

Institut für Anglistik und Amerikanistik

The Department of English and American Studies

Virtual Reality: English Teaching and Learning

552.246 (20S) Topics in Applied Linguistics: Virtual Reality (VR) Enhanced Language Learning

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DECLARATION

I hereby declare that all material in this assignment is my own work except where there is clear acknowledgement or reference to the work of others.

I understand the nature of plagiarism. I have read and I agree to the English department’s statement on Plagiarism and Academic Integrity on the University website [www.uni-klu.ac.at/iaa](http://www.uni-klu.ac.at/iaa).

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**Task 4**

It is a crystal-clear fact that education has always been of a great concern and a top priority for humanity since the very beginning. With the fast-developing technology and technological advances, it can be apparently seen that the influence of technology on education has been quite significant both for learners and teachers. Nowadays, it is rather easy to find many sources online; to download books and ready them online, to make a research, to find articles and books written by many scholars no matter where a person locates: simply click on it, explore, and download! In this context, virtual reality (VR) plays an essential key role as being a new medium entered into our lives by technological advances.

Virtual reality has four key elements to create a virtual environment experience, which are respectively named *virtual world, immersion, sensory feedback, and interactivity* (Sherman &Craig 2019). To define the very first essential element, *virtual world*, it can be said that virtual world represents an imaginary world and it is often manifested through a medium. Secondly, *immersion* plays an important role for virtual reality referring to the perception of being physically present in a non-physical world. It can be categorized into two: *physical (sensory) immersion* and *mental immersion*. Physical immersion indicates a bodily entering into a medium while mental immersion stands for being deeply involved and engaged such as getting immersed by games: computer games or video games can be a great example of both types of immersion.

Within this context, there have been advances on education as well such as using technology in classrooms such as virtual reality (VR). It is widely claimed that most people are visual learners, and VR provides a great space of visual learning environment virtually, therefore, it can be easily said that students are attracted to visually eye-catching and fun activities while learning. Virtual reality provides a medium for students and teachers to interact with the virtual environment. In doing so, it is seen that students not only interacts with it but also they get immersed in what they are learning. Furthermore, using virtual reality in learning can also make students experience what they are doing! When students see that learning is fun, they can keep motivated to learn more and more as well as feeling the pulse of learning, the delight of experiencing on their own, and get inspired by what they learn. (Alizadeh 2019)

To conclude, virtual reality is useful and easy-to-use providing engaging environment for learners at all age range. Learners can benefit from virtual reality by exploring new aspects of learning via educational visualizations or learners might feel more integrated and more motivated for their subjects. Since their focus is mostly on the virtual reality technology, it gets easier for them to get engaged in what they are learning.

**Bibliography**

Sherman, William & Alan Craig. 2019. *Understanding Virtual Reality*. Amsterdam: Morgan Kaufman, pp. 2 -38.

Alizadeh, Mehrasa. 2019. *Virtual Reality in the Language Classroom: Theory and Practice.* Osaka University. Japan.

**Task 5**

I would like to work on the task A using 360° media. This task aims to provide students with relevant environment vocabulary surrounding of a park such as grass, fountain, water, café, trees, bicycles, bench, and playground. Then some mini-quiz will be prepared for learners to check if they understand the relevant vocabulary or not. The sound effects will also be added to the words for learners to hear how the words sound like.