



# Augmented and Virtual Reality in the language Classroom

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# My Background

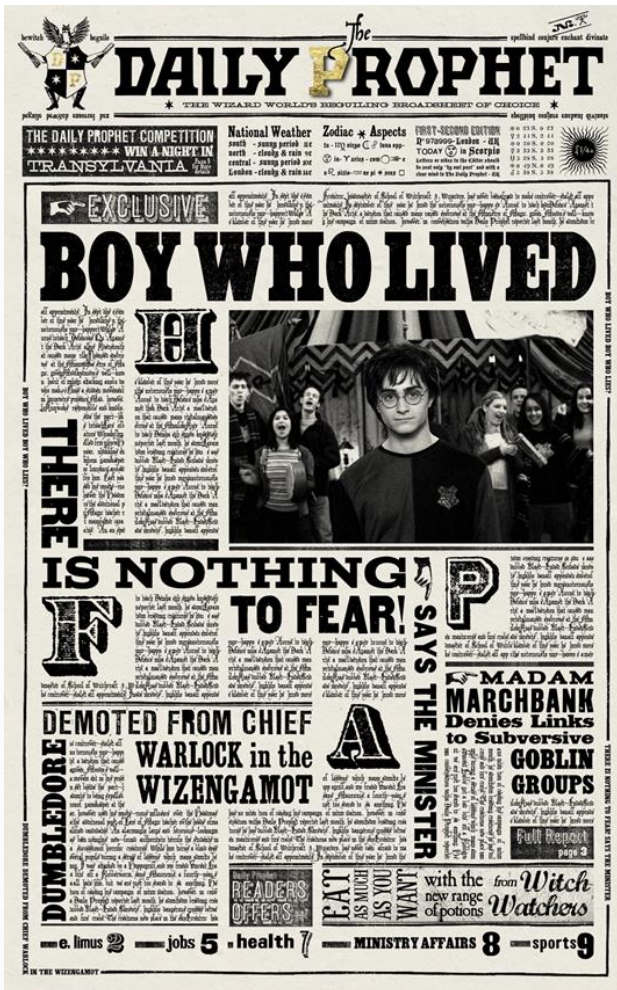
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- Sauda upper secondary
- English
- Nettskolen Rogaland – Online upper secondary



- What is augmented and virtual reality?
- Why use these technologies in the language learning classroom?
- Practical examples
- How do I start?



