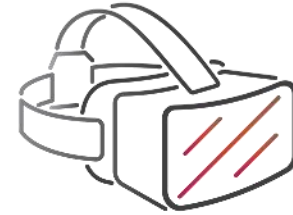


Module 4 – Unit 2: Best practice app – or crap?

Meet the 20 best practice apps – make your own selection and estimate the chances and effort required to use them



VETreality

Co-funded by the
Erasmus+ Programme
of the European Union



What this unit is about:

Today, there is a vast number of apps, from different providers, for different devices, for the most diverse areas, in more or less language variants, in good or bad quality, free or quite expensive ... Many people have the impression that they are opening Pandora's box with VR - and are frustrated because they completely lose track!

Therefore, in this unit we want to ...

- ... present 20 apps which we think can be used for teaching/WBL (with SEN students).
- ... introduce a methodology on how it is possible to collect all the important information and indicators of apps and present them in a clear way.
- ... enable educational managers, trainers and social workers to make quick decisions on the basis of this information, which apps could be interesting for their lessons - and which not!

Activity 1: Meet the 20 best practice apps – and put up to 3 on a short-list (90 min)

- The e-compendium recommends 20 VR apps (p39ff.) that can be helpful in WBL in general and when working specifically with SEN students.
- The following slides briefly introduce the apps (left hand side); based on this information and what is written in the E-Compendium, you can make a brief evaluation of whether these apps would be of relevance for your teaching or not.
- Select at least 1 app and explain your decision! Make deductions for your own lesson planning (right hand side) and discuss results in the group.

Activity 1:

- **Method:** Group work
- **Materials:** handouts or ppp/beamer + E-Compendium
- **Duration:** 4h (flexible – could be much more)
- **Special consideration:** a tutor experienced in VR training would be helpful for steering discussions and providing helpful input

Before you start, please be aware that ...

- ... only a very, very small selection of apps is presented here!
- ... as we did not want to predefine occupations, the certain target group of SEN students or the level of education, the apps often have a general character.
- ... the links indicated are not accessible via this ppp, but via the word and pdf document belonging to this module.
- ... you will certainly still have to search for suitable apps - but our module will help you to make a good selection as quickly as possible.

N°2 from E-Compendium

Name:	BARTENDER VR																				
Hardware:	Valve Index, HTC Vive, Oculus Rift																				
Source:	www.bartendervrsimulator.com/																				
Demo:	www.youtube.com/watch?v=veFRLlvi59k																				
Language:	ENG																				
Year of issue:	2018																				
Price:	19,99 € (10/2021)																				
Content:	BartenderVR simulator is a job and professional training simulator game on bar tending. The trainee begins the learning journey in a music club to learn how to prepare four basic drinks. If the trainee endures the first training gets the opportunity to train and work in the next 3 professionally equipped virtual bars. At the end of the course the player knows how to prepare 16 drinks and awards a completion certificate.																				
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More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p39f.																				



www.bartendervrsimulator.com

More information: E-Compendium, p40

	User-friendliness	Pedagogic orientation	Applicability potential
OPPORTUNITIES:	<ul style="list-style-type: none"> ✔ Translate the app in more languages and add subs ✔ Reduce the required play area of the game ✔ Improve cost-quality ratio 	<ul style="list-style-type: none"> ✔ Add serving beer, coffees and no-alcoholic drinks ✔ Add interactions with customers and processing payments 	<ul style="list-style-type: none"> ✔ Customize it for different kinds of SEN learners' needs ✔ Tailor-make it for WBL preparation
THREATS:	<ul style="list-style-type: none"> ! The developer does not improve the app, nor reduce its price 	<ul style="list-style-type: none"> ! The player gets bored or misunderstands bartending, losing motivation for this job 	<ul style="list-style-type: none"> ! Lack of resources to access the app ! The app is removed from the market
Summary of findings and recommendations:	Bartender Simulator VR is a suitable app to facilitate SEN learners to access a position of bartender as this immersive VR game has been conceived to be both a realistic job simulator and a bartending course. Using this app, they learn how to make some real drinks' recipe while having a feel of what working as bartender means. The game expects the player to memorize quite a few drinks and exactly how to make them. Hence, it probably suits certain groups of SEN learners better than others. Those who have coordination difficulties, as well as those who tend to be anxious, may experience some difficulties pouring and adding the ingredients in the right order or under pressure.		

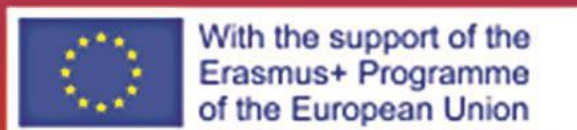
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Name:	BARTENDER VR		
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Strengths:	<p>User-friendliness</p> <ul style="list-style-type: none"> <input checked="" type="checkbox"/> First bartending job simulator in VR <input checked="" type="checkbox"/> Possibility to learn the steps to make drinks <input checked="" type="checkbox"/> Possibility to juggle with equipment <input checked="" type="checkbox"/> Possibility to compete with other players 	<p>Pedagogic orientation</p> <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Gaming and learning app <input checked="" type="checkbox"/> Learning-by-doing pedagogic methodology <input checked="" type="checkbox"/> More than 16 drinks' receipts to learn <input checked="" type="checkbox"/> Realistic professional bartending rules and conditions <input checked="" type="checkbox"/> A good workout for the brain (memory, precision) 	<p>Applicability potential</p> <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Suitable to teach and train to SEN learners
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More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p39f.		



www.bartendervrsimulator.com

Not sure whether or not you want to use this app in class? Maybe answering these questions will help you:			
Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
What would still need to be done/considered before using the app in class?			
Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•



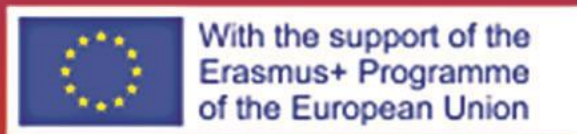
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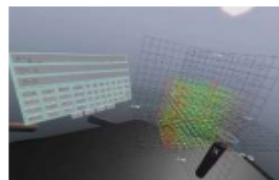
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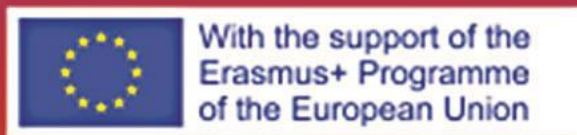
N°3 from E-Compendium

