



BEST PRACTISE
IN BLENDED AND
VIRTUAL LEARNING
VIRTOURS



DEVELOPER: Fondazione Luigi Clerici

EQUIPMENT: computer, telecamera 360°, oculus quest, also cardboard viewers (5 euros) and mobile phone e.g.

LICENSES: different platforms, "Virtours" (2000 euros per year) or other free tour creators

OTHER: internet connection

LINKS:

TYPE: Virtual Reality

TARGET GROUPS: Useful for all the students



DESCRIPTION:

Use the 360° camera to take pictures of the environment you would like to present within your virtual tour. With some virtual tours you can also use google street view pictures. Load the picture in a logical order the virtual tour creator platform and add arrows to show directions or points of interest.

Points of interest can be:

- pop ups with info text
- registered voice explanation

Through this activity the following skills can be improved.

2D images

In order to enter a virtual tour, you need either a viewer such as oculus quest or cardboard viewers together with a mobile phone. The cardboard viewers must be mounted, and the mobile phone put inside. Prior to this you need to download the virtual tour app on your mobile phone. Furthermore, you need to download the tour created into the application which needs to be compatible with the tour creator.

When wearing the viewer, you can move the cursor and walk around within your tour by moving your head. Use then your gaze to focus on the commands, for example points of interest.

WHY WE RECOMMEND THIS BEST PRACTISE:

This best practice makes learning interactive and fun. Even boring topics can be made interesting for example “The Betrothed” by Manzoni. Just reading the book and analysing the text can be boring. Visiting the places described within the book, taking pictures of them and creating a virtual tour which includes different information also about the characters and sceneries makes the topic much more interesting, attractive and inclusive. Students will be able to elaborate the text actively and to create learning material for others through an immersive activity.

Through this activity the following skills can be improved:

- Digital skills
- Historical skills
- Problem solving
- Critical thinking



