Team Members:
Mr. Tarloff S. W. IM
Office of Education Development and Gateway Education

Mr. Frankie FAN
Office of Education Development and Gateway Education

Mr. Lin LI
Department of Chinese and History

Mr. Leo CHIU
Office of Education Development and Gateway Education
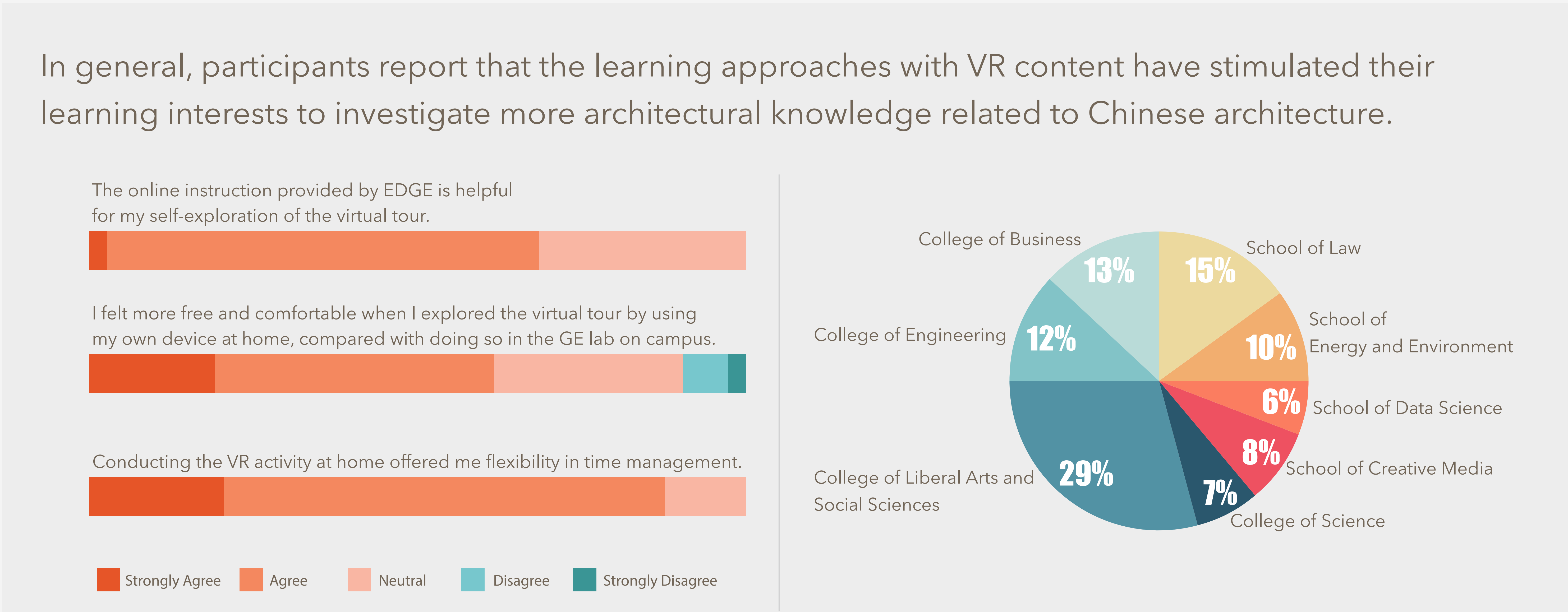
香港城市大學
City University of Hong Kong

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.

The online instruction provided by EDGE is helpful for my self-exploration of the virtual tour.

I felt more free and comfortable when I explored the virtual tour by using my own device at home, compared with doing so in the GE lab on campus.

Conducting the VR activity at home offered me flexibility in time management.

Strongly Agree | Agree | Neutral | Disagree | Strongly Disagree

College of Business 13%
School of Law 15%
College of Engineering 12%
School of Energy and Environment 10%
School of Data Science 6%
School of Creative Media 8%
College of Liberal Arts and Social Sciences 29%
College of Science 7%

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.