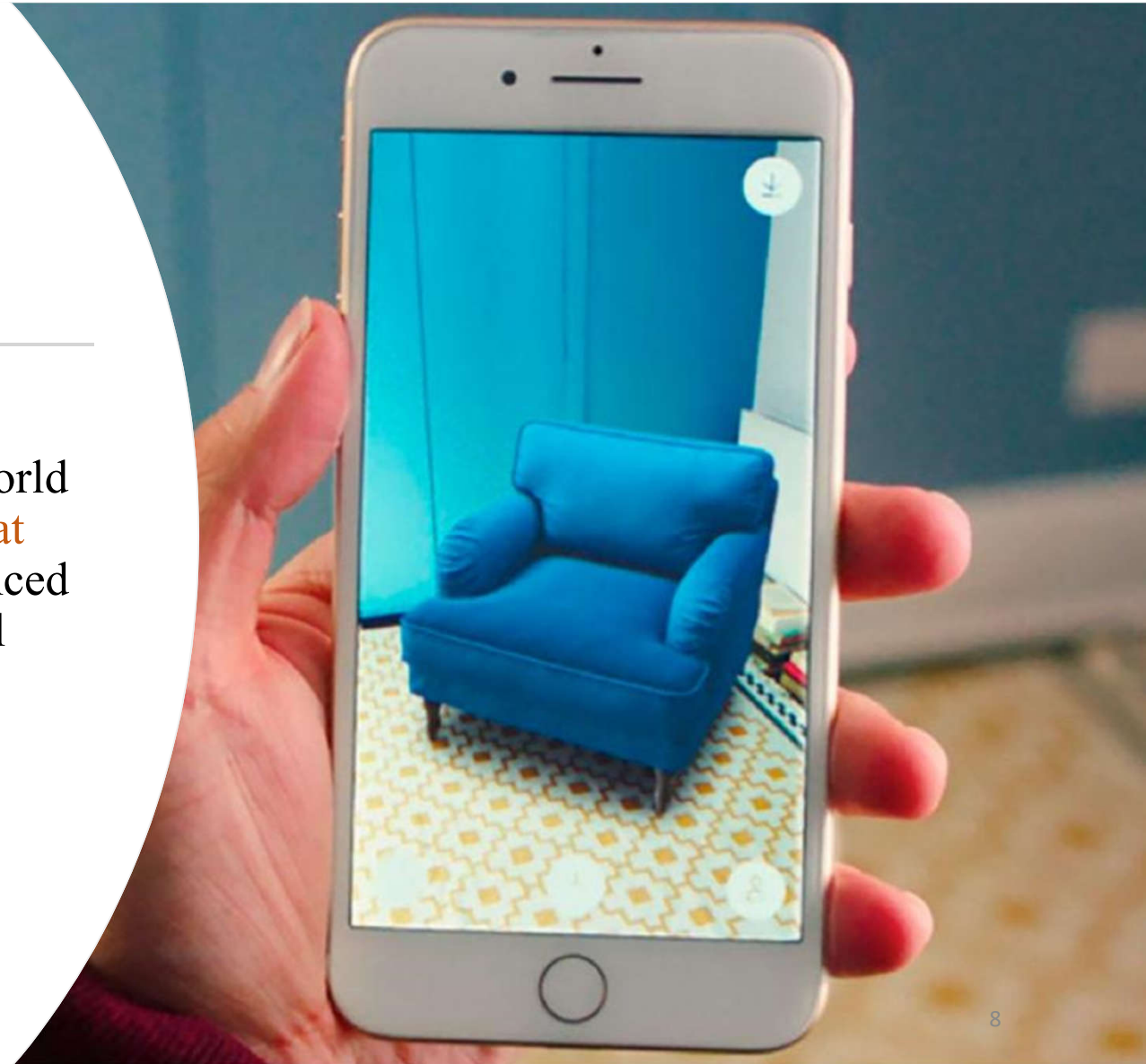- STEAM
- Other lessons
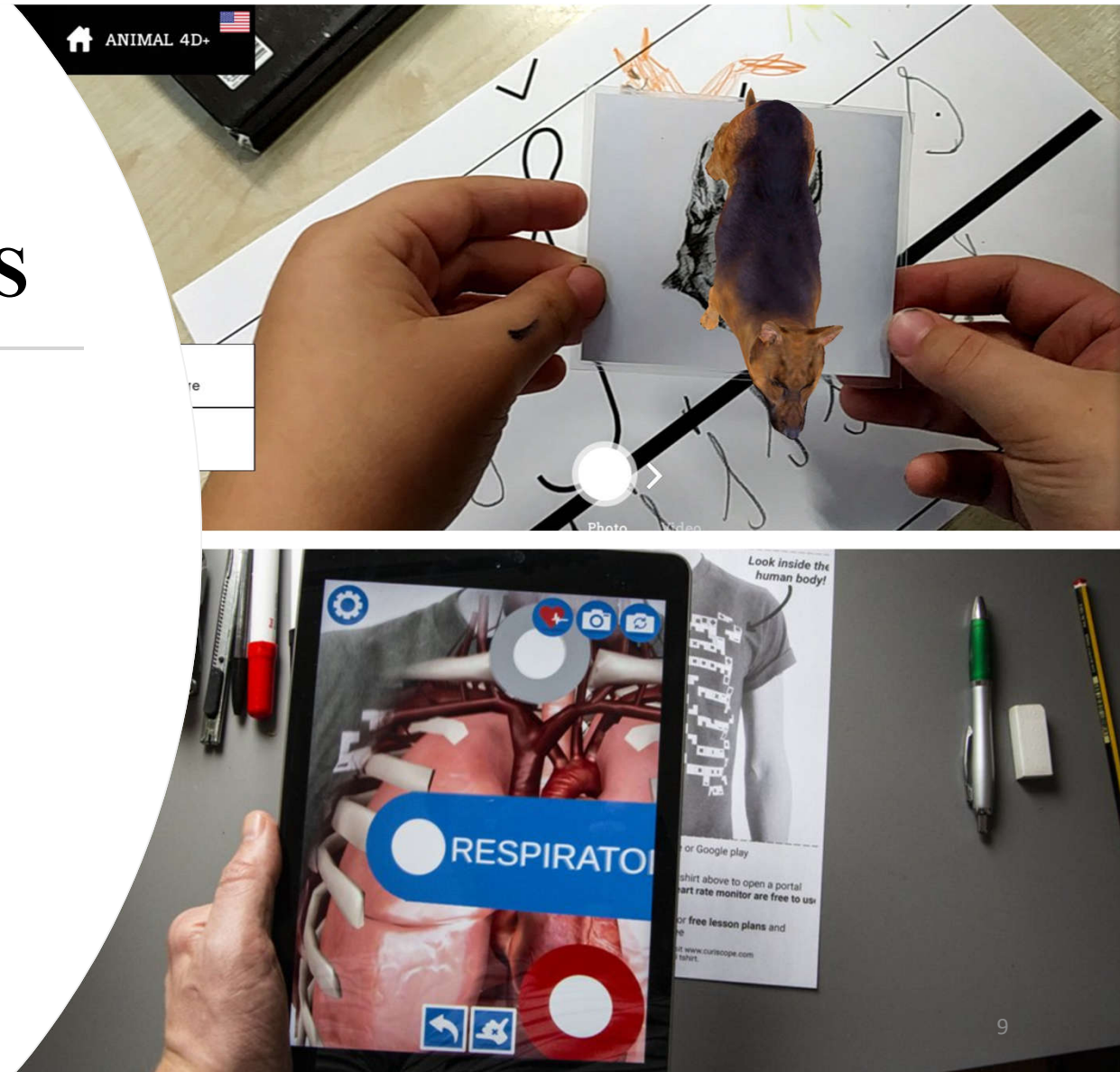
AUGMENTED REALITY

