

Preparing Career and Technical Education Majors for Laboratory Management through Virtual Reality

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Project Overview

Purpose:

To use Virtual Reality (VR) technology to create VR tour of CTE laboratories within students' respective disciplines in a laboratory management course.

Identified Benefits Include:

1. Offers a view into laboratories students may be unfamiliar with due to their lack of experience
2. Students are able to visit a wider range of CTE laboratories in less time
3. Showcases potential placement sites for future student teachers
4. The preview would assist in reducing anxiety for the student teachers.
5. Gives student teachers experience in using VR technology in an educational setting.

Associated Costs

1.



2.



3.



1. \$380 per Ricoh Theta V 360-Degree Spherical 4K HD Digital Camera
2. \$15 per Aluminum Light Photography Tripod Stand
3. \$10 per Dream Vision Virtual Reality Smartphone Headset.

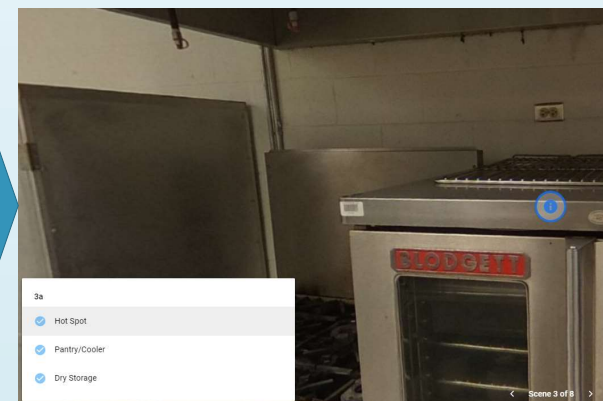
Results



Students take the camera to the CTE laboratories to take pictures of classroom set ups using their smart phones.



Students can then upload tours into a cloud-based storage system to be shared online with instructor and other students.



Students can also identify various safety or instructional tools in the CTE laboratories for future students to note.

To date, 24 CTE laboratories have been cataloged.