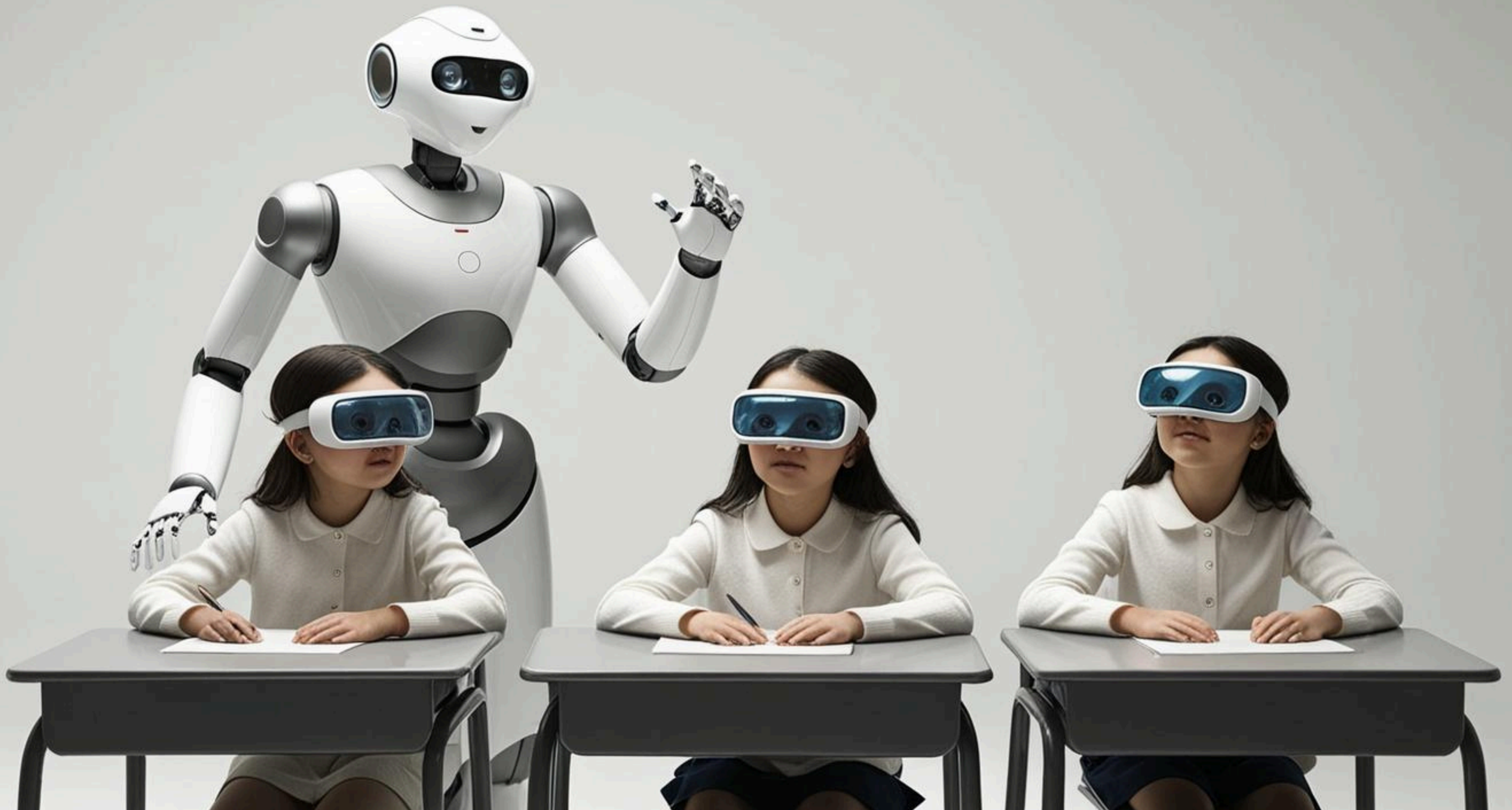


13/05/2025

IIS CORINALDESI
PADOVANO

VR HEADSETS FOR IMMERSIVE LEARNING EXPERIENCES

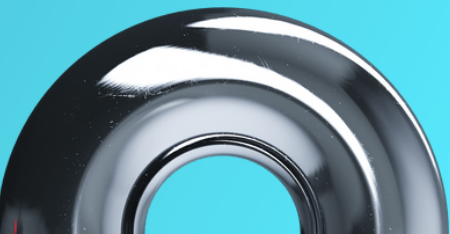
See - Think - Wonder...



