VR technology in education

The use of VR technology in education and professional skills like presentation skills. It helps students with training more often in authentically simulated environments and to get automated feedback on a level that is on par with expert feedback. The current downsides with this technology is privacy-sensitive data collection by VR headset vendors (also non-EU) and possible cultural biases in algorythms and automated feedback.

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Context of use: Education
Level of education: Bachelor

Impact on society
What impact is expected from your technology?

This category has not been filled yet.

Hateful and criminal actors
What can bad actors do with your technology?

This category has not been filled yet.

Technology Impact Cycle Tool

VR technology in education

Privacy

Are you considering the privacy & personal data of the users of your technology?

This category has not been filled yet.

Human values

How does the technology affect your human values?

This category has not been filled yet.

Technology Impact Cycle Tool

VR technology in education

Stakeholders
Have you considered all stakeholders?

This category has not been filled yet.

Data

Is data in your technology properly used?

This category has not been filled yet.

Inclusivity
Is your technology fair for everyone?

This category has not been filled yet.

Transparency
Are you transparent about how your technology works?

This category has not been filled yet.

Sustainability

Is your technology environmentally sustainable?

This category has not been filled yet.

Future
Did you consider future impact?

This category has not been filled yet.