**Task 4**

**4 Key Elements of Virtual Reality**

Virtual reality contains four key elements that are necessary for the player to live the VR experience in its fullest. The first one is “**Virtual World**” which is the content of a specific medium. Originally it exists only in the creator’s mind but can be put to life to be shared with others. However, it also can exist by itself like a film script can exist independently by a performance. The second key element is “**Immersion**”. First of all, the concept of “medium” needs to be understood. A medium lets the user have the perception of being in an alternate world or see the usual world from another point of view. This is where imagination gains importance. If an alternate/imaginary world can be imagined, then the limitation to access it is only given by what we can imagine and the ability to communicate it. A novel, the radio or the TV can produce this communication, which is only a one – way communication, from creator to audience. The outcome is already programmed. Even if the creator is amazing at letting the listener enter the mental immersion and imagine this other world, the spectator cannot transfer itself in this new dimension. For the virtual reality, the physical immersion gains importance. Even if there is nothing such as a definite definition, the related terms can be explained as followed. Immersion is the sensation of being in another environment, which can be either mental or physical. Mental immersion is the state of being highly engaged in the imagination the medium provides. Physical immersion provides the user with a visual environment, different as the actual world. Coming to the third key element “**Sensory** **Feedback**”, the reality experienced first-hand is described as “physical reality” and the experience we achieve by one-way communication tools is called “imagined reality”. This means, while experiencing VR, our imagination is not used as much as the imagination of the creator. Sensory feedback is the practical key, necessary to help VR work. The VR provides sensory feedback to player based on its physical position. Usually, the visual sense receives feedback, but is often connected with a haptic experience. To be able to give the participant feedback, the VR device must have access to the head and at least one hand of the player. The last and fourth key element is “**Interactivity**”. With “Interactive Fiction” the player must have the feeling, that the interaction with the imaginary world, the characters and the objects is real. Also, the player has the power of changing this “world” and modifying the environment.

**English teaching and learning with Virtual reality**

In my personal opinion Virtual Reality is the next evolutionary step that has to be taken for teaching and learning. Especially language subjects could benefit from it. Why so? Languages get apprehended in the most efficient way by getting completely surrounded with it. A good English teacher always tries the best to put the students in a surrounding where the main argument is the English language. However, due to time-management and budget problems the attempt of the environmental immersion is limited. Nevertheless, VR could revolutionize language learning and bring it to a whole other level. I have made the experience, that the more I found myself in an English speaking surrounding the more my capacity grew. Unfortunately, I see that schools are not equipped for VR yet and I honestly do not believe they will be soon. Despite that, when they will get to that point, language learning will make an evolutionary step forward.

**Task 5**

I have chosen to develop a task with the help of 360° media. The theme would be “Jobs in the outdoor” like farmer, gardener, construction worker and so on. It would start with the task “explore what jobs can be performed exclusively outside”. It will begin with an introduction describing the task. After that there will be a 360° picture describing and showing the environment that the worker deals with every day. In the same image there will be the next worker shown in the background with a button next to it that conduces the student to the next worker. The process repeats itself again until the student comes at the end of the journey where the student will take a quiz regarding the information it has learned. The quiz will be in form of a crossword so that the final product will be a mystery expression/word.