Name:	CALCFLOW						
Hardware:	Oculus Rift, Oculus Go, Gear VR, HTC Vive, OS, Windows 10						
Source:	https://store.steampowered.com/app/547280/Calcflow/						
Demo:	www.youtube.com/watch?v=PTVBh9OsiZQ						
Language:	ENG, ESP, GER, ITA						
Year of issue:	2016						
Price:	free of charge (10/2021)						
Content:	Calcflow is a virtual reality application aimed at exploring mathematical theorems and scenarios in an interactive virtual reality environment. You are given various different scenes, in which you can learn about both beginner and advanced calculus in an interactive manner. It has everything from vector addition to integrals, to plane mapping. It also teaches concepts like Mobius strips and allow to work with parameterized functions. Therefore, it helps to learn mathematical concepts in an engaging way: it takes an idea or a formula and makes it into an object, rich with depth and complexity; it allows to see how different variations in mathematical concepts affect the world.						
Strengths:	<table border="1"> <thead> <tr> <th>User-friendliness</th> <th>Pedagogic orientation</th> <th>Applicability potential</th> </tr> </thead> <tbody> <tr> <td> <ul style="list-style-type: none"> ✓ Improve learning, the app helps to grasp the biggest ideas in vector calculus ✓ Intuitive VR interface for vector calculus. </td> <td> <ul style="list-style-type: none"> ✓ Great way to analyse and visualize some of the more abstract mathematical concepts, dealing with 3-dimensional math equations ✓ Improve the spatial visualization capabilities of geometric figures ✓ Stimulate critical thinking </td> <td> <ul style="list-style-type: none"> ✓ Software creation for many application fields ✓ Thanks to its user-friendliness the app is suitable for teachers, trainers and most targets of SEN learners </td> </tr> </tbody> </table>	User-friendliness	Pedagogic orientation	Applicability potential	<ul style="list-style-type: none"> ✓ Improve learning, the app helps to grasp the biggest ideas in vector calculus ✓ Intuitive VR interface for vector calculus. 	<ul style="list-style-type: none"> ✓ Great way to analyse and visualize some of the more abstract mathematical concepts, dealing with 3-dimensional math equations ✓ Improve the spatial visualization capabilities of geometric figures ✓ Stimulate critical thinking 	<ul style="list-style-type: none"> ✓ Software creation for many application fields ✓ Thanks to its user-friendliness the app is suitable for teachers, trainers and most targets of SEN learners
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Weaknesses:	<table border="1"> <tbody> <tr> <td> <ul style="list-style-type: none"> ! Dependence on the hardware platform ! Discontinuous updates </td> <td> <ul style="list-style-type: none"> ! Difficult to be used by SEN students on their own for self-learning, but they always need the support of the teacher </td> <td> <ul style="list-style-type: none"> ! Require qualified teaching staff in vector calculus to mentor the learning process </td> </tr> </tbody> </table>	<ul style="list-style-type: none"> ! Dependence on the hardware platform ! Discontinuous updates 	<ul style="list-style-type: none"> ! Difficult to be used by SEN students on their own for self-learning, but they always need the support of the teacher 	<ul style="list-style-type: none"> ! Require qualified teaching staff in vector calculus to mentor the learning process 			
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More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p41f.						



<https://store.steampowered.com/app/547280/Calcflow/>

Not sure whether or not you want to use this app in class? Maybe answering these questions will help you:			
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Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
What would still need to be done/considered before using the app in class?			
Technic/equipment	Trainer's preparation	Student's preparation	Other
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N°4 from E-Compendium

Name:	FARM VR		
Hardware:	Oculus GO, Oculus Quest, Vive, Google Cardboard		
Source:	https://farmvr.com/		
Demo:	NA		
Language:	ENG		
Year of issue:	2020		
Price:	free of charge (10/2021)		
Content:	FarmVR is an immersive 360° interactive photo and video player where users experience the important role that agriculture plays in the society. It is designed to help people learn how food is produced and assist teachers and trainers to engage with their students in the classroom. FarmVR facilitates enhanced learning experiences using Virtual and Augmented Reality as teaching methodology.		
Strengths:	User-friendliness	Pedagogic orientation	Applicability potential
	<ul style="list-style-type: none"> ✔ Free of charge ✔ Easy to be used ✔ Accessible with VR headsets, Google Cardboard and mobile app, web platform with no VR headset ✔ Possibility to get real-time feedback and upload 360° interactive photos/videos ✔ A way to explore agriculture worldwide 	<ul style="list-style-type: none"> ✔ Wide 360° videos and photos immersive VR gallery and specific pedagogical contents available ✔ farming in urban lives, digital opportunities in rural areas ✔ Immersive, innovative, engaging learning approach on agriculture 	<ul style="list-style-type: none"> ✔ Designed to encourage agriculture as a career pathway ✔ Suitable for individual and group sessions ✔ Possibility to synchronise devices to enable group content delivery ✔ Suitable for teachers, trainers and most targets of SEN learners
Weaknesses:	<ul style="list-style-type: none"> ! Only in English, no subs ! Limited perception-action loop ! Motion sickness risks ! User's limited interaction 	<ul style="list-style-type: none"> ! Not a farming job simulator ! Currently focuses only on Australia and Indonesia's farming experiences 	-
More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p42f.		



<https://farmvr.com/>

Not sure whether or not you want to use this app in class?

Maybe answering these questions will help you:

Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
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What would still need to be done/considered before using the app in class?

Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•

N°5 from E-Compendium

Name:	HOLOLAB CHAMPIONS
Hardware:	Valve Index, HTC Vive, Oculus Rift
Source:	https://www.schellgames.com/games/hololab-champions
Demo:	https://www.youtube.com/watch?v=PrWttRJ5dB0
Language:	ENG
Year of issue:	2018



<https://www.schellgames.com/games/hololab-champions>

Price: 8,20 € (10/2021)

Content: HoloLAB Champions is a fun virtual reality chemistry lab experience where players learn the basics of chemistry experimentation through a series of mini-labs and final challenges. Each activities' sequence starts with putting goggles on and uses the same desktop lab area throughout. Players are scored based on accuracy, time and safety.

