Riga State Technical School coordinate *Erasmus* + project
"Effective dialogue methods among the millennium generation and the teachers, employers"
Co-funded by the Erasmus+ Programme of the European Union

FRAMEWORK FOR METHODS

1. Information about teacher/worker in school.

#makepersonal

Teachers/worker name, surname:	Edi Medvešček in Ana Lenščak
Position:	
2-3 about teacher:	Computer science enthusiast who is never bored because of fast and constant novelties in computer science. Ana likes to work with people, especially with young people, who are always interested to learn new things.
Check X if you add picture of teacher.	X (picture added at e-mail)

2. Description for method.

#makeintereting #makeflaxable

Method name :	Learning with VR (Video Reality)
In what subject you can adapt this method:	The method can be used within all school subjects.
Description in few sentences:	Modern technology is especially popular among students, but unfortunately most of students use it only for fun. We want help students, to be able to use modern tehnology also for other interesting and educational purposes. Students prepare educational video in VR technology witch will help them to learn. They need a smartphone, cardboard VR (cardboard) glasses and some creativity.
Description of process :	
1.	Video production includes: selecting and preparing selected topics, recording video in 360 degree technology, and converting video to a format that is suitable for display in VR technology.
2.	Students are divided into groups. Each group chooses a topic and creates a video production plan and discuss about video content.

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3.	Students take 360 degree picture. In addition to professional 360 degree cameras, there are also free mobile applications that allow you to capture space in 360 degree mode. One of the applications that allows this is google Street View, which is free.
4.	Students convert 360 degree pictures in VR format. One of the many applications that makes this possible is the Momento 360.
5.	Testing on VR glasses or on a "cardboard". The cardboard is a simple cardboard case with two lenses into which a mobile phone is inserted and makes easy to enter in the VR world. Prices of cardboard start from 2 eur. Picture: Cardboard Students can also add any "infopointe" (add text) to the video. At the end, students exchange video content, and can optionally upload them to any web-based platform that supports video content in 360 degree mode.
Example:	