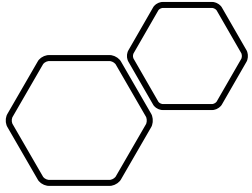


## Augmented Reality in a Newspaper



# Augmented Reality

AR puts virtual things into users world  
Partly immersive



# Virtual reality

VR puts user in virtual worlds

Fully immersive



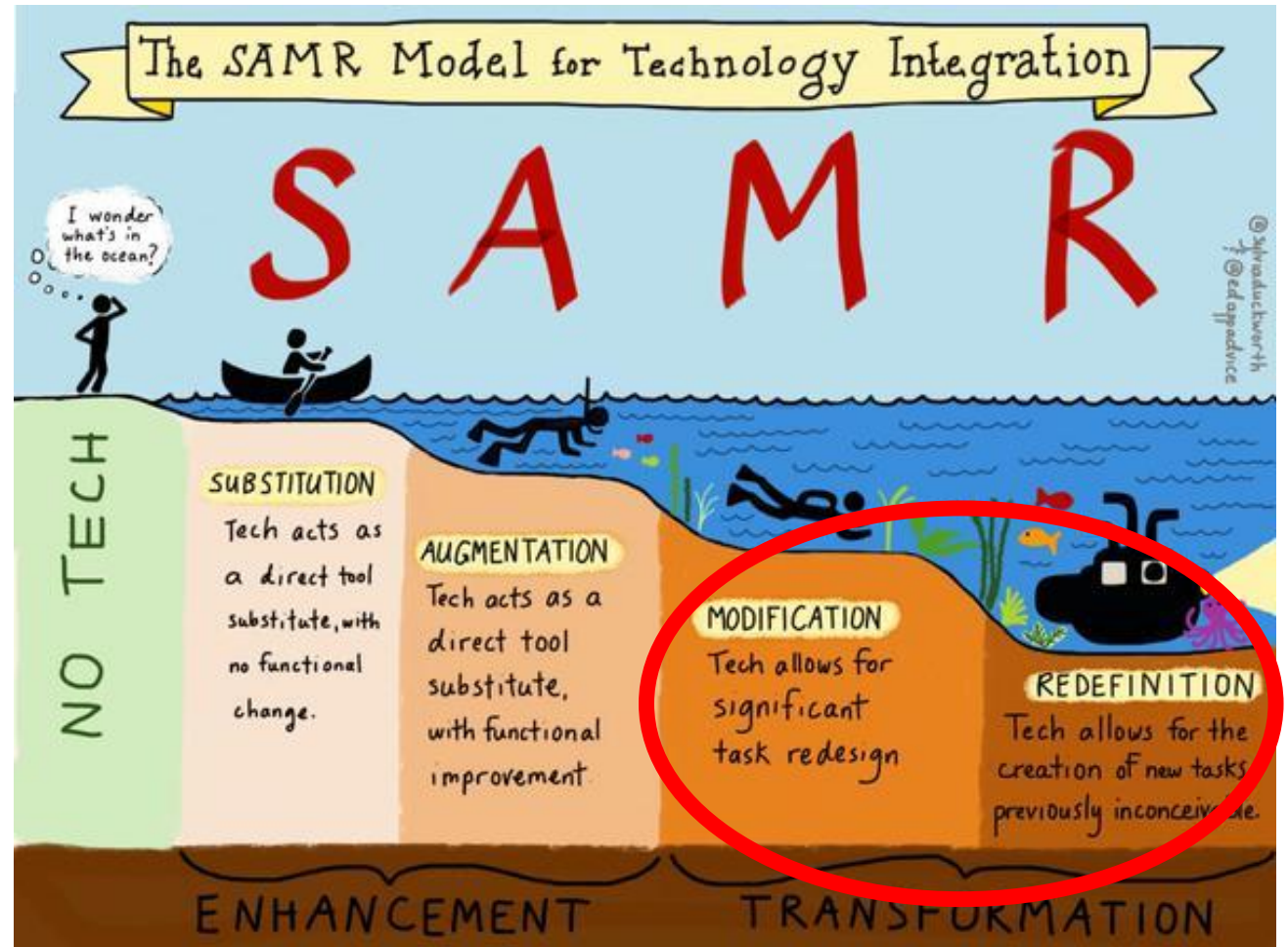
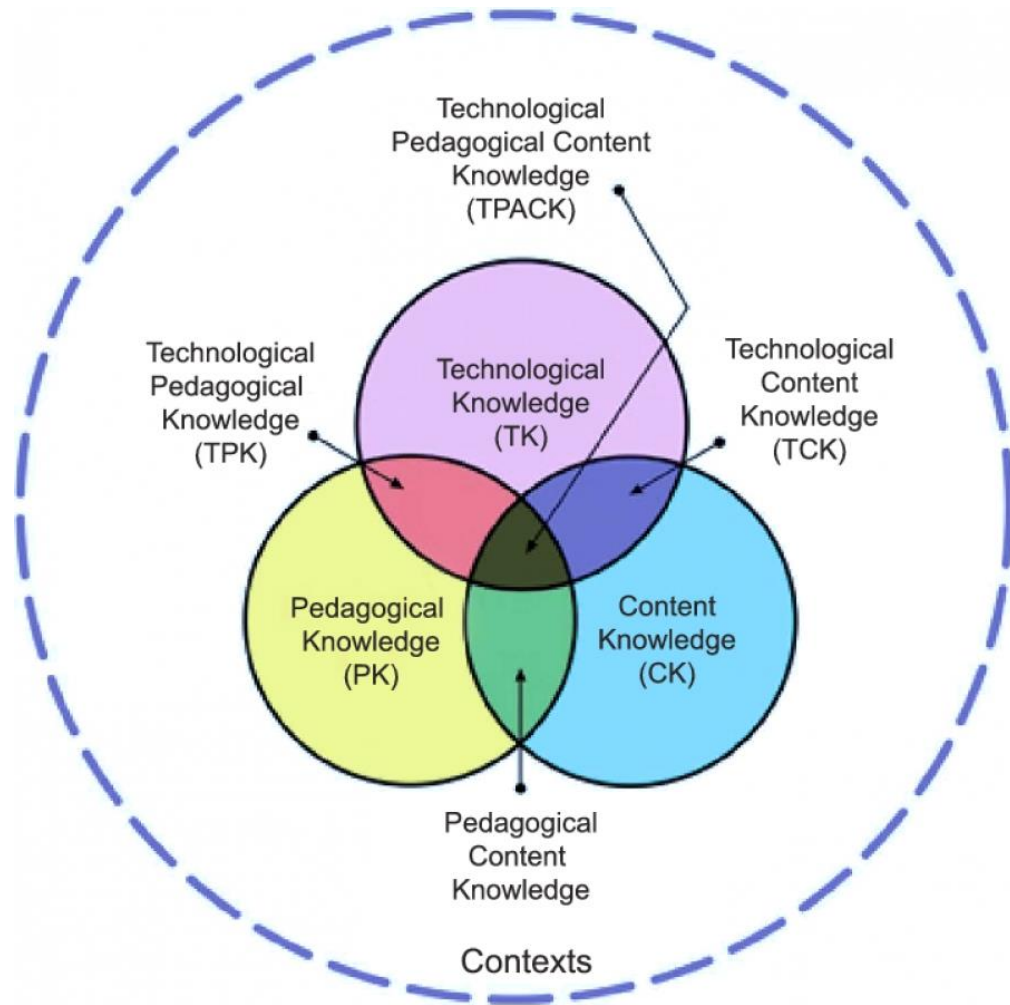
# Why?