	User-friendliness	Pedagogic orientation	Applicability potential
Strengths:	<input checked="" type="checkbox"/> Free for educators, not expensive for players	<input checked="" type="checkbox"/> Excellent example of a VR educational tool	<input checked="" type="checkbox"/> Support for VET teachers and trainers
	<input checked="" type="checkbox"/> Fun and engaging, realistic lab equipment	<input checked="" type="checkbox"/> Possibility to integrate the game with chemistry class	<input checked="" type="checkbox"/> Suitable for SEN learners as well as other VET learners
	<input checked="" type="checkbox"/> Activities are well sequenced	<input checked="" type="checkbox"/> Classroom Guide available	<input checked="" type="checkbox"/> Single-player game that also works with groups
	<input checked="" type="checkbox"/> Students can practice using the equipment with zero risk to the equipment or themselves	<input checked="" type="checkbox"/> The Lab Notebook on the desk provides students with procedures and information	<input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/> No motion sickness risk	<input checked="" type="checkbox"/> It teaches proper chemistry terms and how to use equipment	

Weaknesses:	<input type="checkbox"/> This is a single-player game; for groups it requires enough hardware and a strategy to include a group	<input type="checkbox"/> The game is relatively short: only 2 competitions	<input type="checkbox"/> Teachers and trainers need to prepare to use it to train SEN learners for WBL experiences or groups and to be familiar with the Classroom Guide and the Lab Notebook
	<input type="checkbox"/> A few game play details require utter precision seeming almost too difficult to perform	<input type="checkbox"/> Difficult to grasp the actual science behind the challenges	<input type="checkbox"/> Some activities or tasks could be too challenging for some SEN learners
	<input type="checkbox"/> Sometimes clearer instructions or help would be needed	<input type="checkbox"/> The lab-chemistry level could be too low for some more advanced learners	

More: For more background information and recommendations, please see VETREALITY E-COMPENDIUM p43ff.

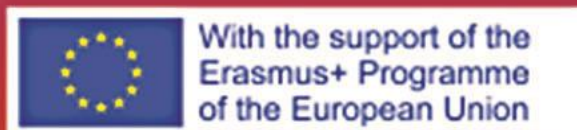
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Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know

What would still need to be done/considered before using the app in class?

Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•



N°6 from E-Compendium

Name:	JOB SIMULATOR VR		
Hardware:	Oculus Quest, PlayStation 4, Microsoft Windows, Steam VR		
Source:	https://jobsimulatorgame.com		
Demo:	https://www.youtube.com/watch?v=uO94ld16uEk		
Language:	ENG, ESP, FRA, GER, JAP, KOR		
Year of issue:	2016		
Price:	15,99 € (10/2021)		
Content:	<p>The year is 2050. Robots cook, clean, service, and organize the world with precision and speed. Human occupations are now memories of the past; long gone are the nine-to-five jobs that ran the old. JobBot created Job Simulator to teach humans what it is 'to job'. There are four jobs to choose from, including office worker, gourmet chef, convenience store clerk, and auto mechanic.</p>		
Strengths:	User-friendliness	Pedagogic orientation	Applicability potential
	<ul style="list-style-type: none"> ✓ Full comprehensive application ✓ A funny and whimsical VR game ✓ The comedy and animation are great ✓ It is an interesting scenario for 4 of the most important jobs searched by and offered to SEN Students 	<ul style="list-style-type: none"> ✓ Can be used as learning-by-doing pedagogic methodology to complement theoretical explanations on the 4 jobs, topic of the game ✓ Very immersive and realistic experience. One work for the robots where you might learn a thing or two. 	<ul style="list-style-type: none"> ✓ Thanks to its user-friendliness the app is suitable for teachers, trainers and most targets of SEN learners ... ✓
	<ul style="list-style-type: none"> ! Not available in Italian ! The hand that represents the player can disappear motion sickness risks 	<ul style="list-style-type: none"> ! It does not explain the theoretical concepts implied in the work. It is a simulation thought in 2050 to make people to know how it was working in 2020 ! Game is short and gets repetitive 	<ul style="list-style-type: none"> ! Certain movements or the pace of the game could be Repetitive for some target
	More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p45f.	



<https://jobsimulatorgame.com/>

Not sure whether or not you want to use this app in class?

Maybe answering these questions will help you:

Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know

What would still need to be done/considered before using the app in class?

Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•

N°7 from E-Compendium

Name:	SHOPKEEPER SIMULATOR VR		
Hardware:	HTC Vive, Oculus Rift, Valve Index, Windows MR		
Source:	https://store.steampowered.com/app/837240/Shopkeeper_Simulator_VR/		
Demo:	https://www.youtube.com/watch?v=nlaVL0fPQbM		
Language:	ENG, GER		
Year of issue:	2018		
Price:	4,99 € (10/2021)		
Content:	It is a job simulator gaming app where the player runs a grocery shop. With a tooltip help system, the player buys and sells items and progressively unlocks helpful equipment (e.g. a fridge, a doorbell, a safe) to improve the shop and the efficiency of the service. Maximizing profit to pay the rent for the next day without driving away customers is the end goal.		
Strengths:	User-friendliness	Pedagogic orientation	Applicability potential
	<ul style="list-style-type: none"> ✓ Easy to learn ✓ Enough functions to make the game fun, not too many to make it frustrating ✓ Recommended for new VR players to test grabbing and time management skills ✓ Well-priced app 	<ul style="list-style-type: none"> ✓ Useful to learn business management basics ✓ Can be used as learning-by-doing pedagogic methodology to complement theoretical explanations on entrepreneurship 	<ul style="list-style-type: none"> ✓ Thanks to its user-friendliness the app is suitable for teachers, trainers and most targets of SEN learners
Weaknesses:	<ul style="list-style-type: none"> ! Only in English and in German ! After day 3, difficulties increase due to faster customers' requests ! The grabbing/selecting feature not always works properly ! Motion sickness risks 	<ul style="list-style-type: none"> ! It does not explain the theoretical concepts implied in running a shop 	<ul style="list-style-type: none"> ! Single player game that requires creative solutions to be used with groups ! Certain movements or the pace of the game could be frustrating for some targets of SEN learners
	More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p46f.	



https://store.steampowered.com/app/837240/Shopkeeper_Simulator_VR/

Not sure whether or not you want to use this app in class? Maybe answering these questions will help you:			
Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
What would still need to be done/considered before using the app in class?			
Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•

N°8 from E-Compendium

Name:	VIRTRO JOB INTERVIEW SIMULATION
Hardware:	Oculus Go, Oculus Quest Microsoft Windows, MACOS
Source:	https://www.virtro.ca/job-interview-simulations
Demo:	https://www.beconfident.io/
Language:	ENG, ESP
Year of issue:	NA
Price:	?



