



VR4GIFTED

Integration of Experiential Learning and Virtual Reality
on Gifted Education



June 2021, 4th Newsletter

PERIODICAL NEWSLETTER ON THE PROJECT

Welcome to the 4th Newsletter of the "Integration of Experiential Learning and Virtual Reality on Gifted Education" project (VR4Gifted). In this newsletter we have included information about the scenarios development, piloting implementation, multiplier events and the VR application.

The Project VR4Gifted is supported by the European Commission and is co-funded by the Erasmus+ program, Action: Strategic Partnership for Innovation. Call: 2018

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Piloting Implementation

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VR App

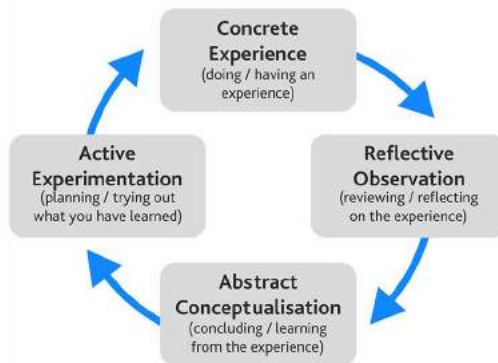


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Erasmus+

The Experiential Learning Cycle



Each partner determined which topic we would consider as the course content and how it could fit in the experiential learning cycle. Afterwards, the learning objectives were chosen in accordance with the curriculum modules. Nara EduTech added content to the VR platform that met the topics and learning objectives.

Sample Scenario and Implementation

Objectives:

The students will;

- Identify acceleration in gifted and talented education
- Understand different forms of acceleration
- Identify curriculum differentiation in gifted and talented education
- Explain the principles of differentiated curriculum for gifted and talented students

Concrete Experience: Pre-service teachers will use VR resources and investigate the classroom and students' behaviours.



Reflective Observation: At this stage, the lecturer will ask pre-service teachers to take the VR glasses out. Pre-service teachers will be asked what they have realized in the virtual classroom.

- Was there any problem?
- How the problem/s can be solved?
- What teacher need to know to solve the problem/s?

Abstract Conceptualisation: In this stage lecturer will explain the subject, he/she will use presentation and ask questions about the topics. Pre-service teachers will be given information about curriculum differentiation and acceleration in gifted and talented education. Renzulli's model will also be discussed in detail.

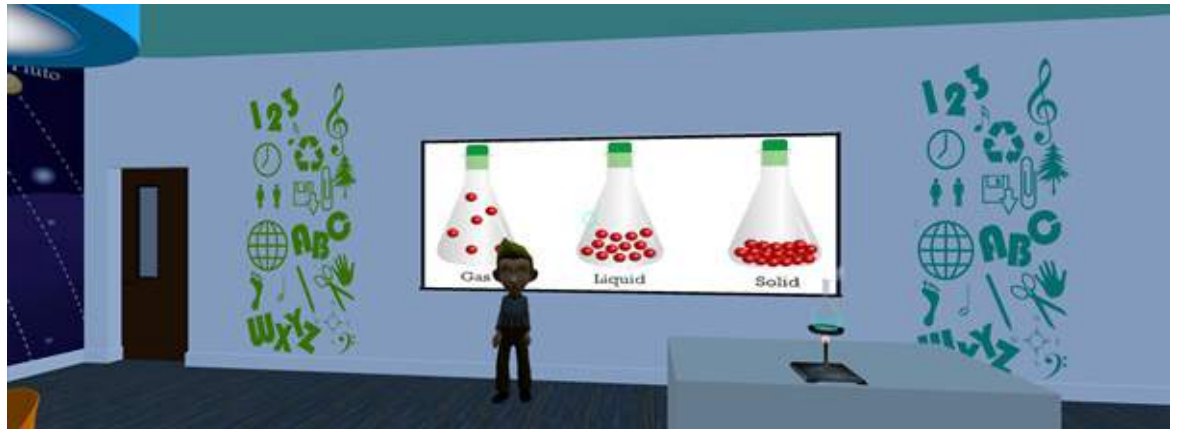
Active Experimentation: Pre-service teachers will use VR resources again. At this time there will be some options in terms of what they have learned during the sessions. Pre-service teachers will find a chance to imply what they learned about differentiation and acceleration in virtual classroom through the scenarios.



- Renzulli's Triad Model



- Acceleration



Closure: There will be a discussion about pre-service teachers' experience on VR classroom. Their competence feeling about implying differentiation and acceleration in classroom can be asked. They will be required to prepare a summary paragraph about what they learned during the sessions.

