



CODE YOUR
FUTURE



TÜRKİYE ULUSAL AJANSI
TURKISH NATIONAL AGENCY



Co-funded by the
Erasmus+ Programme
of the European Union

Training Programme

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





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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 tours in museums)
- STEAM
- Other lessons

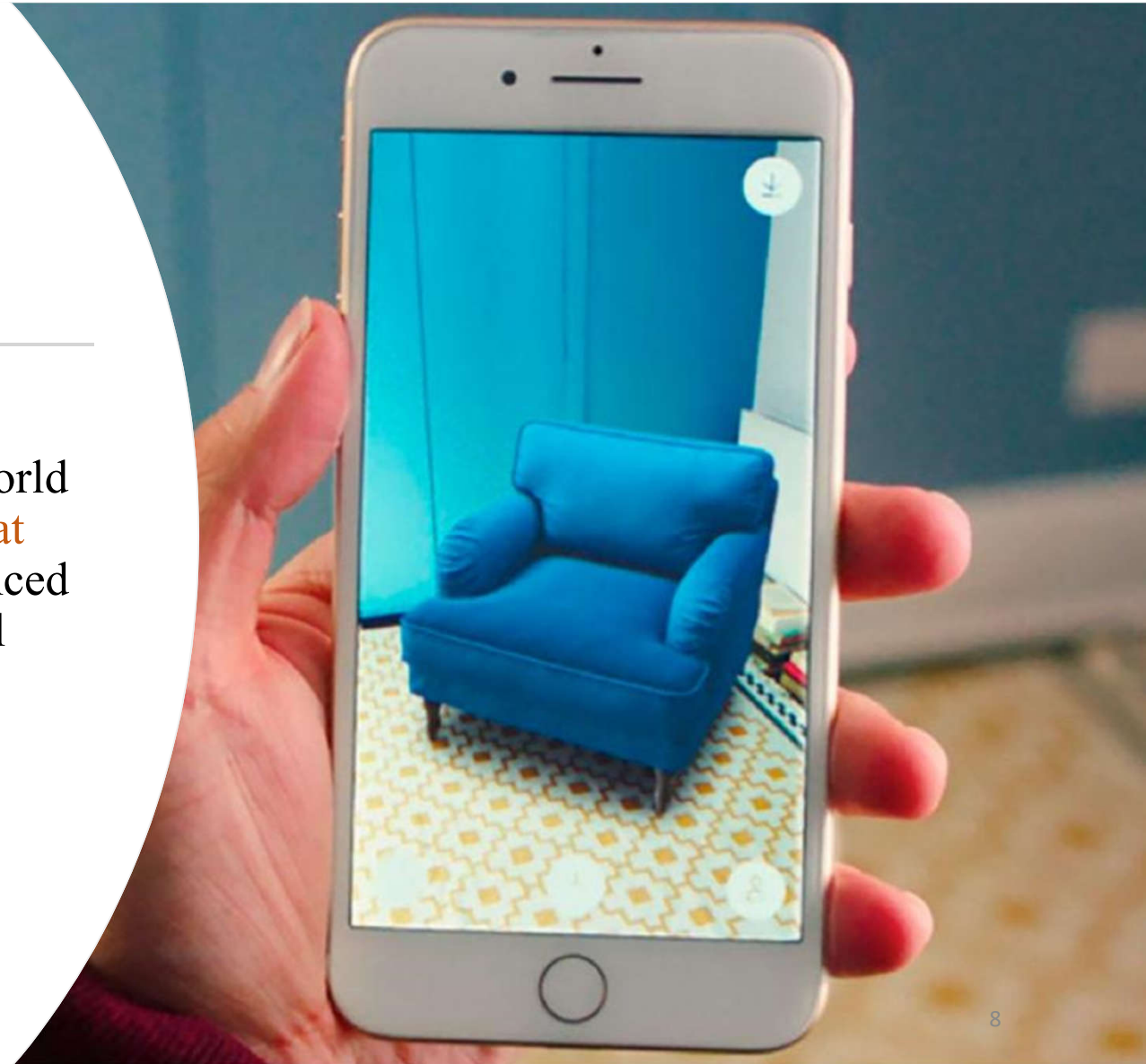


AUGMENTED REALITY

What are the associations?

