

Virtual reality (VR) is the best format for online education.

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- Created this issue: "Can school attendance happen in virtual reality (VR)?"
- Edited: Can school attendance happen in virtual reality (VR)? Reason: "Clarified claim"
- Edited: School attendance should take place in virtual reality (VR) as the best format for online education.
- Comments:
 - Looks good. Thank you for bringing me about these, will start working on them now!
 - Looks like you've been doing pretty well here. We're still getting close to done at the top level!
 - I am not sure that the question is correct. If we remove "best" and replace with alternative or perhaps additional this would clarify. No? Thoughts?
 - Alternative would not work. I guess we could go with "replacement" but both words connote that people will still learn in classrooms in reality and I'm trying to make a discussion about VR being the main form of education. How can we word it to reflect that?
 - Many pros and cons seem to be discussing online education in general rather than specifically whether VR is the best format for online education in particular (which is currently the top level question).
 - Agrees. It's been a large effort to move this to a top level question but it's been too big of an effort to do it. We did a lot of things that you see should be moved. Could you learn 1) the class, 2) the question in the education context?
 - I didn't realize there was a separate discussion about online education in general. Thanks!
 - Thanks! We'll have to see if it's needed to expand this one, you're welcome to look into it!

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- | Pros | Cons |
|--|--|
| Using a VR-based classroom setting would allow students to get one-on-one time with their teacher if they need it. | VR is just cheap to have in our but for someone who can't afford it is very expensive. |
| VR provides another option to people who learn better if it than school, as there is not a one-size-fits-all method to teaching/learning. | would require a lot of techno. advancement to reach the level where VR classes could really show its efficiency. |
| It allows for opportunities that can't happen in reality. | No virtual reality are for games entertainment only. Putting online education into the mix would just confuse the students. You can only learn by a real experiential experiment rather (technically and/or sufficiently) and not to mention virtual reality wouldn't have the proper tools to conduct online education. |
| Students are really interested in VR learning. | VR could deprive people of using imaginations. People talk of VR as a means of using people's imagination, but what is a pupil to imagine if you are already showing him. You don't need to imagine it, it's show you. You know how you sometimes get disappointed when your favorite novel is turned into a movie, like that's not how you pictured it. |
| VR introduces students to technological capabilities, which can inspire them and help them learn valuable technological skills. | VR should not be a complete substitute for human interaction. |
| People can learn by practicing on simulations without risking a body's safety. | Hybrid/blended learning is a better (in terms of challenge and grades) than both VR and traditional settings. |
| VR addresses problems that schools cause. | VR is not as healthy for students as going to school. |
| VR is the future and schools should catch up with technological progress. | Resources for VR may not be available to students all the time or divided equally. |
| Engage the question: what is the purpose of school? | VR or VR-based classes are a waste, so it's not a good idea for a long-term basis. |
| VR allows students to be more comfortable in the learning process. | VR might not provide the best educational system for students. |
| If a student starts acting out, the teacher could instantly send them to a "virtual principal" without disrupting the rest of class or having to stop the lesson. | VR technology is not fully developed and could get in the way of learning. |
| VR can lessen the dangers of straight into an industry unprepared by letting them practice first (like a flight simulator). | Teaching would be harder in VR. |
| People can make a virtual world in VR without killing animals. | VR creates difficulties for teachers to observe student behavior and discipline them accordingly. |
| It can be used to create a virtual world, for a more realistic setting. | VR is not setup enough to be used in schools, as it has issues that it's still working out. |
| It can help those with disabilities. | You would never really know if people are actually who they say they are and if they are present, or even exist. |
| The way we learn will change dramatically and VR will be a useful tool to help dynamic people help dynamic students to learn living an experience and not reading a book. | Classrooms would be chaotic without obedience, as there is no will to obey if no punishment is possible to receive. |
| VR allows, in some classes like design, for the students to manipulate and change objects that would cost schools lots of money on materials and supplies for mistakes and change (even on just one assignment). VR saves money by building and creating their instead of in reality. | Learning is an incredibly complex process and, at least in part, requires a teacher to be able to respond to a learner's non-verbal cues. VR cannot do that, or at least not to the same level as teachers can. |
| VR has endless possibilities on how it teaches. It can serve better to explain with visual examples. | There is the question of resources that needs to be addressed - will all students have access to resources such as VR, data, or power? Or is this only available to those who can afford them? |
| VR technology would open up avenues for 3D illustrations and novel teaching methods not possible with projectors and blackboards. EQ, Mathematical graphs, architecture (being in a room), engineering design could benefit from this. | VR allows students to be more comfortable in the learning process. |
| Sliding down in class for hours at a time is not healthy for students and VR could allow people to exercise. | VR can be distracting. |
| There are no properties of physical reality that VR would not be able to eventually contain, and thus VR could be made to be healthy in all of the ways that physical schools are currently healthy. | |
| VR can be less distracting, because one can customize the environment to suit their needs. This feature allows students to eliminate anything distracting in their environment, which is not possible in a classroom. | |
| If one parent is said to stay home (from the funding come from brick-and-mortar), it could make VR work with added advantages, such as paying parents to stay home (thus alleviating the needs for governments to create jobs) and be with their kids, as well as decreasing the need to pay teachers. | |
| VR creates a hyperrealistic state that's allows for extra safety measures while still providing an experience similar to reality. | |
| VR could allow virtual visits instead of ones in reality. | |
| VR adds more variety to learning. | |
| We should use all forms of technology (such as AI, AR, Social Media, Gaming and especially VR) for learning and advancing. As it is all here to stay we should use it for good. | |
| VR is not as healthy for students as going to school. | |
| VR is more eco-friendly than schools. | |
| VR is a safer environment than a school. | |
| VR addresses the issue of overcrowding in schools. | |
| VR allows students and teachers to meet in circumstances otherwise not possible. | |

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