<https://www.virtro.ca/job-interview-simulations>

Content: A common reason why candidates are not successful in job interviews is due to a lack of confidence. Students need to practice to excel in job interviews in this competitive job market. This is even true for a SEN student. Job Interview Simulations provides an interactive platform for learners to practice their interview skills and become confident. In particular, Job Interview Simulations provides a VR space for second school students to practice real interview questions that are asked in different positions. Interviewers are more inviting and friendly to help those students reduce stress and gradually build their skills and confidence over time.

	User-friendliness	Pedagogic orientation	Applicability potential
Strengths:	<ul style="list-style-type: none"> ✓ The Job Interview training is compatible with web browsers and VR headset ✓ The set-up is fast and easy ✓ Students can practice remotely on their own 	<ul style="list-style-type: none"> ✓ Interviews ask a mix of behavioural & competency-based questions to ensure students get sufficient and varied practice ✓ Immersive learning offers many advantages compared to traditional teaching processes. Reduce interview anxiety 	<ul style="list-style-type: none"> ✓ VET trainers can quickly access student interviews directly in the instructor portal and provide faster feedback
Weaknesses:	<ul style="list-style-type: none"> ! Interface only in English ! Proprietary App (must contact the company if you want to try and then buy it) 	<ul style="list-style-type: none"> ! Very educative and useful for SEN students, but only in English and on pay 	<ul style="list-style-type: none"> ! Some SEN Students may find difficult interaction with virtual human interviewers

More: For more background information and recommendations, please see VETREAL E-COMPENDIUM p48f.

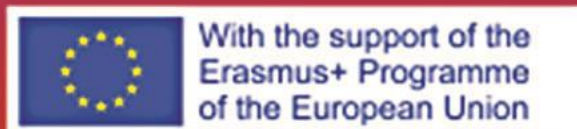
Not sure whether or not you want to use this app in class?

Maybe answering these questions will help you:

Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know

What would still need to be done/considered before using the app in class?

Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•



N°9 from E-Compendium

Name: TITANS OF SPACE PLUS

Hardware: Oculus Quest
 Source: www.drashvr.com/titansofspace.html
 Demo: <https://www.youtube.com/watch?v=W0rSCxdtwA>
 Language: ENG, ESP, FRA, GER, POR, RUS, JAP, CHI
 Year of issue: 2019



Price: € 9,99

Content: This educational VR game provides knowledge about space and the solar system in particular. It allows you to vividly understand the magnitudes that surround us in space. Usually when we use the dimensions of celestial bodies, for example their diameter, it is not so intuitive for us to understand how big the differences between them really are. This VR app gives you a deeper understanding of the size of planets or stars.

	User-friendliness	Pedagogic orientation	Applicability potential
Strengths:	<ul style="list-style-type: none"> ✓ Easy to navigate ✓ Very intuitive ✓ Not complicated, good as the first of the app to understand the VR 	<ul style="list-style-type: none"> ✓ Useful for understanding space and astronomy 	<ul style="list-style-type: none"> ✓ The application can be easily used by teachers ✓ The developers suggest that you can upload your own presentation
	Weaknesses:	<ul style="list-style-type: none"> ! There are not that many things to do in it ! It is not for free ! Windows Mixed Reality and Vive Cosmos users may not be able to see "hands" due to some technical difficulties 	<ul style="list-style-type: none"> ! It only focuses on a few issues and has rather limited use ! The game has a small WBL application

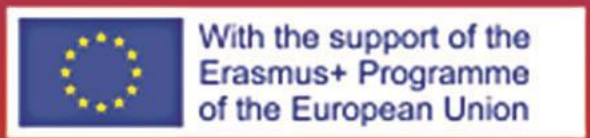
More: For more background information and recommendations, please see VETREALITY E-COMPENDIUM p49f.

Not sure whether or not you want to use this app in class? Maybe answering these questions will help you:

Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know

What would still need to be done/considered before using the app in class?

Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•



N°10 from E-Compendium

Name:	THE BODY VR		
Hardware:	Oculus GO, Oculus Quest, Vive, Google Cardboard		
Source:	https://thebodyvr.com		
Demo:	https://www.youtube.com/watch?v=rriSYZblQFO		
Language:	ENG, ESP, FRA, GER, CHI		
Year of issue:	2016		
Price:	Free of charge		
Content:	The Body VR LLC is an educational game that allows the player to venture into the human body. The player travels through the human body via bloodstream and understands the workings of red blood cells or oxygen transport. Here VR allows us to gain biological knowledge.		
Strengths:	User-friendliness	Pedagogic orientation	Applicability potential
	<input checked="" type="checkbox"/> Free of charge	<input checked="" type="checkbox"/> Interesting subject matter	<input checked="" type="checkbox"/> Provides a good introduction to the subject
	<input checked="" type="checkbox"/> Easy to be used	<input checked="" type="checkbox"/> Possibility of presenting biological processes in the human body in 3D and under high magnification.	
	<input checked="" type="checkbox"/> Good Voice Acting		
Weaknesses:	<input type="checkbox"/> Barely touches the subject	<input type="checkbox"/> Rather, it only conveys basic knowledge	<input type="checkbox"/> Few languages, can be difficult to introduce
	<input type="checkbox"/> Limited educational value (rather theoretical)	<input type="checkbox"/> The game has little use for WBL	
More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p50f.		



<https://www.youtube.com/watch?v=YL2bGEfACg>

Not sure whether or not you want to use this app in class?

Maybe answering these questions will help you:

Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know

What would still need to be done/considered before using the app in class?

Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•

N°11 from E-Compendium

Name: SKY VR: HOLDE THE WORLD

Hardware: Oculus Rift/S, Oculus Touch

Source: <https://www.oculus.com/experiences/rift/2331434793563555/?locale=en>

Demo: <https://www.youtube.com/watch?v=kFasefT-zrY>

Language: ENG

Year of issue: 2018

Price: € 3,99



<https://www.youtube.com/watch?v=nr3l98Qmm>

Content: This VR Experience offers the chance to be transported to the Natural History Museum in London and meet famous traveller and science populariser Sir David Attenborough. In this educational app, we visit the museum and have the opportunity to learn about several exhibits, examine them and listen to interesting facts about them.

	User-friendliness	Pedagogic orientation	Applicability potential
Strengths:	<input checked="" type="checkbox"/> The ability to interact with objects and Attenborough	<input checked="" type="checkbox"/> App for learning	<input checked="" type="checkbox"/> WBL and SEN learners can be given the opportunity to examine a range of objects reproduced from those at the Natural History Museum in London
	<input checked="" type="checkbox"/> The structure of the game is simple (conversation + interaction) but its educational value is significant.	<input checked="" type="checkbox"/> You can visit places not normally open to the public	<input checked="" type="checkbox"/> Game easy to use and very intuitive
	<input checked="" type="checkbox"/> Cheap	<input checked="" type="checkbox"/> Possibility to visit the Museum without actually travelling to it	
	<input checked="" type="checkbox"/> Narrated by Sir David Attenborough himself	<input checked="" type="checkbox"/> Opportunity to learn through entertainment combined with interaction	
	<input checked="" type="checkbox"/> Plenty of detail to each exponent	<input checked="" type="checkbox"/> Acquiring broad knowledge	
Weaknesses:	<input checked="" type="checkbox"/> Good graphics	<input checked="" type="checkbox"/> We can bring exhibits to life, watch a model animal for example, and then see the mechanics of its movements	
	<input checked="" type="checkbox"/> Sky VR customers can use it for free (only in few countries)		
	<input checked="" type="checkbox"/> If someone is not interested in the subject matter, they may not enjoy playing	<input checked="" type="checkbox"/> Lots of knowledge but WBL and SEN learners may not get practical use out of it (does not train them in special skills)	<input checked="" type="checkbox"/> Lots of knowledge but WBL and SEN learners may not get practical use out of it (does not train them in special skills)
More:	<input checked="" type="checkbox"/> Only one language	<input checked="" type="checkbox"/> Does not train participants to take up employment (simulation of real jobs)	
	<input checked="" type="checkbox"/> Very few exhibits		

For more background information and recommendations, please see VETREALITY E-COMPENDIUM p51f.

Not sure whether or not you want to use this app in class?

Maybe answering these questions will help you:

Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know

What would still need to be done/considered before using the app in class?

Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•

N°12 from E-Compendium

Name:	MISSION: ISS						
Hardware:	Oculus Rift/S, Oculus Touch						
Source:	https://www.oculus.com/experiences/rift/1178419975552187/?locale=de_DE						
Demo:	https://www.youtube.com/watch?v=wrLM0sD80TY						
Language:	ENG						
Year of issue:	2017						
Price:	free of charge						
Content:	Mission: ISS is a VR educational application that allows you to experience life on ISS. It allows you to perform practical tasks (simulation of life in space) and provide a lot of knowledge. Real astronauts were involved in the creation of the application (their guide player).						
Strengths:	<table border="1"> <thead> <tr> <th>User-friendliness</th> <th>Pedagogic orientation</th> <th>Applicability potential</th> </tr> </thead> <tbody> <tr> <td> <ul style="list-style-type: none"> ✓ Lots of different features (video, ISS and astronaut stories, interaction in ISS) ✓ The application mimics the difficulty of moving around in the ISS (state of weightlessness) ✓ Application tested by astronauts ✓ Free </td> <td> <ul style="list-style-type: none"> ✓ App for learning and gaming ✓ The user can listen to the astronauts' stories ✓ Project works with high school students in the USA ✓ Mapping work on board the International Space Station (and space-walks) </td> <td> <ul style="list-style-type: none"> ✓ Training of WBL and SEN learners on functioning of the ISS and understanding work on the International Space Station </td> </tr> </tbody> </table>	User-friendliness	Pedagogic orientation	Applicability potential	<ul style="list-style-type: none"> ✓ Lots of different features (video, ISS and astronaut stories, interaction in ISS) ✓ The application mimics the difficulty of moving around in the ISS (state of weightlessness) ✓ Application tested by astronauts ✓ Free 	<ul style="list-style-type: none"> ✓ App for learning and gaming ✓ The user can listen to the astronauts' stories ✓ Project works with high school students in the USA ✓ Mapping work on board the International Space Station (and space-walks) 	<ul style="list-style-type: none"> ✓ Training of WBL and SEN learners on functioning of the ISS and understanding work on the International Space Station
	User-friendliness	Pedagogic orientation	Applicability potential				
<ul style="list-style-type: none"> ✓ Lots of different features (video, ISS and astronaut stories, interaction in ISS) ✓ The application mimics the difficulty of moving around in the ISS (state of weightlessness) ✓ Application tested by astronauts ✓ Free 	<ul style="list-style-type: none"> ✓ App for learning and gaming ✓ The user can listen to the astronauts' stories ✓ Project works with high school students in the USA ✓ Mapping work on board the International Space Station (and space-walks) 	<ul style="list-style-type: none"> ✓ Training of WBL and SEN learners on functioning of the ISS and understanding work on the International Space Station 					
Weaknesses:	<ul style="list-style-type: none"> ! Minor bugs may occur ! Can be difficult to start due to relatively demanding controls ! English only 						
More:	For more background information and recommendations, please see VETREAL E-COMPENDIUM p52f.						



https://www.oculus.com/experiences/rift/1178419975552187/?locale=de_DE

Not sure whether or not you want to use this app in class? Maybe answering these questions will help you:			
Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
What would still need to be done/considered before using the app in class?			
Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•