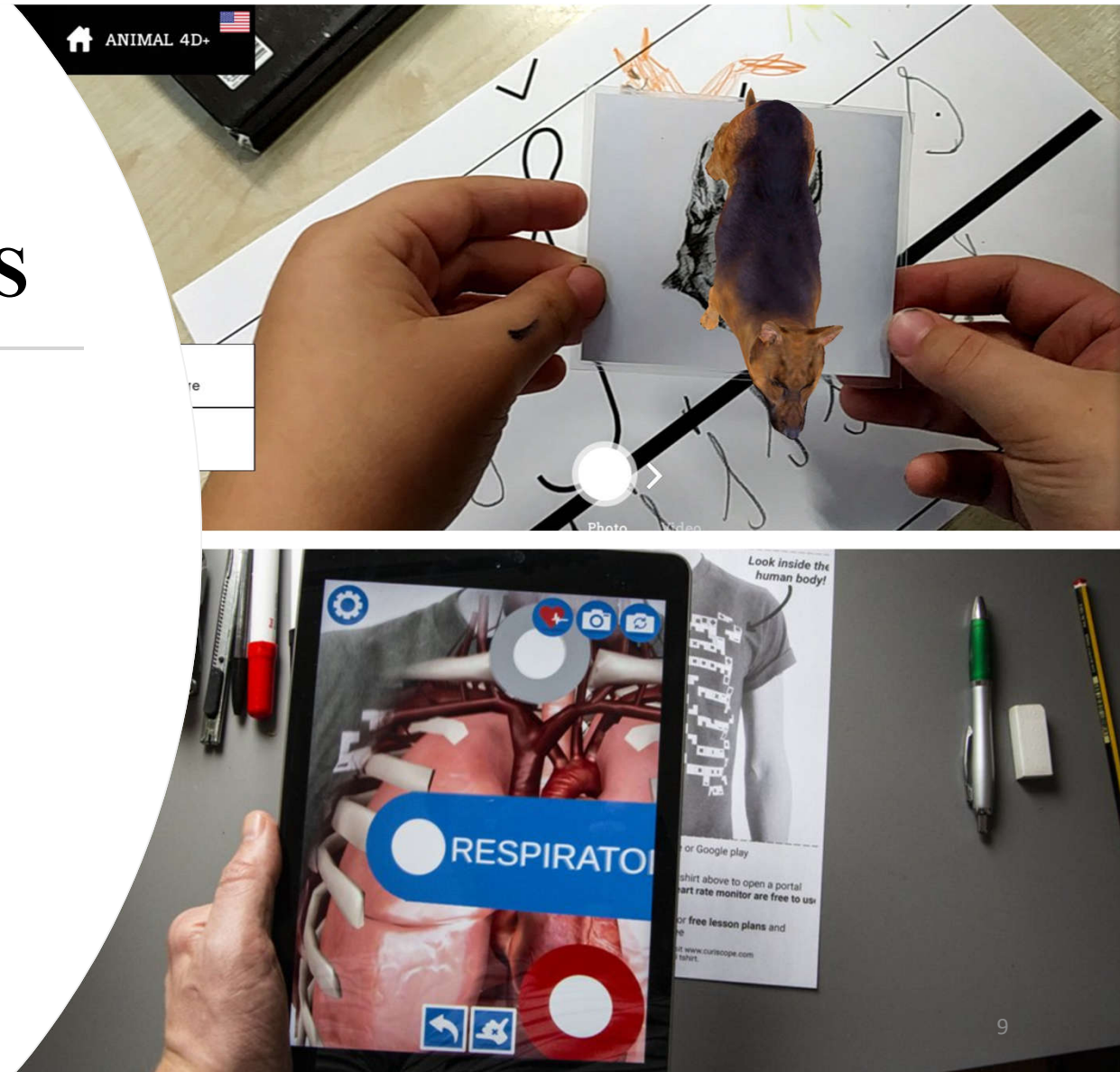
AUGMENTED REALITY

- **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).



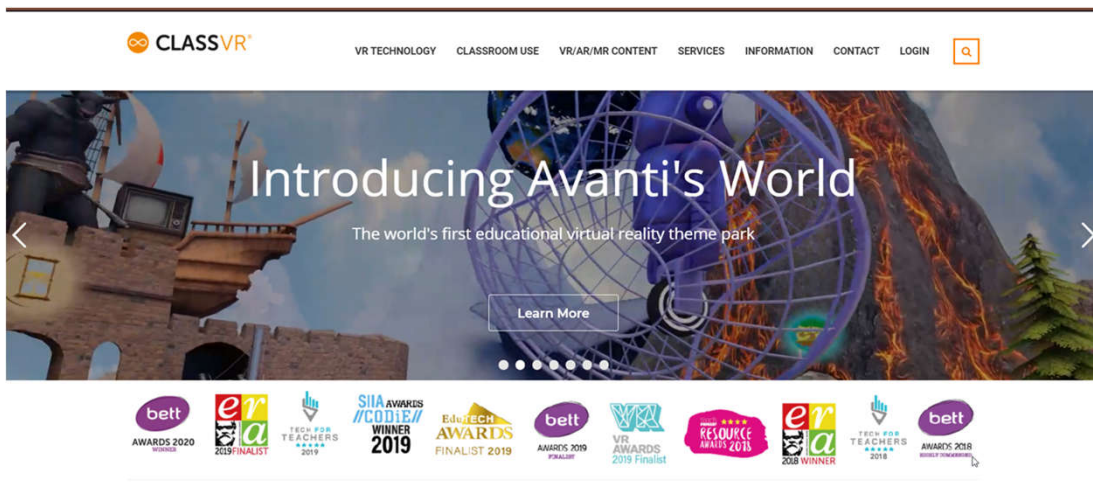
AUGMENTED REALITY LESSONS

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



PROGRAM „CLASSVR“

<https://www.classvr.com/>



PROGRAM „GOOGLE VR“

<https://edu.google.com/products/vr-ar/>

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Expeditions and Tour Creator are shutting down on June 30th, 2021. Please see the [Help Center](#) for support on how to save your tours.

