## 2016 WAND SMALL GRANTS SCHEME FINAL REPORT

Project Leader: Dr Michael Ovens
Team: Professor Andrew Lynch, Professor Erik
Champion, and Dr Susan Morris

Project Title: Thine Enemy: A Pilot Study for Experiential Learning in Virtual Reality

Budget: \$6000

Spent: \$6000

Balance: \$0

## Main outcomes and achievements of the project

Every student who participated in the tutorial sessions experienced improvement in the quantitative measurement of their ability to visualise the specific literary fight scene between Arthur and Mordred.

- Qualitative feedback was strongly positive, with many students commenting on the improved clarity and visualisation ability provided by the experience.
- The project leader was awarded the 2017 George Yule Postgraduate Essay Prize for an essay derived from this project.

## **Executive Summary**

Virtual reality is the next frontier of education technology. Although the first generation of virtual reality devices have limited market penetration, subsequent iterations of the technology are poised to do for the next ten years of tertiary education what laptops and personal computers have done for the last ten. This study demonstrated the capacity of virtual reality to help students visualise medieval literary narratives and identified a lack of technical expertise on the behalf of educators as the primary obstacle to expanding the technology's remit across the tertiary sector.

## Recommendations for future investigation

The main limiting factors to scaling up the project are the skill required to develop VR experiences and the technology required to run them. The technology is gradually taking care of itself as more devices are purchased by researchers and schools and the price decreases. The skill to develop VR experiences is something which might be taught to students as part of undergraduate units in which they could support the learning of peers by building reusable learning experiences.