Learn English in VR and AR at Palestinian Universities

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Newcomers VR

VIRTUAL REALITY FOR ENGLISH LEARNERS

nearpod EL

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Problem statement

Traditional learning

Interactive learning

Abstract

All modern education and teaching trends focus on educational enhancement by utilizing technology such as (AR, VR, and multimedia). We intend to promote the importance of using interactive learning in education, in particular English, as an educational enhancement tools. There is wider issue for using this new trend in education. The main issue of relying on technology is that the lack of recourses and expert native speakers. This for sure, we help students appreciate their classes in a clearer, more effective and attraction and have fun in learning English. Furthermore, utilizing modern technology in developing educational means that will reduce the complexcity in English learning. In addition, these means will help teachers to transfer information easily no matter how it is difficult and also passed suitable information to the students in easy way without a great effort.

- Lack of understanding is one of the major problems for most of teachers who may not be fully appreciative of the educational potential of English. By using modern technology, we intend to increase the performance of English teachers. We increase the creative thinking and hands-on training of students at universities and make education process simpler and more exciting. We want to analysis the English skills(speaking, reading, writing, and listening) , study it in deeply. We want to represent these skills in technology models to use them in lectures for teaching and developing the education in Palestinian society to increase the value of education.

What is AR?

Augmented reality (AR) is a type of interactive, reality-based display environment that takes the capabilities of computer generated display, sound, video, graphics, GPS data, text and effects to enhance the user's real-world experience.

Augmented reality combines real and computer-based scenes and images to deliver a unified but enhanced view of the world.

What is VR

Virtual reality (VR) is all about the creation of a virtual world that users can interact with. This virtual world should be designed in such a way that users would find it difficult to tell the difference from what is real and what is not.

Furthermore, VR is usually achieved by the wearing of a VR helmet or glasses

Types of VR headsets

STANDALONE VR HEADSETS (ALL-IN-ONE HMDS)

➤ have built-in processors, sensors, battery, storage memory, and displays, so they don't require a connection to a PC or a smartphone.

SMARTPHONE VR HEADSETS

➤ make use of smartphones to provide a virtual reality experience. Users must simply slide their smartphones into the headset; the screen will be right in front of the user's eyes, with a set of lenses that create a sense of depth (like other types of headsets).

✓ Recently, virtual reality and augmented Reality are not only used for gaming, but also there are companies explore their usage in education.

✓ Virtual reality and augmented reality provide a completely new way to engage with students and increases their retention.

✓ I will introduce the top companies working on education in virtual reality and augmented reality.

Learn English in VR

LEARN WORDS

GO SHOPING

GO RESTAURANT

GO LIBRARY

5 Top Virtual Reality products to learn English

1.Virtual Speech

This VR product focuses on helping you learn English so that you can maximize the opportunities that exist in your business environment. For example, some of the scenarios in VirtualSpeech include impromptu speaking sessions, networking events, and a job interview. Video-based tutorials, quizzes, and case studies are available as well in addition to cultural immersion scenarios. These scenarios and features will help you improve your speaking and listening skills.

2. AltspaceVR

Sometimes, people find it easier to learn English with others than learning it alone. They are social learners and AltspaceVR is the ideal product for them. It connects people from more than 150 countries worldwide. That means you will interact with many individuals from different cultures and backgrounds.

3. Immersive VR Education

This VR product is one of the most innovative ones in the market. For example, teachers and students can use it to create their ideal learning environment. That means an English tutor can develop VR scenarios that resonate with the students he is teaching. This English tutor can do that at anytime and anywhere. His students can also access the VR material at their convenience. That means Immersive VR Education demystifies VR technology by making it possible for anyone to create it.

5 Top Virtual Reality products to learn English

4. MondlyVR

Mondly is an online language learning application. Currently, it has 25 million users. It teaches 33 different languages to these users and English is one of them. Its success as a language-learning app is now its greatest strength as it ventures into the world of Virtual Reality. Known as MondlyVR, this product will revolutionize the way people learn English. For example, it has everyday scenarios such as a chat on a train or checking into a hotel. Others are riding a taxi or ordering food at a restaurant.

5. ClassVR

Developed by Avantis Systems Limited, this VR platform thrives on a school model for learning languages. For example, the content in this system falls in line with curriculum-based lessons in educational institutions that teach English. Moreover, it hires qualified teachers as English specialists. These teachers have a great deal of experience in the classroom environment including the use of technology to spark the interests of their students. The idea behind ClassVR is to bring textbooks and worksheets to life making them acceptable and entertaining to students.

Learning English by Augmented Reality (AR)

- ✓ AR = real-world + computer-generated data
- ✓ Result is that computer generated objects are blended into real time projection of real life activities.
- ✓ AR may offer new opportunities English language education.
- ✓ The AR teach students who they can communicate.
- ✓ AR offers one to one classes.

How does Augmented Reality work?