Home > Virtual & Augmented Reality

Bringing virtual and augmented
reality to the classroom



PROGRAM „ANIMAL 4D+“

Android app

iOs app



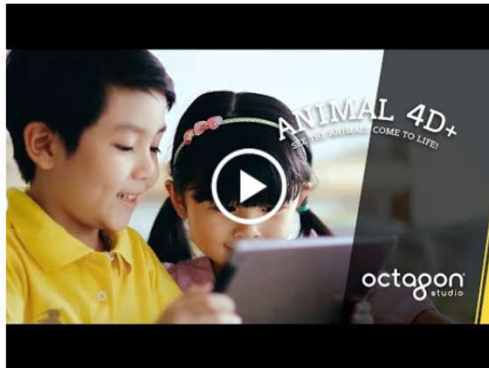
Animal 4D+

Octagon Studio Education

Everyone

This app is available for your device

Add to Wishlist



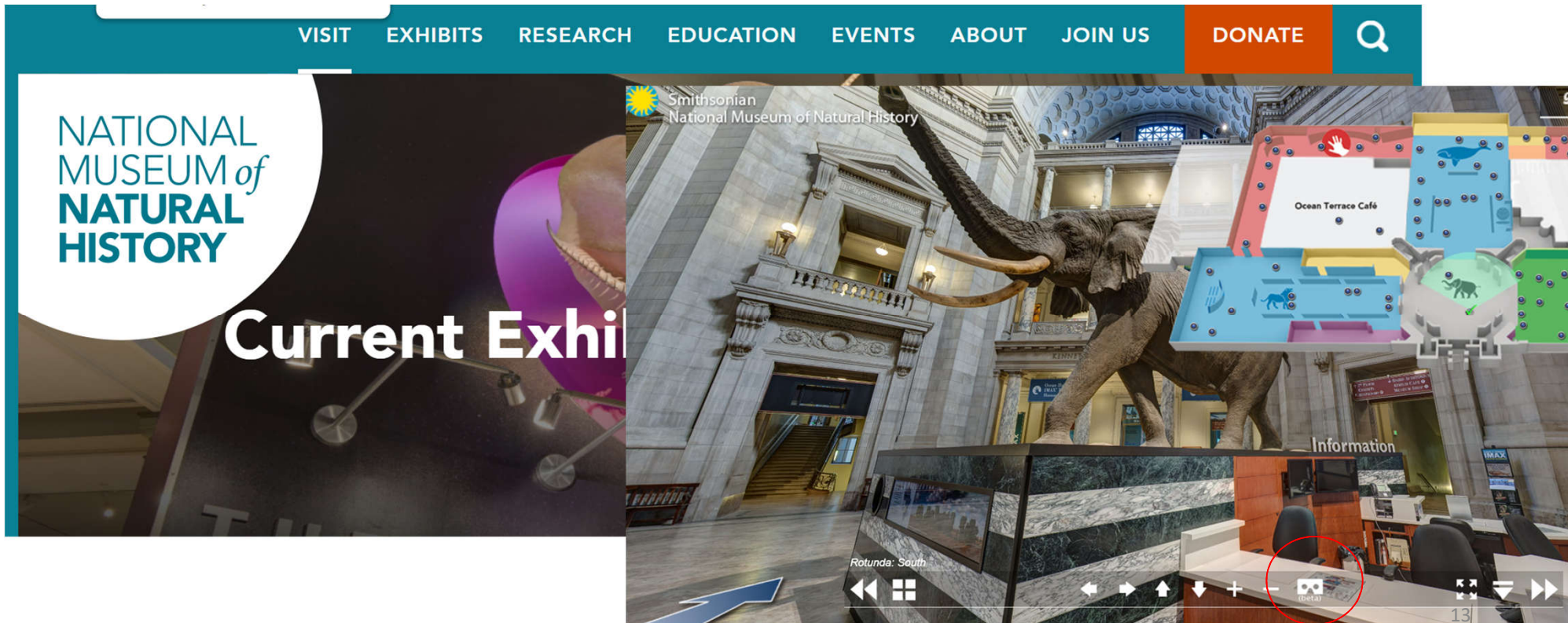
Flashcards Powered with Augmented Reality



- Multi languages: English, Spanish, Turkish, Japanese, Bahasa, Dutch, Mandarin, Korean, French, Ukrainian, Russian

Museums

<https://naturalhistory.si.edu/visit/virtual-tour/current-exhibits>



PROGRAM „CoSpaces“

<https://cospaces.io/edu/>

Supporting you with remote learning during COVID-19 [View resources >](#)

CO SPACES EDU [Key features](#) [Pricing](#) [Resources](#) [Support](#) [Ambassadors](#) [Gallery](#) [Log in](#) [Register](#)

Make AR & VR in the classroom

When Rocket is clicked
Learning = CoSpaces
release AWESOMENESS
move Rocket up in 1 sec.

set color to