IUCEL 2021

INTERNATIONAL UNIVERSITY CARNIVAL ON E-LEARNING

Leading Innovation Towards Digitalized Community

PROCEEDINGS OF

THE INTERNATIONAL UNIVERSITY CARNIVAL ON e-LEARNING (IUCEL) 2021

International University Carnival on E-learning (IUCEL 2021)
University Teaching and Learning Centre (UTLC)
Universiti Utara Malaysia, 06010 UUM Sintok,
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INTERACTIVE VIRTUAL REALITY LEARNING EXPERIENCE

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Highlights: In light of rising concern about the spread of COVID-19, a growing of education institutions have shut down their face-to-face classes globally. This sudden migration from face-to-face to remote learning has caused various challenges which includes difficulties in controlling online classes, less engagement and no physical field trip. To tackle this issues, educators are forced to find attractive online learning platforms. One of the most powerful online learning platforms is Nearpod. Nearpod help to revitalizes professional learning content and cultivates classroom-changing strategies for educators.

Key words: *nearpod, interactive virtual reality, learning, experience, a synchronous*

Introduction

The spread of COVID-19 has sent shock reactions throughout the globe. This pandemic has affected almost all areas, including the economy, businesses, social life, and politics. The educational systems were abruptly disturbed too. In response to lockdown procedures due to the pandemic impact, higher education institutions (HEIs) such as universities are forced to close their premises (Schleicher, 2020). Around 1.598 billion students were affected and required to stay at home due to their educational institution's close at all levels in 194 countries. (United Nations Educational, Scientific, and Cultural Organization (UNESCO), 2020).

Many HEIs set out their endeavors to use technology to encourage remote learning, distance education, and online learning during the COVID-19 pandemic (Owusu-Fordjour, Koomson & Hanson, 2020). However, this massive shift towards online learning presents many challenges to school management, educators, parents, and students alike. Among the problems faced include

difficulties in controlling online classes, run active learning tasks, dealing with distraction, and drop in student engagement. Such issues have reminded educators that effective online learning can only happen when we are engaged, energetic, and focussed. Therefore, educators have to find the right tools to ensure online learning is conducted smoothly and interestingly.

Nearpod is the best solution to keep the lesson interactive and fun. The authors decided to use Nearpod in tourism subjects as it provides flexibility to the educator in delivering engaging online lessons at student-paced or educator-paced. By having Nearpod as a tool in delivering lectures, the authors find out that the student interactions are soared, and the students are motivated to participate in class even when there is a poor internet connection.

Background of the innovation and product development

Typically, authors used normal PowerPoint presentation when delivering lectures on tourism subjects. However, this slides presentation is viewed as boring and common place as it fails to capture students' interest or to excite them. But with Nearpod, authors are able to excite students, it allows authors to upload their presentations and add interactive activities to complement the learning experience in the online classroom. Following are some of the approaches used by the authors:

Field trip (virtual reality)

Authors decided to use virtual field trip features in Nearpod as it allowed tourism students to travel to any place in the world virtually during pandemic. Students can explore virtually the world-famous landmarks, wonders of the world, national monuments, world heritage sites, and many more, which complement the learning objective. During the VR Field Trip, students will be able to explore a 360 image of all tourist attraction on their own device. They can rotate around their devices and zoom the image to explore different tourist attraction with different angles.

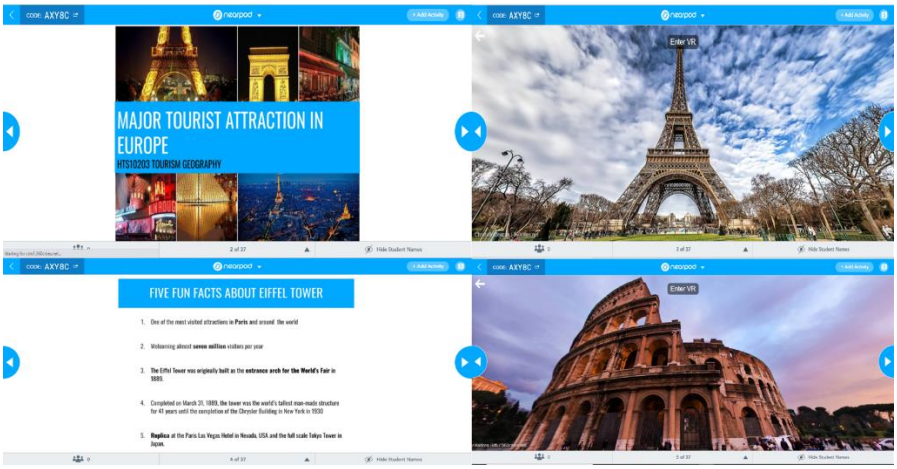

Figure: Examples of VR in HTS10203 (Tourism Geography)