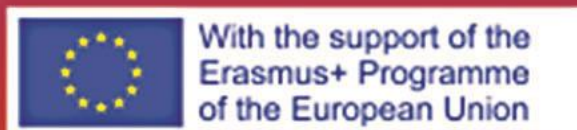
N°13 from E-Compendium

Name:	NODA			
Hardware:	Oculus Rift/S, Oculus Touch			
Source:	https://noda.io/			
Demo:	https://www.youtube.com/watch?v=s-3aNWEToGk			
Language:	ENG			
Year of issue:	2020			
Price:	free of charge			
Content:	Noda is a three-dimensional mind mapping application. These maps allow you to visually connect concepts or ideas visually in space. Mind maps can be used in the classroom, at home or in the workplace. The application offers the possibility to work in a collaborative way.			
Strengths:	User-friendliness	Pedagogic orientation	Applicability potential	
	<ul style="list-style-type: none"> ✓ Ability to create node styles, which allow to quickly visually link items of similar category ✓ Possibility to customize the images inside the card in addition to the predefined bank. ✓ Co-construction of complex mental maps. 	<ul style="list-style-type: none"> ✓ App allows to create a tree diagram that breaks with the linear hierarchies of a word processor ✓ Possibility to export each conceptualization in order to compare them to those of numerous users. 	<ul style="list-style-type: none"> ✓ This application is suitable for all trainers and learners. ✓ Knowledge with manipulations in 3D: Chemistry; Motors etc. ✓ Possibilities to develop your own images and figures in order to offer sequential learning of steps to the user 	
Weaknesses:	<ul style="list-style-type: none"> ! Learning to use joysticks and movements to manipulate shapes, colours, depth of field, deletion of elements etc. ! Need to configure the application: the default links are dark on a dark background, so you will have to change the contrasts for students with visual impairments ! The input screen to type passwords through a virtual keyboard is visible only to the user. 	<ul style="list-style-type: none"> ! Learning in action, but the return screen requires a particular depth of field allowing less use of 3D by the learner immersed in VR. ! The teacher/class feedback in relation to the player requires the elaboration of rules for handling and shared vocabulary to go beyond the playful side of creation and generate content. ! The user is in active learning, but others are in passive learning. 	<ul style="list-style-type: none"> ! The application is useful for content for demonstration, lectures from the teacher to the students or as part of project development by groups of students. They could prepare and then present their results to the other students etc. 	
	More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p54f.		



<https://noda.io/>

Not sure whether or not you want to use this app in class? Maybe answering these questions will help you:			
Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
What would still need to be done/considered before using the app in class?			
Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•



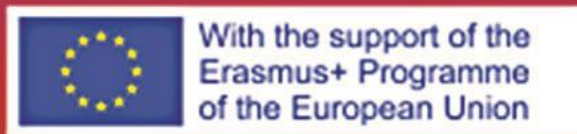
N°14 from E-Compendium

Name:	COOKING SIMULATOR VR						
Hardware:	Oculus, Vive, PC						
Source:	https://store.steampowered.com/app/641320/Cooking_Simulator/						
Demo:	https://www.youtube.com/watch?v=h7O5ulbXBR4						
Language:	ENG, ESP, FRA, GER, ITA, POL, POR, TUR, RUS, JAP, CHI, KOR						
Year of issue:	2019						
Price:	€ 8,56 (10/2021)						
Content:	Cooking Simulator is a simulation game which allows to get to know what it is to work in a restaurant's kitchen. From attending cooking school to managing a restaurant, customers' orders must be fulfilled within a given time.						
Strengths:	<table border="1"> <thead> <tr> <th>User-friendliness</th> <th>Pedagogic orientation</th> <th>Applicability potential</th> </tr> </thead> <tbody> <tr> <td> <ul style="list-style-type: none"> ✔ Visuals are simple but nice, layout and instructions are clear ✔ Prepares for professional situations that are not always pleasant (scathing comments) ✔ Possibility to set the speed of execution and the sound </td> <td> <ul style="list-style-type: none"> ✔ It is game-oriented and gives the player challenges and allows to become familiar with the fast pace of a restaurant kitchen ✔ Put us in a specific situation, to take into account several parameters ✔ It allows us to visualize professional situations that can be analysed </td> <td> <ul style="list-style-type: none"> ✔ Motivation for the students ✔ Allows teachers to diversity their teaching materials ✔ Provides material for the use of a game in training/lessons ✔ Contents connected to a vocational training </td> </tr> </tbody> </table>	User-friendliness	Pedagogic orientation	Applicability potential	<ul style="list-style-type: none"> ✔ Visuals are simple but nice, layout and instructions are clear ✔ Prepares for professional situations that are not always pleasant (scathing comments) ✔ Possibility to set the speed of execution and the sound 	<ul style="list-style-type: none"> ✔ It is game-oriented and gives the player challenges and allows to become familiar with the fast pace of a restaurant kitchen ✔ Put us in a specific situation, to take into account several parameters ✔ It allows us to visualize professional situations that can be analysed 	<ul style="list-style-type: none"> ✔ Motivation for the students ✔ Allows teachers to diversity their teaching materials ✔ Provides material for the use of a game in training/lessons ✔ Contents connected to a vocational training
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Weaknesses:	<table border="1"> <tbody> <tr> <td> <ul style="list-style-type: none"> ! Requires enough RAM to operate ! Gamer skills are expected to move forward in the game ! Unpleasant comments if the player takes a long time to complete the task or fails to do so ! Visuals of dishes bear little resemblance to real dishes </td> <td> <ul style="list-style-type: none"> ! No possibility to modify game paths or propose your own recipes or instructions. ! Single player game that does not take into account the interactions that go on in a restaurant kitchen ! It does not allow the player to make mistakes by visualizing their consequences </td> <td> <ul style="list-style-type: none"> ! Requires a powerful computer and gaming habits using keyboard / mouse. ! Time-consuming to get used to ! Difficult levels available only according to the length of the game and the results </td> </tr> </tbody> </table>	<ul style="list-style-type: none"> ! Requires enough RAM to operate ! Gamer skills are expected to move forward in the game ! Unpleasant comments if the player takes a long time to complete the task or fails to do so ! Visuals of dishes bear little resemblance to real dishes 	<ul style="list-style-type: none"> ! No possibility to modify game paths or propose your own recipes or instructions. ! Single player game that does not take into account the interactions that go on in a restaurant kitchen ! It does not allow the player to make mistakes by visualizing their consequences 	<ul style="list-style-type: none"> ! Requires a powerful computer and gaming habits using keyboard / mouse. ! Time-consuming to get used to ! Difficult levels available only according to the length of the game and the results 			
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More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p56f.						



