



# Education for Technological Literacy and Inclusion. E4TLI

2022-1-ES01-KA220-HED-000087144

EVENT: ONLINE SEMINARS FOR STUDENTS – VIRTUAL REALITY

DATE: January 25-31, 2024

TIME: 15:30 pm-17.00 pm (Thursday) 9:00 am – 10:30 am (Monday, Tuesday, Wednesday). GMT+01:00

VENUE: Online: <https://meet.google.com/xck-pefe-vkt> Onsite: School of Architecture . WORKSHOP 5. E4TLI Seminars for Students VR

ADDRESS: School of Architecture. University of Navarre. UNAV. Campus Universitario, 31009, Pamplona, Spain.

Within the framework of the European project E4TLI (Education for Technological Literacy and Inclusion) the School of Architecture of the University of Navarra has organized a free online course to introduce students to Virtual Reality technology. Thanks to the growing access to peripherals such as VR glasses, this technology is advancing rapidly and is being introduced in many professional and domestic environments. In the coming years, VR will become one of the key technologies for information, training, entertainment and work. The course consists of four sessions of 60' duration: a first session of introduction to Virtual Reality, a second session of online demonstration of the possibilities and applications of VR (with ontime visualization of Meta Quest 2 glasses), and two sessions with practical examples of application. A final extra onsite session is added for students who want to interact with Meta Quest 2 glasses.

SESSION	TOPIC	DETAILS
Thursday 25th January 15:30H.-17:00H. (Asier Santas. School of Architecture Room 1 / Online)	1.1. Introduction to VR	<ul style="list-style-type: none"> <li>Project presentation and survey</li> <li>What is VR? Brief history and evolution</li> <li>Characteristics and technical specifications</li> <li>Fields of application</li> <li>Non-immersive and immersive VR</li> <li>Peripherals</li> </ul>
	1.2. VR Connections	<ul style="list-style-type: none"> <li>VR+AR</li> <li>VR+Data Science</li> <li>VR+Streaming</li> <li>VR+Blockchain</li> <li>VR trends</li> </ul>
	1.3. VR in Education	<ul style="list-style-type: none"> <li>Fields of application</li> <li>Motivations</li> <li>Adaptation to change</li> </ul>
Monday 29th January 9:00H.-10:30H. (Asier Santas+Núño Mardones. Online)	2.1. Open VR Apps: META QUEST	<ul style="list-style-type: none"> <li>Apps 1: Configuration/Settings</li> <li>Apps 2: Workrooms</li> <li>Apps 3: Gravity Sketch</li> <li>Apps 4: Arkio</li> </ul>
	2.2. Online VR Experiences & Apps	<ul style="list-style-type: none"> <li>Real Spherical photos&amp;videos: 360cities</li> <li>Research project: Re-Habitar</li> <li>VR+GIS</li> </ul>
	2.3. Offline VR Experiences & Apps	<ul style="list-style-type: none"> <li>Spherical photos: Theta, VRDirect</li> <li>Virtual objects and environments: Sketchup, V-Ray, EvolveLab</li> <li>VR and augmented AI-powered tools visualizations for architectural visualizations.</li> </ul>
Tuesday 30th January 9:00H.-10:30H. (coord. Elena Lacilla. Online)	3.1. University application cases.	<ul style="list-style-type: none"> <li>TECNUN (Javier Aldazábal). Enabling of teaching spaces and equipment for VR teaching.</li> <li>Faculty of Nursery (Almudena Castillo). Application of VR in teaching.</li> </ul>
Wednesday 31th January 9:00H.-10:30H. (coord. Elena Lacilla. Online)	4.1. University application cases.	<ul style="list-style-type: none"> <li>Faculty of Education and Philosophy (Luis Humberto Eudave Ramos). Implantation of VR in neuroscientific research.</li> <li>Summary, questions and contributions of participants (Asier Santas)</li> </ul>
Thursday 1st February 10:00H.-12:00H. (Asier Santas. School of Architecture Workshop 5)	5.1. EXTRA: Onsite session with META QUEST. Place: Workshop N°5 School of Architecture UNAV.	<ul style="list-style-type: none"> <li>ETSAUN: Interaction with Meta Quest (IMPORTANT: Inscription needed via Attendant Sheet)</li> </ul>

