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 privacysensitive data collection by VR headset vendors (also non-EU) and possible cultural biases in algorythms and automated feedback.

> Created by: rogier.neefe@hu.nl Created on: April 19, 2023 11:11 AM Changed on: April 19, 2023 11:11 AM

> > Context of use: Education Level of education: Bachelor

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Impact on society What impact is expected from your technology?

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Hateful and criminal actors

What can bad actors do with your technology?

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Privacy

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

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Human values

How does the technology affect your human values?

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Stakeholders

Have you considered all stakeholders?

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Data

Is data in your technology properly used?

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Inclusivity

Is your technology fair for everyone?

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Transparency Are you transparent about how your technology works?

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Sustainability Is your technology environmentally sustainable?

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Future

Did you consider future impact?