



VIRLI
Virtual Reality Learning Initiative

Information Sheet for Teachers

Have you read about virtual reality and augmented reality but don't know much about it? Do you think it looks fun but wonder how it would fit into your classroom and promote positive student outcomes? Virtual Reality (VR) is a simulated experience that can be similar to or completely different from the real world. Unlike other more traditional forms of multimedia, VR completely encapsulates most of the student's senses and allows them to interact first-hand with the lesson. Even compared to non-VR games, the use of a headset and controllers provides students direct agency in their own educational experience.

Here are just a few ideas of what students can do with virtual reality (VR):

- Explore within the human body
- Time travel to key events and places from the past
- Experience different careers first-hand
- Practice social interactions and life skills in a safe place
- Travel and explore places all over the world without leaving the classroom
- Develop empathy for communities in crisis by stepping into their shoes
- Allow students to share their world by creating their own virtual reality

For more reasons to use virtual reality, see **10 Reasons to Use Virtual Reality in the Classroom**

<https://www.teachthought.com/technology/10-reasons-use-virtual-reality-classroom/>

Sound interesting? Want to learn more? That's where the Virtual Reality Learning Initiative (VIRLI) comes in!

VIRLI is a collaborative effort of Great Lakes Reality Labs, the Michigan Association of Intermediate School Administrators (MAISA), and the Intermediate School Districts (ISDs) with the goal to provide quality, immersive education and training that utilizes the latest technologies in virtual and augmented reality. VIRLI aims to:

- Supplement existing curriculum with immersive tools for classroom education
- Foster the learning of life skills in safe, controlled environments
- Inspire individuals to explore career opportunities they have overlooked

This initiative currently focuses on the following areas:

- Career Exploration (e.g., Skilled Trades, Healthcare, Law Enforcement, etc.)
- Classroom Education (e.g., STEM, Social Studies, Fine Arts, etc.)
- Life Skills (e.g., Social Skills, Special Needs, Functional Self-Help, etc.)

A few of the offerings currently in the catalog include career exploration opportunities as an electrician, a plumber, or a welder; Sharecare VR (a real-time simulation of the human body); the 1943 Berlin Blitz, and Buzz Aldrin: Cycling Pathways to Mars. There are also other modules available, and we're looking for input from teachers on topics within these areas and new areas to get into the pipeline!

To learn more about VIRLI, please visit <https://vrlearninginitiative.com>.

If you would like to sign up your ISD to be a VIRLI member, please contact Karen Hairston at khairston@gomaisa.org.