VR FAQ 3/6/19

The purpose of the Virtual Reality Lab (VRL) is to provide a field trip like experience to augment and enhance instruction with apps that are standards based. It does not replace the fundamental curriculum or teaching tools ie. books, notes, etc. The VR apps will align with NGSS and matches the topics and pacing of the new science department adoption.

**Questions:**

1. When will the VR Lab open?

 *The lab is scheduled to open in August 2019.*

1. Who is on the Teacher Team and what does it do?

*The team is curating apps to provide a full list of experiences when the lab opens in August. They are evaluating and testing the process of using the lab to ensure that best practices are in place.* *The current team consists of Darcy Lassiter - ELA, Paul Luperini - Science, Ed Loeswick - STEM, and Anna Malki - Social Studies and Dean.*

1. Can groups outside of the school sign up or rent the lab?

 *The lab will be used only by teachers and students at Bayside.*

1. How will the lab be used ?

*Teachers will sign up to use the lab using the “Virtual Field Trip” protocol developed by the Teacher Team.*

1. Why are we buying the Oculus Go and the Oculus Quest?

*The Oculus Go sets are being purchased to provide a safety net for the Oculus Quest. The Go units can be turned into a mobile VR lab later on.*

1. Who will train teachers and support the lab?

 *This position is currently under evaluation.*

1. How can VR be used as part of the new science adoptions?

*All of the apps will be pre-tested by staff and matched to the science department new adoption by unit number which aligns with NGSS*

1. How do we keep students from getting on the Internet?

*The sets are set with wifi off and they have no browser. Access for any device to the Internet is password protected in the lab.*

1. How do we protect students from inappropriate content in the VR space?

*The VR sets students use will not have a wifi connection when they use them. All of the content will be pre-loaded.*

1. What kind of PD will be available to teachers for VR systems and VR content?

*Teachers will be trained to navigate the VR resources to find apps. Teachers will be trained on how to run a class using the VR Lab. How and who does the training is still being determined.*

1. What are the sources for curriculum available at this time?

 *A curated list of apps is being matched to the science units. The Teacher Team is curating additional apps.*

1. Are there other schools that are doing this, including HS?

*Oculus is working with a school in Seattle as it’s only official U.S. site. D-Tech H.S. in San Mateo is using 5 Rift sets for biology. Neal Addicott, science teacher at D-Tech will be collaborating on best practices.*

1. What corporate partners can we find to support us?

*We have reached out to Oculus/Facebook and other companies. Given the level of support from Gilead there is no need for anther sponsor at this time.*

1. What are the negative effects of using VR equipment?

*Dr. Jeremy Bailensen and Dr. Jakki Bailer founded the Virtual Human Interaction Laboratory at Stanford University. They have observed and tested hundreds of children using VR equipment, including their own, and have found no negative effects other than the infrequent child that suffers from motion sickness.*

1. Is Bayside working with any other groups regarding VR in education?

*We are talking with researchers at Stanford’s Virtual Human Interaction Lab. They have a project using VR to make students aware of how acidification of the oceans is affecting coral reefs and have asked us to participate in their study.*

1. How much time will students be using VR ?

*Their exposure would be 15 minutes per class. Classes would use the lab 4 - 5 times per month.*

1. How do we keep the headsets clean?

*Clorox Disinfecting Wipes are antibacterial alcohol free wipes and are used to clean the headsets once each week. Microfibre cloths are used to clean the lenses.*

1. What do we do to accommodate students who can’t use VR for one reason or another?

*Casting to an iPad will allow students who can’t use the VR headsets to experience the app.*

1. How does casting work?

*Each Go set will be paired with an iPad. The iPad shows exactly what the student sees. The iPads will be mounted on the wall for easy observation.*

1. How will teachers know if a student is progressing in a VR lesson?

*A iPad will be mounted on the wall for each VR set. It gives the teacher immediate access to all students progress and lets the teacher know how to help.*

1. How will we protect students who are using the VR sets from bumping into things?

*Students will be sitting in chairs that swivel 360 degrees and are not permitted out of the seat while using the VR set. Each chair is centered in a circle of 40” to allow students to fully extend their arm while using the controller. Each circle is separated by an additional 2 feet to provide an additional buffer. Chair wheels are set on rubber furniture pads to keep them securely in one location.*

1. Who will support the equipment in the lab?

*Peter Cazanis, District Director of IT, has reviewed the equipment in the lab and the iPads, Chromebooks, and wifi network all meet the district specs and will be maintained by the district IT department. The VR sets will be on contract to Oculus and supported by the Lab Tech.*

1. Can we get a full service warranty for the VR gear so that IT does not have to support it?

*Each unit will be covered by a 2 year warranty.*

1. Will the VR Lab be used for gaming?

*At this time there are no plans to allow gaming of any kind in the lab.*

1. Will there be VR programming classes?

*Programming VR apps is being investigated but at this time requires skills beyond the reach of middle school students. See cospaces.com*

1. Will the VR equipment be obsolete ?

*The Oculus Quest will continue to be viable well beyond 3 years. The content will only continue to grow as more apps are written for education.*

1. How will the apps get to the VR headsets?

*The apps will be loaded on the VR headsets and run locally (no wifi needed). The VR headsets will be updated every 60 days to remove old apps and add the new ones.*