FLO
(Fun, Learning,Others)
Gravity Gaming
and VR

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5th/6th Grade

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@EdGamer

FLO

- Fun
- Learning
- Others

FLO

- We should enjoy what we do, we should engage in meaningful learning, we should learn from and with others.

Fun

FLO

- What games do you play?

FUN

- Have fun!
  - Student
  - Teacher
  - Administrator
- Enjoyment is individual

LEARNING

- EDUCATORS
  - ALWAYS LEARN OR RETHINK PROFESSION
  - LEARNING TODAY IS LIKE THE TITANIC
  - SOME SUCCEED NO MATTER THE CIRCUMSTANCES

LEARNING CONT…

- EDUCATORS AND STUDENTS
  - CONNECTION TO LEARNING
  - HAS MEANING

OTHERS

- Helping others
  - Build relationships
  - Build Communities
  - Authentic

OTHERS CONT...

- Others helping you
  - Safe environment
  - Listen
  - Open and personal

OTHERS CONT...

- We need others to succeed
  - Einstein
  - J.R.R. Tolkien
  - J.K. Rowling
  - John Wooden

FLO FINAL THOUGHTS

- Reflection to understand
  - Fun
  - Learning
  - Others
- FLO for all situations

FLO FINAL THOUGHTS

- What is fun for our kids?
  - Videos
  - Books
  - Games

WHY START A CLUB?

Teachercraft: How Teachers Learn to Use Minecraft in their Classrooms

RESOURCES/LINKS

- [Minecraft Symbaloo Links](#)

- [Teachercraft: How Teachers Learn to Use Minecraft in their Classrooms](#)

- [All my Symbaloo Links](#)

- [EdGamer Site](#)

- EdGamer Twitter - [@EdGamer](#)

COVERING TODAY

- Overview of ByteSpeed/Gravity Gaming
- Virtual Reality industry
- Innovation in schools
- How VR can impact schools
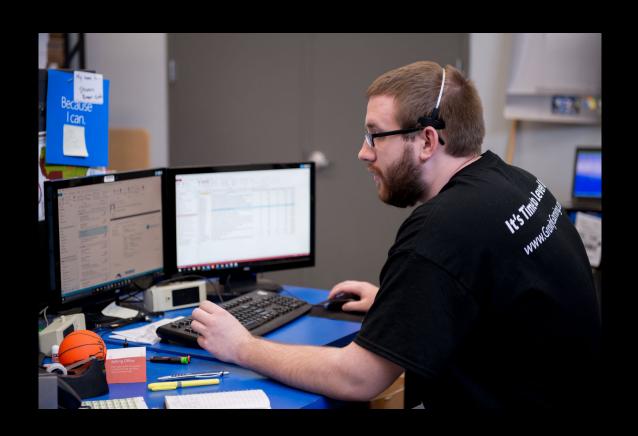- How we can help
- Gravity Gaming VR Bundles

PARTNERS IN EDUCATION SINCE 1999

- **Free Evaluation Trial**

-Free imaging

Industry Leading Warranties

-Lifetime tech support

- **Advanced Replacement Parts**

-Free Shipping

- **Discounted Education Pricing**

-Microsoft "Shape the future" program.

TRENDS IN EDUCATION

- Project Based learning

-Maker Spaces, 3D Printing.

- Differentiated learning

-Gaming clubs, Design Programs, Robotics.

- Strong Emphasis on STEM

-Investing in resources for students.

COMPUTERS FOR THE FUTURE

STUDENT ENGAGEMENT

https://youtu.be/RaPnOCe1DaU

GAMES FOR VR IN EDUCATION

Oculus Rift Compatible Games

- Graphic design, Physics, Trigonometry
  - Poly Runner - Poly Runner is a spaceflight challenge. Control the ship by looking or tilting your head in the direction you wish to fly. Warning: can be highly addictive.

- History, Space Race/Technology
  - Apollo 11 - the beginning is spent reviewing the space race and watching one of JFK's speeches. Apollo 11 also provides an accurate representation of the mission timeline. Any class covering the space race or early space technology should incorporate this game.

- Science, Biology, English/Creative Writing
  - Back to Dinosaur Island - This immersive environment allows the viewer to observe a number of dinosaur species. The highlight of the experience is a brief encounter with a Trex who takes a moment to show his size and teeth to the user.

- History, Social Studies, Language Arts, Art, Architecture -- There are all sorts of applications for this.
  - Street View VR - You can visit over 3000 places, find interesting facts about them and share places with your friends. Teacher have used it to highlight key locations, expand lectures, inspire kids to create, and essentially take them to places they perhaps couldn't otherwise go.

EXAMPLE ACTIVITIES OF VR IN THE CLASSROOM

- Hot Seat: A single student experience similar to our demo.

- Centers Model: Students working in groups.

- Teamwork: Students work on sections of a design project.

Easy deployment with these convenient Pre-loaded Core Curriculum VR Resources:

The Night Cafe (Steam)	Realities (Steam)
Unimersiv	Woofbert VR
Discovr WA	The Body
Oculus Dreamdeck	Intro to VR
Discovery VR	

PROFESSIONAL DEVELOPMENT BUNDLE

- On site, trainer-facilitated workshop designed around your teachers & integrators.
- 10 Gravity Gaming 'Force' Computers + Oculus Rift Headsets.
- Pre – Loaded Virtual Reality Experiences.

The one day on-site Professional Development Workshop will be designed around your school's specific needs. You can choose the common core aligned resources of your choice that you would like the certified teacher to focus on: science, math, reading, or social studies.

**PD Workshop Training
+ 10 VR Ready PCs
+ 10 Oculus Rift VR Headsets
= $19,980 Total Package**

I WANT IT!
NOW, TO GET MY SCHOOL TO SUPPORT IT?

Our research thus far has shown that not only is VR an engaging medium for students and teachers, it is perceived by the vast majority of teachers and students in our study to add value to the curriculum.

We have heard from teachers in our studies that having a specific reason for engaging with VR in the classroom with clear objectives is a key element into bringing administrators on board.

HOW GRAVITY GAMING CAN HELP?

- Gravity Gaming for Education enables schools to purchase gaming PCs that are backed by the same industry-leading **5-year warranty**, service, support, and free shipping that you receive from <u>ByteSpeed</u>.

- Gravity Gaming for Education is opening doors for educators to incorporate the necessary hardware for educational purposes using our customized gaming PCs.

- EDUCATION DISCOUNTS - Gravity devices are eligible for Microsoft K-12 education incentive pricing which means you can save hundreds!

RESOURCES

- Gaming PCs for VR or ESports in Education
  - Gravitygaming.com/education
- Implementing VR into your school
  - Foundry 10
    - VR for Education
      - What is VR in education: http://tinyurl.com/hytkrch
      - Getting started guide: http://tinyurl.com/zryafb9
- Educational Games For VR (See hand out)
  - http://tinyurl.com/gv26bj6