

1. Name of workshop:  
Let Students Explore: 360 Video and VR
2. Date of workshop:  
May 30, 2019
3. Location of workshop:  
Samuel Merritt University, Health Education Center  
400 Hawthorne Ave.  
Oakland CA 94609
4. Course Outline:
  - a. Brief Overview:  
In this workshop, learners will explore the concept of 360 video and VR projects for learning and discuss how to create an asset that engages students and allows them to explore and learn at their own pace. This workshop takes the learner through the steps needed to plan and develop 360 video or VR learning object.
  - b. Objectives:  
At the end of this workshop, participants will be able to do the following:
    1. Describe the benefits of using an 360 video and VR projects as a part of teaching.
    2. Determine an appropriate topic and lesson that be used to develop a 360 video oe VR project.
    3. Create a general plan for developing a 360 video or VR project using content available for a selected topic and lesson.
  - c. Comprehensive topical outline:
    1. Present and demonstrate samples of 360 video and VR projects.
    2. Discuss how to determine a suitable topic and lesson that can be used to develop a 360 video and VR project.
    3. Share handouts with attendees that they will use to begin developing a plan to create a 360 video or VR projects.
    4. Guide attendees through the steps to plan the development of a 360 video or VR project.
    5. Ask participants to briefly share their plans with each other.
  - c. Method of evaluation:
    1. Learners will create a plan for development of a 360 video or VR project using the worksheets provided.
5. Presenter: Beverly Saar