VR and AR is immersive and multisensory by nature.

- Improved learner engagement
- Improved retention
- Less distractions
- Moves learning beyond the classroom
- Improved confidence and fluency



# Why continued..



# What can you do with AR and VR?

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- Language learning games and apps in AR and VR
- Practise communication skills
- Virtual Field trips
- Experience and interact in stories and narratives in VR
- Create





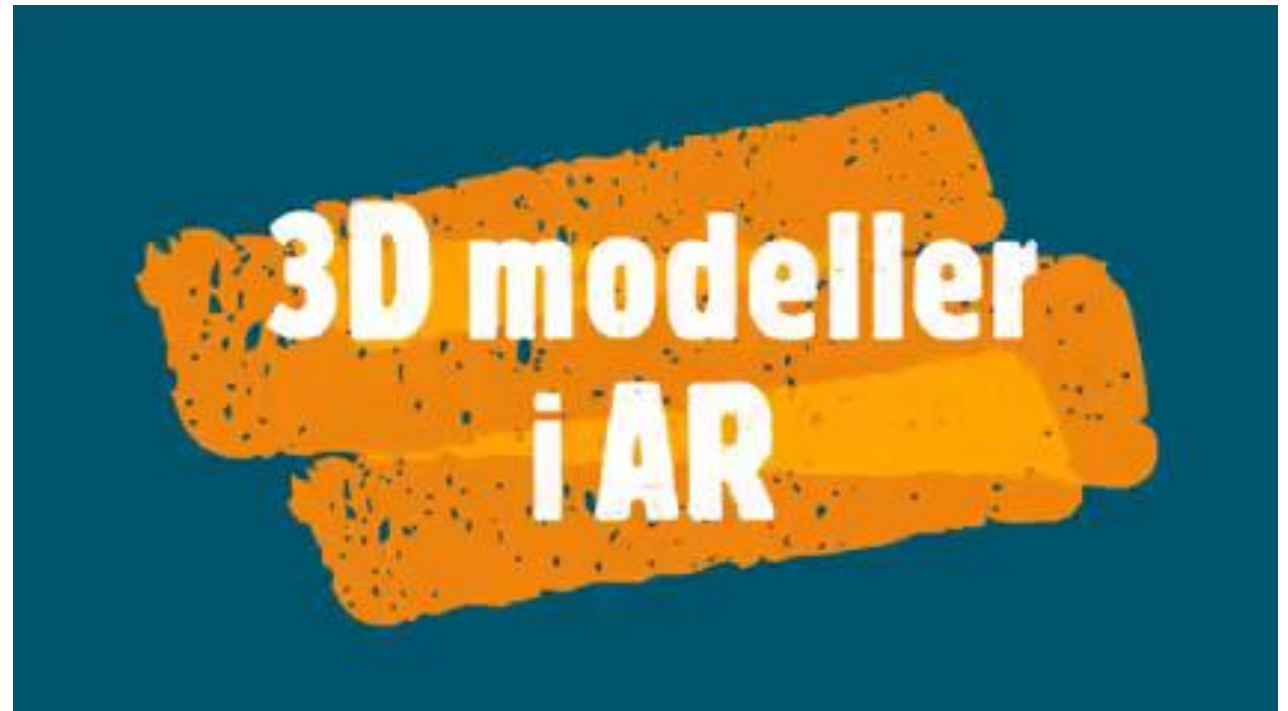


What are some  
practical  
Examples of  
activities with  
AR and VR

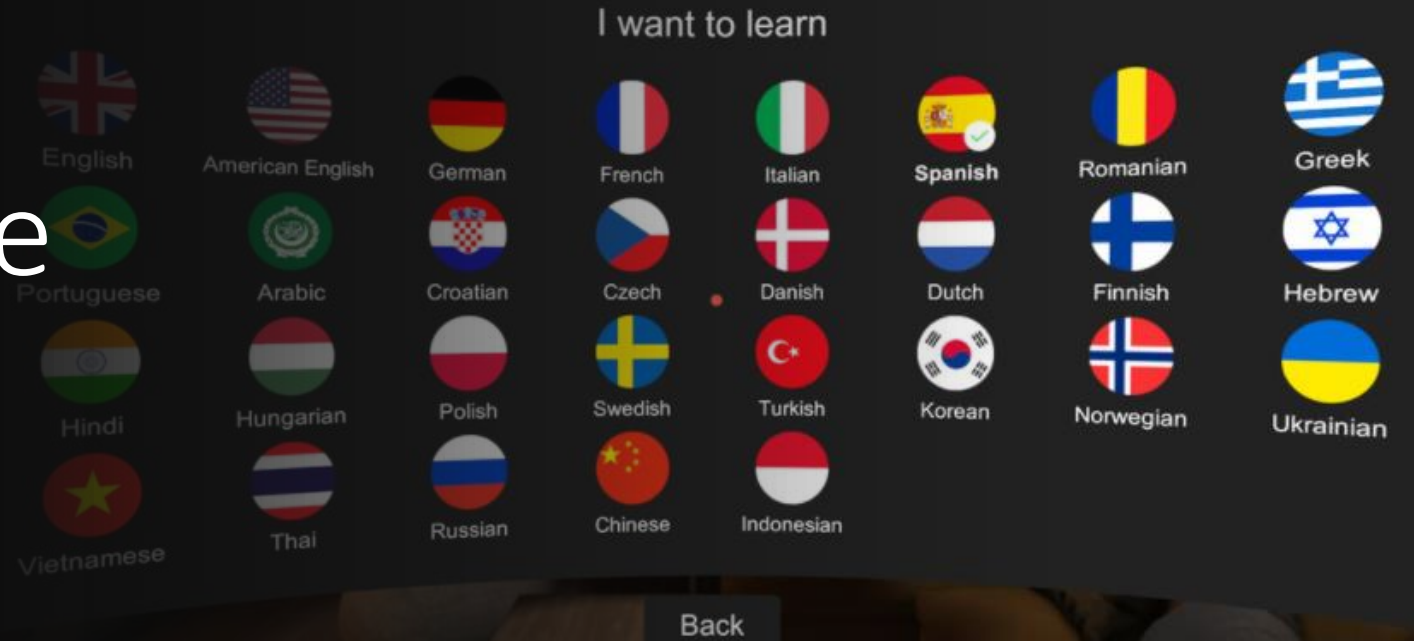
# Ludenso Create

Free + easy-to-use AR creation tool that lets your students visualize their ideas in 3D

<https://www.ludenso.com/create/teacher>

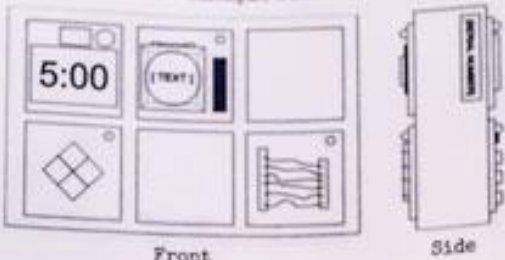


# Mondly: Practice communication skills



A bomb will explode when its countdown timer reaches 00:00 or when too many strikes have been recorded. The only way to defuse a bomb is to disarm all of its modules before its countdown timer expires.

Example Bomb



### Modules

Each bomb will include up to 11 modules that must be disarmed in a specific order.

Instructions for disarming each module are provided in the manual. Some modules present a special case and are marked with a star.

### Strikes

When the Defuser makes a mistake the bomb will record a strike. The number of strikes which will be displayed on the indicator above the timer. Bombs with a strike indicator will stop the timer. Bombs with a strike indicator will stop the timer. The timer will begin to count down again when a strike has been recorded.

