Active Learning through Virtual Reality Contents Production

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Virtual Reality (VR) projects in education are easily found in various disciplines, as researchers find that VR contents can trigger the learners' engagement in the learning process effectively. With more and more VR production gears providing user-friendly workflows for creating VR contents, educators could be able to design active learning activities through VR contents production.

This project reports a General Education (GE) module - Architecture and Space in Chinese Culture, offered by Department of Chinese and History was selected to design active learning activities to enhance the learning experiences of undergraduate studies in Arts and Humanities GE area, during the Shanxi field trip to the thousand-year-old and 67-meter-high Yingxian Wooden Pagoda. In general, participants report that the active learning approaches have stimulated their learning interests to investigate more architectural knowledge related to Chinese architecture. In addition, they are pleased the way of implementing VR technologies to support the GE module.