- Playful aspect > relaxed learning atmosphere
- Familiarity
- Ease of empathetic engagement
- Enhanced use of visual perception
- Collaborative participation



- Time
- Technical aspects
- Teaching with/about technology
- Ethical and environmental considerations



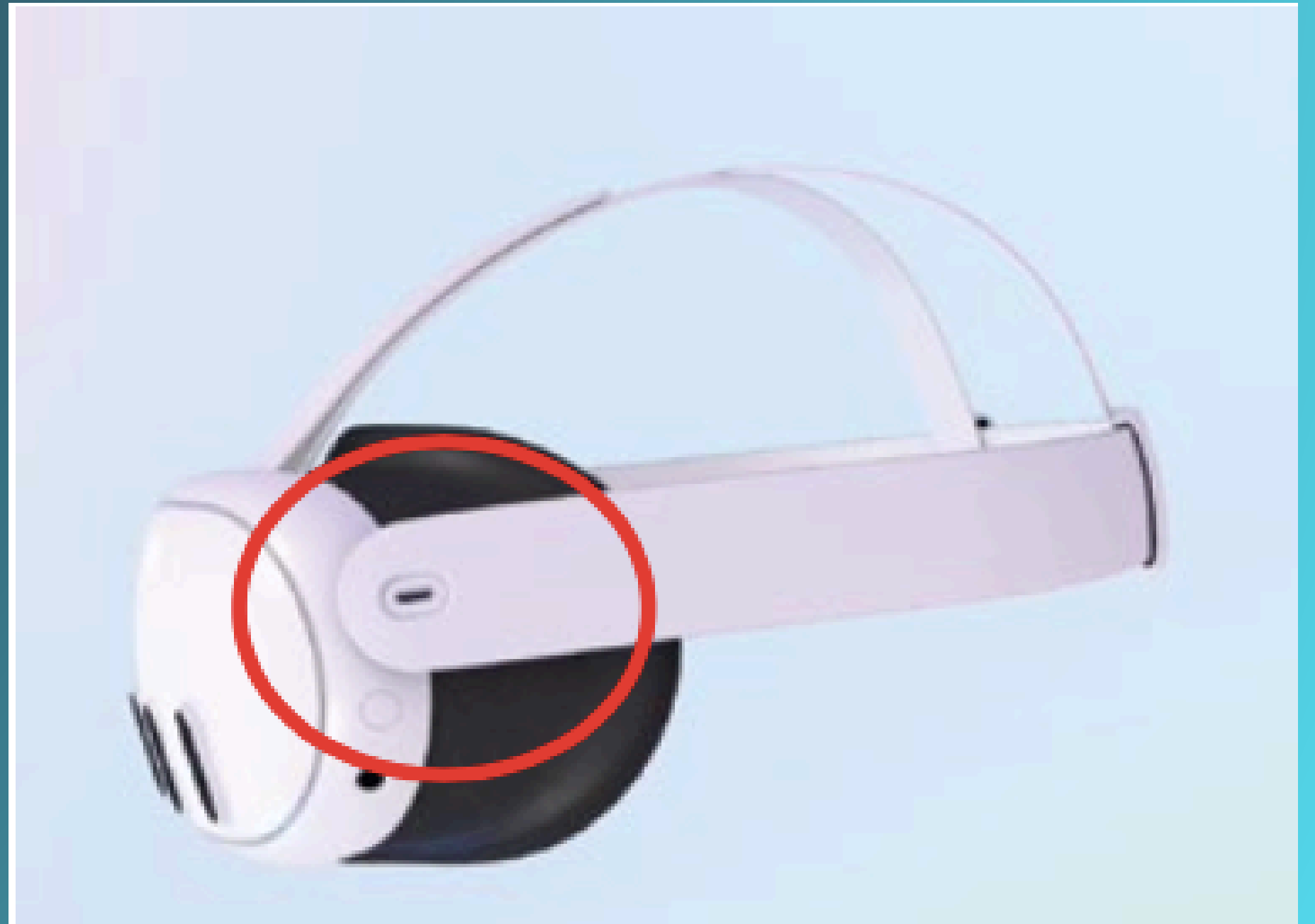


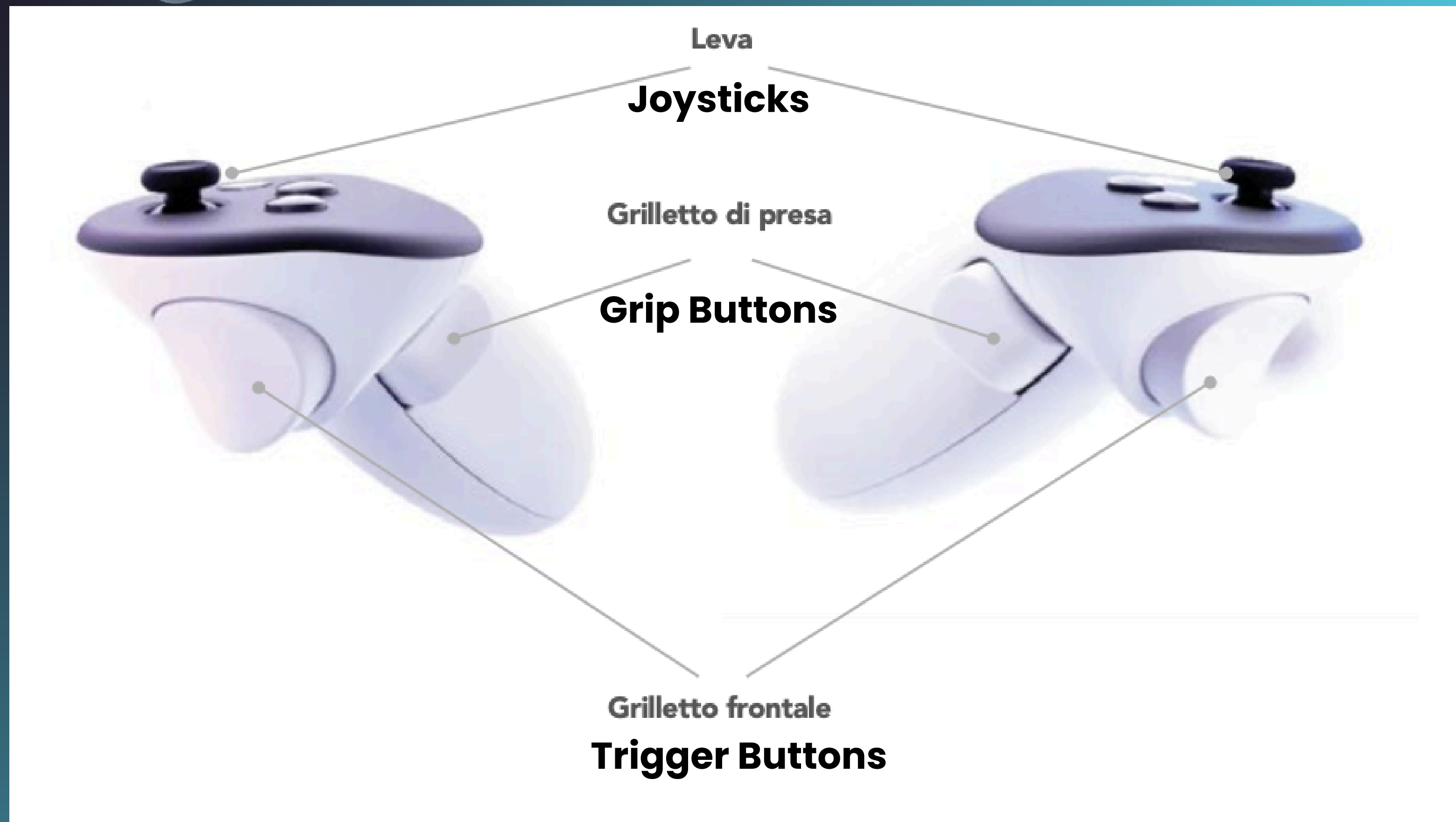
Charging the Headset

- Charging cable included in the box.
- The light on the side of the headset turns orange while charging and green when fully charged.
- Full charging takes about 2.5 hours.

Turning On the Headset

- Press and hold the **Power button** on the right side of the headset for a few seconds.
- You will see the Meta logo when it starts.
- To turn it off, hold the same button until a menu appears, then select Power Off.







Left Controller

X button: lets you select objects in the environment

Y button: lets you go back to the previous screen

≡ button: opens the menu of the app you are using

Right Controller

A button: lets you select objects in the environment

B button: lets you go back to the previous screen

∞ button: gives access to the main menu



SOME USEFUL VR RESOURCES



GOOGLE
ARTS&CULTURE



MONDLY



ANNE FRANK
HOUSE VR



YOUTUBE VR



SIMLAB VR
VIEWER



06/05/2025

THANK YOU FOR PARTICIPATING!

Let's keep innovating in education together!



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