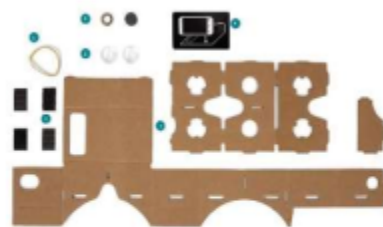
https://store.steampowered.com/app/641320/Cooking_Simulator/

Not sure whether or not you want to use this app in class? Maybe answering these questions will help you:			
Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
What would still need to be done/considered before using the app in class?			
Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•



N°15 from E-Compendium

Name:	CardBord									
Hardware:	Android smartphone									
Source:	https://play.google.com/store/search?q=cardboard%20apps&c=apps&hl=en_US									
Demo:	https://www.youtube.com/watch?v=5xAj2lyX4oU									
Language:	ENG, ESP, FRA, GER, ITA, POL etc.									
Year of issue:	NA									
Price:	free of charge									
Content:	Numerous visit-type resources are available on the market. This type of interface may be mobilized in some vocational sectors such as tourism and product demonstration in Business.									
Strengths:	<table border="1"> <thead> <tr> <th>User-friendliness</th> <th>Pedagogic orientation</th> <th>Applicability potential</th> </tr> </thead> <tbody> <tr> <td> <input checked="" type="checkbox"/> Very low cost and the app is free <input checked="" type="checkbox"/> Cheap headset required (€18-30) <input checked="" type="checkbox"/> Works on recent Android, which is widespread </td> <td> <input checked="" type="checkbox"/> Immersion through visuals </td> <td> <input checked="" type="checkbox"/> This type of interface may be mobilized in some vocational sectors such as tourism and product demonstration in business etc. </td> </tr> <tr> <td> <input type="checkbox"/> No joysticks or handles <input type="checkbox"/> Requires an Android phone with an internet connection powerful enough </td> <td> <input type="checkbox"/> Only limited control screen for the teacher <input type="checkbox"/> No joystick or controller to try manipulating </td> <td> <input type="checkbox"/> Virtual reality using sight as means to be in the action, thus requiring to work on the "real" part in the manipulations using other tools etc. </td> </tr> </tbody> </table>	User-friendliness	Pedagogic orientation	Applicability potential	<input checked="" type="checkbox"/> Very low cost and the app is free <input checked="" type="checkbox"/> Cheap headset required (€18-30) <input checked="" type="checkbox"/> Works on recent Android, which is widespread	<input checked="" type="checkbox"/> Immersion through visuals	<input checked="" type="checkbox"/> This type of interface may be mobilized in some vocational sectors such as tourism and product demonstration in business etc.	<input type="checkbox"/> No joysticks or handles <input type="checkbox"/> Requires an Android phone with an internet connection powerful enough	<input type="checkbox"/> Only limited control screen for the teacher <input type="checkbox"/> No joystick or controller to try manipulating	<input type="checkbox"/> Virtual reality using sight as means to be in the action, thus requiring to work on the "real" part in the manipulations using other tools etc.
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Weaknesses:										
More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p57f.									



<https://arvr.google.com/cardboard/get-cardboard/>

Not sure whether or not you want to use this app in class?

Maybe answering these questions will help you:

Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know

What would still need to be done/considered before using the app in class?

Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•

N°16 from E-Compendium

Name: Google Arts and Culture

Hardware: all
 Source: <https://artsandculture.google.com>
 Demo: <https://www.youtube.com/watch?v=SxAj2lyX4oU>
 Language: ENG, ESP, FRA, GER, ITA, POL etc.
 Year of issue: NA



<https://artsandculture.google.com/>

Price: free of charge
 Content: The application brings together cultural content available worldwide in the form of videos, images or virtual tours of games etc.

User-friendliness	Pedagogic orientation	Applicability potential
<ul style="list-style-type: none"> ✓ Intuitive and relatively easy to use ✓ Fun and educational ✓ Rich in content ✓ Various types of content (images, texts, 360 videos, augmented reality tours, etc.) 	<ul style="list-style-type: none"> ✓ Allows several ways of accessing the works/sites (by period, artistic movements, artists, places, colours etc.). ✓ Allows to add content ✓ Allows to see works/sites any time ✓ Allows you to create and absorb notions with the help of "experiments" / fun applications (such as comparing dates between two works, recolouring existing works etc.). 	<ul style="list-style-type: none"> ✓ Special, original learning tool (for example, it allows you to view the place as it is today, where a work was created). ✓ It sometimes proposes articles on works but also on artists, traditions, places etc.

Strengths:

Weaknesses:

- ! Depends on partnerships between Google and cultural institutions
- ! Very uneven geographical distribution of content
- ! No sign language content has been found, even though some of it exists in cultural institutions etc.

More: For more background information and recommendations, please see VETREALITY E-COMPENDIUM p58f.

Not sure whether or not you want to use this app in class?

Maybe answering these questions will help you:

Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
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Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know

What would still need to be done/considered before using the app in class?

Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•

N°18 from E-Compendium

Name:	VIRTUAL SPEECH		
Hardware:	Merge VR / Destek V5, Oculus Go / Quest (2), VIVE Focus (Plus)		
Source:	https://virtualspeech.com/		
Demo:	https://www.youtube.com/watch?v=D0ldx8Ou1YA		
Language:	ENG		
Year of issue:	2021		
Price:	free of charge		
Content:	Students can practice a variety of business and soft skills in realistic virtual environments; from seminar rooms to lecture theatres and beyond. Students will receive actionable feedback on their performance and tips on what areas to work on. The training in VR allows for behavioural data capture that provides systematic, objective, and highly unique insights into students' abilities - feedback from the training is completely personalised to the user. The VR scenarios give students meaningful feedback on their performance in the virtual world, from eye contact performance to speech analysis		
Strengths:	User-friendliness	Pedagogic orientation	Applicability potential
	<input checked="" type="checkbox"/> Realistic simulations <input checked="" type="checkbox"/> Level of avatar interaction which creates a more realistic setting	<input checked="" type="checkbox"/> Feedback and history tracking <input checked="" type="checkbox"/> 13 courses available <input checked="" type="checkbox"/> One can comment on things that aren't tracked by the system <input checked="" type="checkbox"/> Gives further advice for correcting mistakes	<input checked="" type="checkbox"/> Instructional online courses available <input checked="" type="checkbox"/> Training and simulations for a wide variety of speaking situations <input checked="" type="checkbox"/> Preparing for job interviews
	<input type="checkbox"/> Does not currently have tracking for hand movement.	<input type="checkbox"/> Includes distracting sounds	<input type="checkbox"/> Some features are chargeable (such as the online courses they offer)
Weaknesses:			
More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p61f.		



