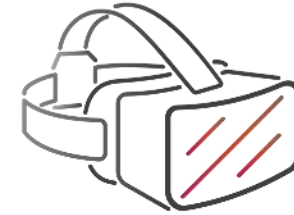


***Virtual Reality: overview
and state of the art of VR
developments in
education, its pros and
cons, an introduction***



VETreality

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Content of the module

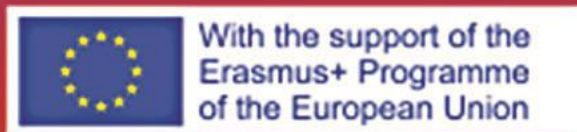
1. Introduction
2. Pictures in our heads
3. *The REVE project - And if we dreamed*
4. *Read, Conceptualize and Redesign*
5. *Digital accessibility and video games (online webinaire)*

If you wish to get theoretical references or go further, you may check:

- our bibliography about Virtual Reality and training, in French:

<https://www.inshea.fr/sites/default/files/Realit%C3%A9%20virtuelle%20formation%202021.pdf>

- ORNA's website: <https://www.inshea.fr/fr/content/orna-observatoire-des-ressources-numeriques-adaptees>



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The Team



Mélissa



Séverine



Thérèse



Cédric

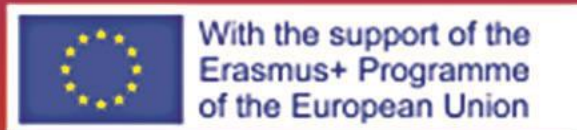


Marie-Hélène

ORNA - Network for adapted digital resources for teaching



Learn into action < Gérard Vergnaud
< socioconstructivism



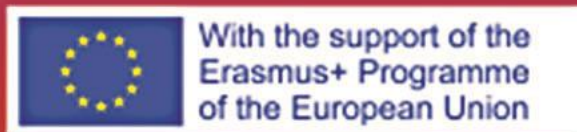
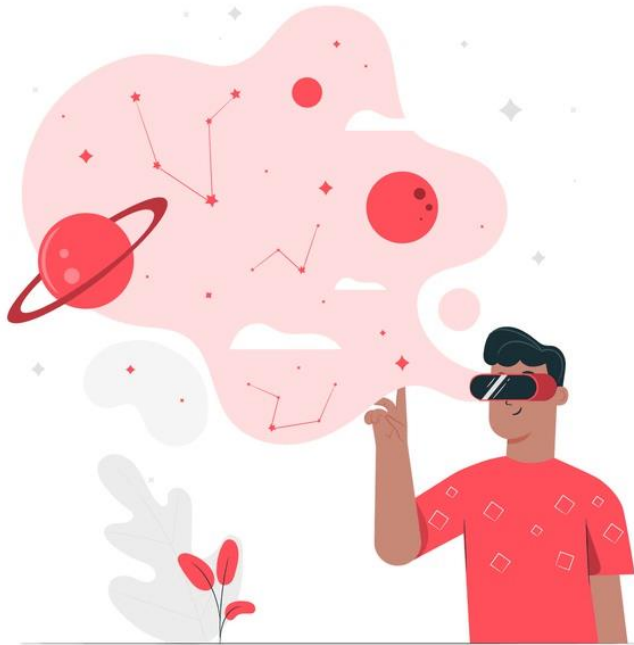
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Pictures in our heads



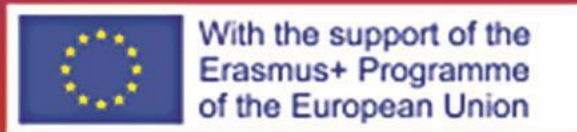
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The REVE Project



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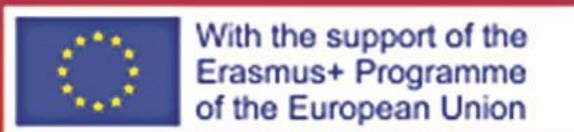
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Read, conceptualize, redesign

Badilla-Quintana, M. G., Sepulveda-Valenzuela, E., & Salazar Arias, M. (2020). Augmented Reality as a Sustainable Technology to Improve Academic Achievement in Students with and without Special Educational Needs. *Sustainability*, 12(19), 8116. MDPI AG. Retrieved from <http://dx.doi.org/10.3390/su12198116> <https://www.mdpi.com/2071-1050/12/19/8116/htm>

Cascales-Martínez, A., Martínez-Segura, M.-J., Pérez-López, D., & Contero, M. (2017). Using an Augmented Reality Enhanced Tabletop System to Promote Learning of Mathematics: A Case Study with Students with Special Educational Needs. *Eurasia Journal of Mathematics, Science and Technology Education*, 13(2), 355-380. <https://doi.org/10.12973/eurasia.2017.00621a>



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Digital accessibility and ICT learning step by step

<https://arbredemutualisation.inshea.fr/vetreality/>

INS HEA GRHAPES

14h à 16h
en distanciel
10 mai 2021

Jérôme Dupire, Enseignant-chercheur en informatique au Conservatoire national des arts et métiers (CNAM), habilité à diriger des recherches et Président de l'association CapGame.

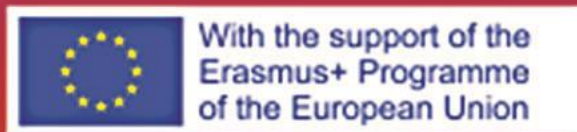
Stéphane Laurent, Responsable Testing du réseau Capgame et référent numérique - APEI Roubaix-Tourcoing.

Philippe Troin, Directeur de l'inclusion et de l'accessibilité numérique chez Microsoft France.

Séminaire 2021/2022
Les jeudis du Grhapes

Handicap, Éducation et Numérique

Accessibilité numérique et jeux vidéo

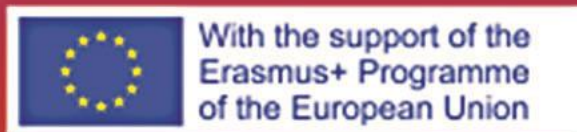


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**We hope that you will enjoy this unit -
THANK YOU VERY MUCH FOR YOUR
Participation!**



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