

Presenter Name: \_\_\_\_\_

Location: 260

Subject (Circle All That Apply): Science **Technology** Engineering Arts Mathematics

Grade Level (Circle All That Apply): **Middle School** **High School** **Collegiate**

Topic Title: \_\_Oculus Introduction Modules\_\_

### Lesson Focus and Goals

**SUBJECT OBJECTIVE:**

1. Learn basic controls of a Virtual Reality Headset and to test students on what they have learned from the tutorials.

**JHSL OBJECTIVE:**

1. Work with students to get them a hands on experience with Virtual Reality technology in the classroom.
2. Expose students to critical thinking skills in the STEM field.

### Texas Essential Knowledge and Skills (TEKS)

**Principles of Technology; c.6.A & c.6.B. Solid State Electronics; c.6.B, c.6.C & c.6.G. Robotics I; c.6.A, c.6.B, c.6.D. Game Programming and Design; c.6.A. Mobile Application Development; c.4.A, c.4.G, & c.4.H.**

### Structure/Activity

1. **Oculus Dreamdeck** (*approx. 5 minutes*)
  - a. The participant should see a pair of virtual hands holding the VR controllers
  - b. The participant will find themselves at the top of a building (Beware of virtual reality sickness).
  - c. A dinosaur will approach participant (Beware of virtual reality sickness).
2. **Oculus First Steps** (*approx. 5 minutes*)
  - a. The participant should see a pair of virtual hands holding the VR controllers
  - b. The module will instruct participant to press certain buttons and will explain their functions. These include how to point to, hold objects and throw them. (Make sure they don't throw remote by accident or get tangled up on cable)
3. **Oculus First Contact** (*approx. 10 minutes*)
  - a. The participant should see a pair of virtual hands holding the VR controllers.
  - b. The module will instruct participant to wave to an animation which will give cassettes to insert on virtual surrounding devices.

- c. Each of these cassettes has a different function and will teach participant on how to handle virtual objects. (Module will provide instructions).

## Learning Objective

### *Content Review*

*Students should know that...*

- N/A

*Students have been asked...*

1. N/A

### *New Content*

*Students will know...*

- How to control basic functions of the VR.
- How to experience a Virtual Reality set up on body and mind.

*Students will be able to...*

- Utilize Dreamdeck to explore VR worlds and test out motion sickness.
- Utilize First Steps to learn controls in a first person 3D environment.
- Utilize First Contact to practice controls learned in First Steps Module

## Assessment

Students will be asked to complete a quick evaluation after the workshop so we can continue to improve our services.

### Sources of Information:

- 1.