<https://virtualspeech.com/>

Not sure whether or not you want to use this app in class? Maybe answering these questions will help you:			
Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are language versions you need available?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can you afford costs?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
Are any other problems to be expected? (e.g., from colleagues, the management etc.)	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know		
What would still need to be done/considered before using the app in class?			
Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•

N°19 from E-Compendium

Name:	SHARE CARE VR		
Hardware:	Vive, Vive Cosmos (Elite), Vive Pro, Valve Index, Oculus Rift/S		
Source:	https://www.sharecare.com/pages/vr		
Demo:	https://www.youtube.com/watch?v=lmSWVRr2-cA		
Language:	ENG		
Year of issue:	2017		
Price:	free of charge (updated version from 2020 for € 23,44)		
Content:	Sharecare VR is a real-time simulation of the human body which allows anyone to freely navigate and explore an anatomically accurate 3D model of the human body, its organs, and their natural function. It allows to customize physiology and simulate diseases. By adding treatments, Sharecare VR helps visualise and understand medical options and connections between body and health.		
Strengths:	User-friendliness	Pedagogic orientation	Applicability potential
	✓ Easy learning	✓ A huge variety of anatomical organs and pathologies	✓ Study of anatomy and pathology
	✓ Different functionalities	✓ Not repetitive	✓ Simulation of diseases and treatment applications
	✓ A huge variety of anatomical organs and pathologies.	✓ Interactive, immersive and versatile	✓ Immersive experience of anatomical studies.
	✓ Not repetitive		
Weaknesses:	! Demo version quite limited	! Questionnaires or challenges available.	! Demo version's applicability quite limited.
More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p62f.		



<https://www.sharecare.com/pages/vr>

Not sure whether or not you want to use this app in class?

Maybe answering these questions will help you:

Is the app's content of interest and relevance?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Do you have the right hardware?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
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Are students interested/motivated?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
Can students handle the app easily?	<input type="radio"/> yes <input type="radio"/> no <input type="radio"/> some <input type="radio"/> I don't know
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What would still need to be done/considered before using the app in class?

Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•

N°20 from E-Compendium

Name:	LEARN LANGUAGES IN VR						
Hardware:	Valve Index, HTC Vive, Oculus Rift, Windows MR						
Source:	https://www.mondly.com/						
Demo:	https://www.youtube.com/watch?v=m5h8iWLto8						
Language:	ENG and 29 others						
Year of issue:	2017						
Price:	€ 4,99 (10/2021)						
Content:	<p>MONDLY VR instantly assesses pronunciation, makes suggestions to enrich your vocabulary and provides interactive scenarios to make learning languages fun. It offers training in realistic dialogues inspired by real events such as make friends on the train to Berlin, order dinner at a restaurant in Tokyo, check into a hotel in Paris, talk to the manager of a hotel in Rome or take a taxi ride in Hong Kong. Mondly is one of the leading language learning platforms with more than 20,000,000 downloads worldwide, and is the first to launch a VR app for learning foreign languages with voice recognition technology and a robot for conversations.</p>						
Strengths:	<table border="1"> <thead> <tr> <th>User-friendliness</th> <th>Pedagogic orientation</th> <th>Applicability potential</th> </tr> </thead> <tbody> <tr> <td> <ul style="list-style-type: none"> ✓ Short lessons ✓ Reminders and notifications ✓ Set to appear at a time convenient ✓ It keeps you informed of how well you've been </td> <td> <ul style="list-style-type: none"> ✓ Focuses on games ✓ Everything you learn is recapped at the end of the class ✓ Competitive element </td> <td> <ul style="list-style-type: none"> ✓ New vocabulary in your target language. ✓ Daily lessons </td> </tr> </tbody> </table>	User-friendliness	Pedagogic orientation	Applicability potential	<ul style="list-style-type: none"> ✓ Short lessons ✓ Reminders and notifications ✓ Set to appear at a time convenient ✓ It keeps you informed of how well you've been 	<ul style="list-style-type: none"> ✓ Focuses on games ✓ Everything you learn is recapped at the end of the class ✓ Competitive element 	<ul style="list-style-type: none"> ✓ New vocabulary in your target language. ✓ Daily lessons
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	Weaknesses:	<ul style="list-style-type: none"> ! The amount you can use is limited ! Lack of differentiation between levels ! Too heavy at lower levels ! It has a monthly fee to allow some features. 					
More:	For more background information and recommendations, please see VETREALITY E-COMPENDIUM p63f.						



<https://play.google.com/store/apps/details?id=com.atistudios.mondly.vr.languages&hl=gsw&gl=US>

Not sure whether or not you want to use this app in class? Maybe answering these questions will help you:			
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What would still need to be done/considered before using the app in class?			
Technic/equipment	Trainer's preparation	Student's preparation	Other
•	•	•	•

Activity 2: Find your own best-practice app

- You will certainly have to search for, evaluate and select apps for your lessons yourself.
- Therefore, please search yourself for an app to be used in your class, evaluate it according to the criteria given (for which the use of VR glasses will be necessary) and discuss your decision in the group. Use the work form provided attached (*VETREALITY_M4_U2_A2_app_evaluation*)

Activity 2:

- **Method:** Group work
- **Materials:** of or word file/beamer, platforms for VR apps
- **Duration:** 2h (to unlimited)
- **Special consideration:** a tutor experienced in VR training would be helpful for steering discussions and providing helpful input

**END OF UNIT -
THANK YOU VERY MUCH FOR YOUR
ATTENTION!**