Interactive Formative assessment

Authors add activities such as real-time formative assessment in their lessons to test students' understanding of subject matters. Usually, authors will include quizzes, polls, fill-in-the-blank, matching pairs in their lessons. Sometime, Authors also used features like "collaborate" where students can write virtual post-its about their thought on particular topic. Authors used this feature as it allows them to get real-time feedback and post-session reports. This instant feedback allows authors to identify and help students who have misconceptions on the subject matter quickly.

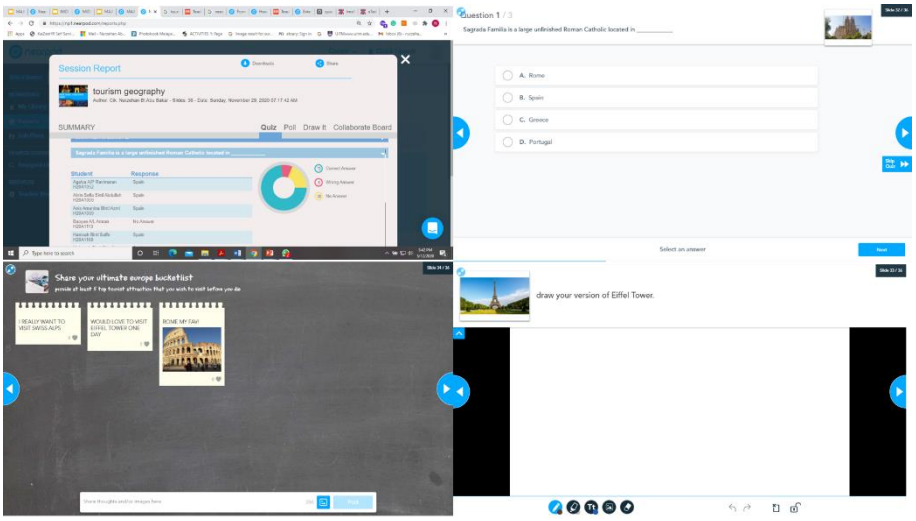

Figure: Interactive formative assessment used in HTS10203 Tourism Geography subject

Student-paced VS Educator-paced options

The best part about virtual reality learning is that it offers two delivering options: Student-paced and Educator-paced. The author drives the Live Lessons for Educator-paced, where authors can share it through google meet or zoom; meanwhile, the Student-Paced Lessons give the students the power to navigate through the lesson at their own pace. This gives authors the ability to control the lesson's pace based on the authors' limitations and time.

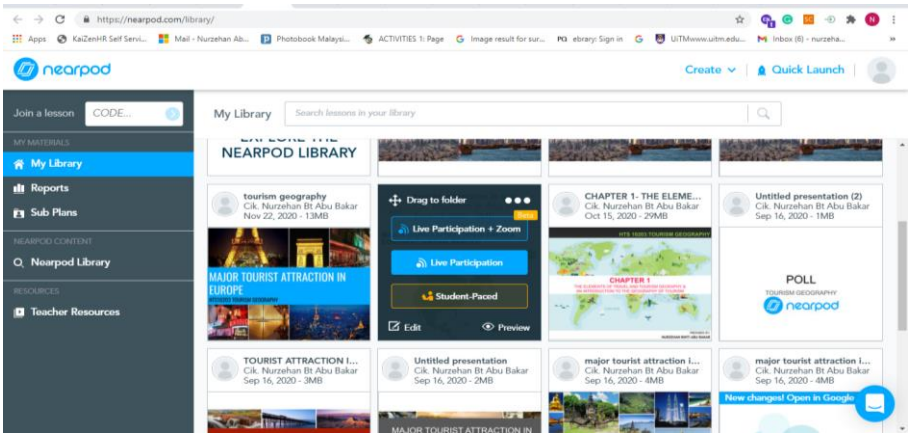

Figure: Launching options in virtual reality learning platform

Commercial Value

Nearpod is not only suitable to be used in tourism subjects. But it can be shared as a great educational lessons in any kind of teaching and learning. It is suitable for any students' level, either they are in pre-school, primary school, secondary school, or tertiary level.

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