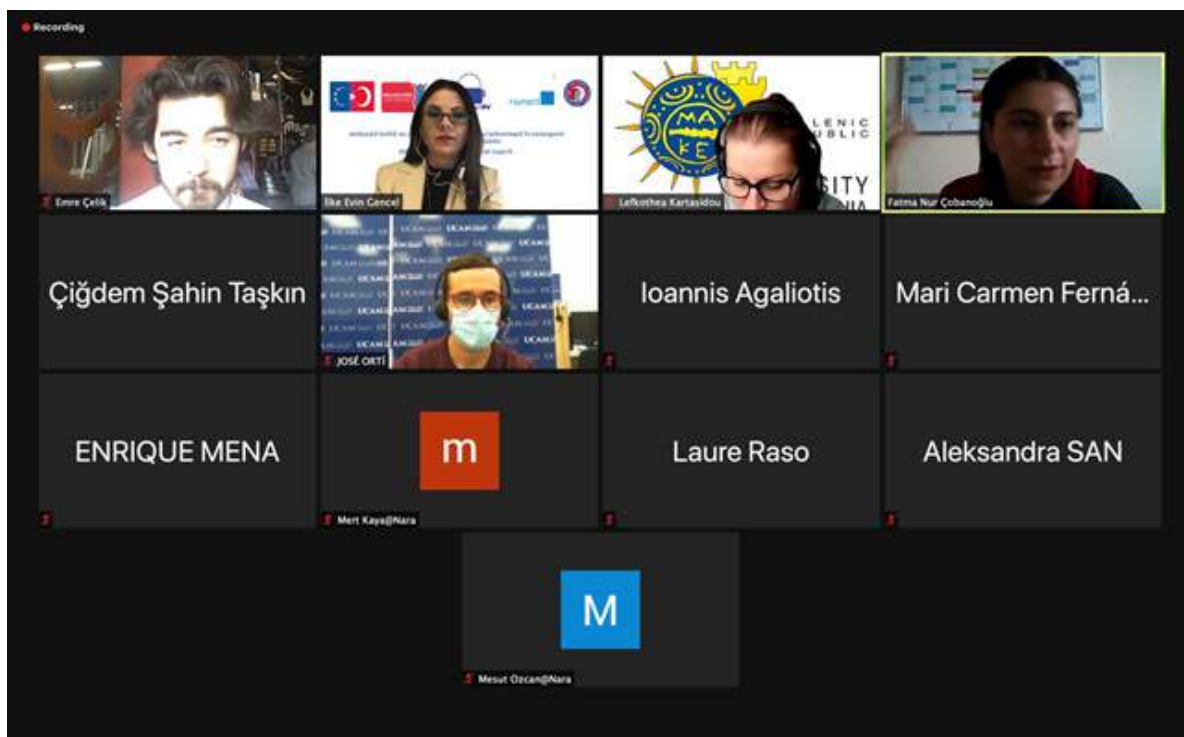
Piloting Implementation



COMU UOM, and UCAM conducted piloting implementations with the participation of at least 25 undergraduates and applied quality evaluation questionnaires to the participants. The participants stated that besides the benefit that such an application would provide for them, using the experiential learning cycle supported by virtual reality in teacher education would be beneficial in the education of gifted and talented students.

The Final Transnational Online Meeting

The Final Transnational Online Meeting of the VR4GIFTED Project were held on 02.03.2021 with the participation of all project team members. The final meeting was hosted by COMU (the coordinator). The partners discussed the quality of the intellectual outputs and multiplier events.



Final Transnational Online Meeting organized by COMU

Multiplier Events

Panel discussions were held by APEC, UCAM and UOM in order to introduce the curriculum to the academicians, teacher trainers, primary school teachers, relevant NGOs and other interested stakeholders. 2-Day International academic conference were held by COMU. In addition to academicians, teachers, prospective teachers, school administrators, NGOs, all project partners also participated in the conference.

During the conference, VR resources were introduced, journal article which was prepared by the project partners and paper presentations were given. Mustafa Erdogan who is chair of the Experiential Training Center participated in the conference as a keynote speaker. Additionally, piloting participants of the project shared their experiences.



International Academic Conference by COMU



Panel Discussions by APEC

Panel Discussions by UCAM





Virtual Reality Application

Nara EdTech uploaded VR Application to Google Play Store. VR Resources of the Project and the Curriculum can be reached via following links:

<https://play.google.com/store/apps/details?id=com.NaraEdtech.VR4GIFTED>

<https://vr4gifted.com/io1-higher-education-curriculum/>



VR4Gifted

Nara Teknoloji

Install

Developer contact



About this app



Teaching strategies for the education of the gifted

Education



89 MB



PEGI 3



VR4Gifted Mobile VR App
(Google Play Store)

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