**Topics in Applied Linguistics: Virtual Reality (VR) enhanced language learning – TASK 5**

**Feelings, Emotions and Gestures**

Virtual Reality could be a funny way to teach students feelings and gestures (vocabulary or also idioms) to students. It could take place in university, a park or at home, important is, that there a people who show through their posture or mimic on their face how they are feeling and what they are trying to show through gestures.

Therefore, I thought I would take pictures of people in university (of course with permission). Each of them would have different facial expressions which show their emotions and feeling. This could be during a conversation, a single person while studying, the cooking lady in the cantina or a professor during a lecture. Different people in different situations would show different feelings and this is what the students should learn to understand.

Each situation could be backed up with suitable sounds (e.g. the sound of pencils writing, fingers typing on a computer, growling [when angry], laughter [when happy] or just people talking)

Next to each situation there would be a button to click. After clicking this button, a question would appear (e.g. How is the student in the red shirt feeling?) The correct answer would be identified with a positive sound and the wrong sound with a buzzing sound. Rooms can be entered through buttons and through VR the student can look around the room.