Using Virtual Reality Technology to Enhance Chinese Architectures Learning

This project reports the learning activities through using VR technologies are designed to enhance the learning experiences of undergraduate studies in Arts and Humanities.

Students are required to navigate the Wooden Pagoda of Fogong Temple at Shanxi Province (1056 A.D.) virtually to accomplish specific tasks.

In general, participants report that the learning approaches with VR content have stimulated their learning interests to investigate more architectural knowledge related to Chinese architecture.

This piloted project was implemented to engage students in using an immersive environment to support General Education (GE) module - Architecture and Space in Chinese Culture and a flipped classroom strategy with self-learning and peer-learning pedagogies are adopted accordingly.

The findings and results of acceptance level using VR in teaching and learning supports were presented in IEEE International Conference on Teaching, Assessment, and Learning for Engineering (TALE) in December 2018, the paper was selected as the Outstanding Paper Award.

In conclusion, students are pleased with the way of implementing VR technologies to support more GE module.