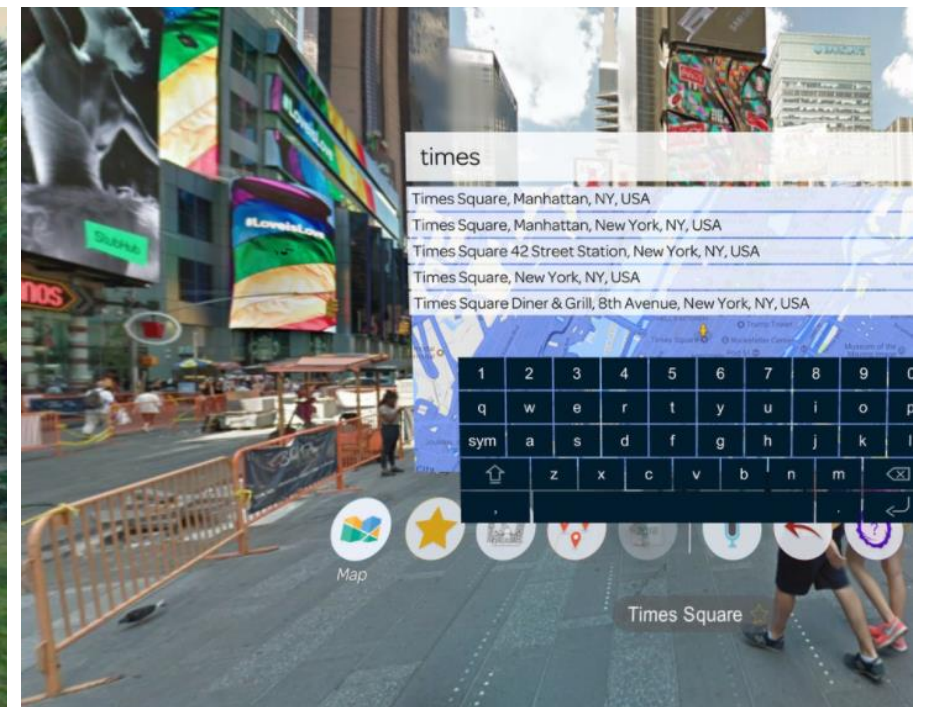
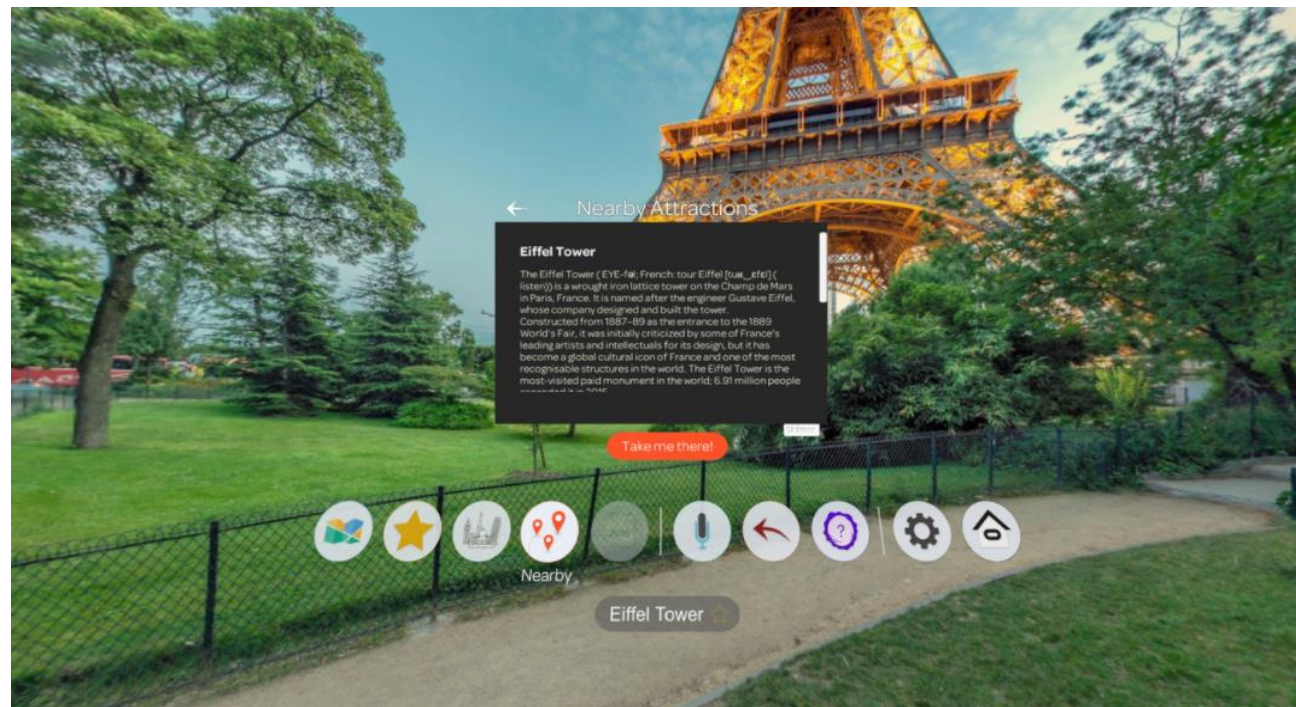


# Keep Talking



Stories

# Virtual Fieldtrips





What do you  
need to get  
started?

# Oculus Quest 2





# GoPro



# Thinglink

Create interactive 360°  
tours using google  
streetview



<https://www.thinglink.com/>





Questions?