What are the associations?

AUGMENTED REALITY

- **Augmented reality (AR)** is an interactive experience of a real-world environment where the objects that appear in the real world are enhanced by computer-generated perceptual information, sometimes across multiple sensory modalities, including visual, auditory, haptic (touching), somatosensory and olfactory (smelling).
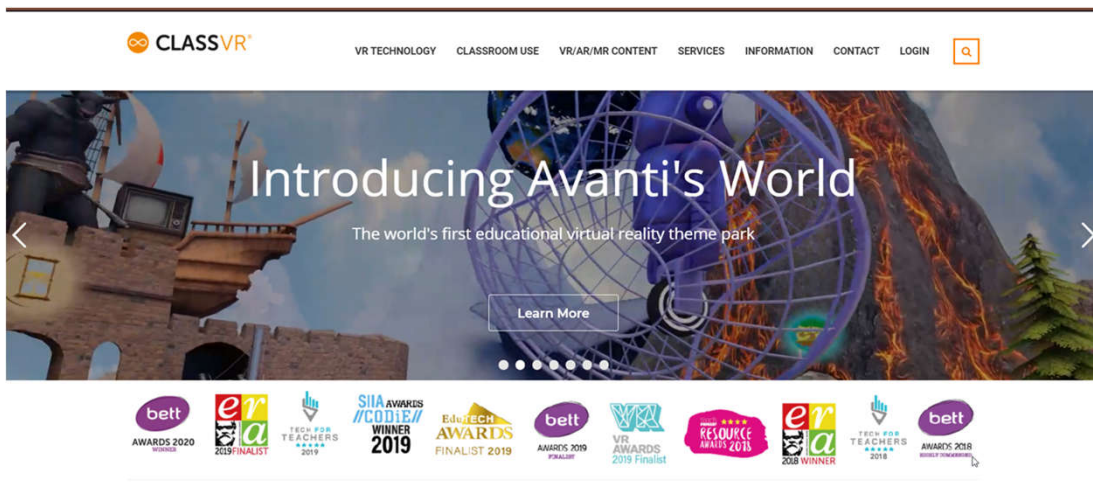
AUGMENTED REALITY LESSONS

- Math
- Biology
- Geography
- Chemistry
- Language
- History
- STEAM
- Other lessons

PROGRAM „CLASSVR"

https://www.classvr.com/

PROGRAM „GOOGLE VR"

PROGRAM „ANIMAL 4D+"

Android app

iOs app
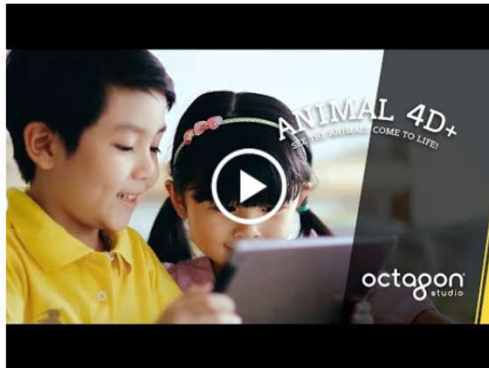
Museums

PROGRAM „CoSpaces"

https://cospaces.io/edu/