1. Hardware + Web camera
2. Software
3. Marker
4. Augmented Reality displays on the computer screen
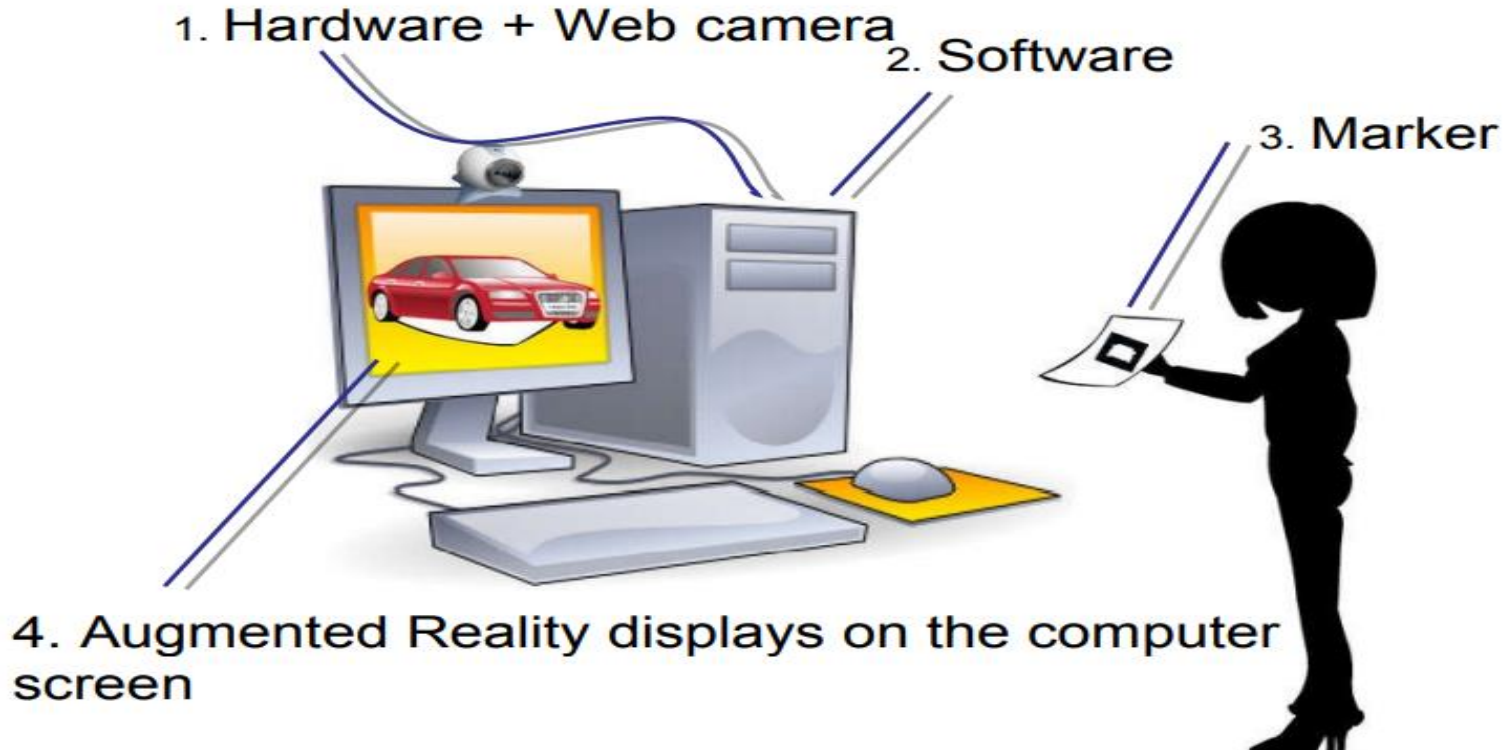
❑**About AR-Apps:** Learn English Conversation (Arabic) – With pronunciation learn Conversation in English in simple way Learn Conversation by basic phrases, simple and easy With pronunciation Per sentences.

Companies which are pioneering in developing technology in VR and AR in Education

Links

1. http://immersivevreducation.com.
2. https://unimersiv.com
3. https://www.google.com/edu/expeditions
4. http://www.alchemyvr.com
5. http://www.discoveryvr.com.
6. http://zspace.com/
7. http://www.curiscope.com
8. http://woofbert.com
9. https://nearpod.com/nearpod-vr
10. http://www.eonreality.com/applications/education
11. https://www.schellgames.com
12. http://gamar.com/

Using AR and VR in education at PAU courses

- I did AR and VR courses at Palestine Ahliya university for the 40 students then they transferred the knowledge to schools.

- The results:

  ✓ Increase the cognitive for students.

  ✓ The courses became more understandable and fun for students.
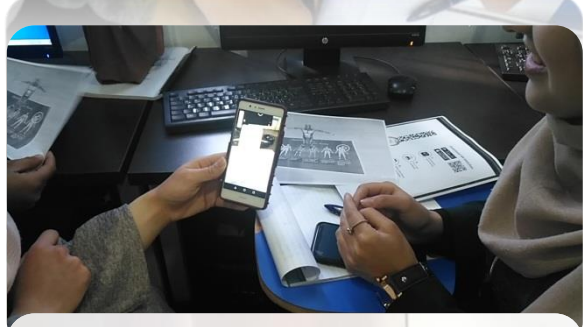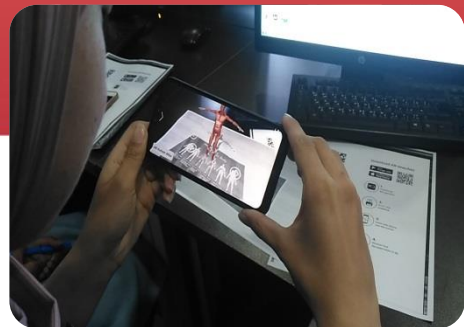
Transfer knowledge from universities to schools.

Conclusion

- ✓ Virtual Reality and Augmented Reality are the next big step forward in education, and these technologies are good for educators and students alike.
  - ❑ Educators will be able to capture the attention of their students like never before and get them more actively involved in the classroom.
  - ❑ Students are always trying to do what's cool and what's new; utilizing VR and AR technology in classrooms will appeal to students because it's the latest and greatest thing and it's very cool to use.
- ✓ Using VR and AR technology will not only make learning more interesting and exciting to students, but also it will also increase retention because it engages them in a way which textbooks simply cannot compete with. These technologies give us a window into the future of education, and it probably won't be long until it is standard for classrooms to come equipped with some form of VR or AR technology.