

Best Practices - VR In the Classroom

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Space

- The classroom should be flat
- Chairs should be movable and ideally swivel chairs.
 - An Amphitheater style room might work when there is a small demo on the flat part at the front of the class - or if if students can do VR from a sitting position and the desks don't get in the way of using the controllers - e.g. viewing 360 degree videos
- For VR experiences where they will need to use their controllers, chairs should be moved back at least three feet from any table so that when the student is immersed in VR, they don't accidentally hit the table with their controller
- If this is not a sitting VR experience, you will need a minimum **8x8 feet** (2.5 x 2.5 meters) per student for a "room scale" experience (see [VR Events](#)).

Timing

- Well in advance of the event you'll want to make sure that the headsets and controllers are charged (bring extra batteries if required)
- Make sure the headset OS is up to date, as is the app (do this 2 hours before the event or the day before)
- Arrive in the class 30 minutes prior to the event to make sure everything is running.
- If the VR experience will take 15 minutes, plan to at least 10 minutes before to brief the students and 15 minutes after to clean the headsets, controllers and reset the app
- **Restrict VR events to 2 hours with an hour in between events to charge the headsets** - unless you have back up headsets or supplemental batteries

Staffing

1:3 supervision recommended for first time VR users.

Close supervision: Participants in an immersive VR experience are unable to see the outside world and may become disoriented, dizzy and fall. A staff member or volunteer should keep close watch on them at all times and be prepared to catch them if they start to stumble.

Know the VR experience

Staff/volunteers should be familiar with the VR experience they will be showcasing.

Reset: Inform the staff/volunteer that after a VR experience, they will likely have to reset the experience.

Hygiene

Clean headsets and controllers between users. See [infection control guide](#).

Wifi connectivity

wifi connectivity may be problematic, depending on the app. Check in advance

VR Motion

Avoid smooth motion. Teleporting is better

Time in VR

Maximum 10-15 minutes. For people experiencing VR for the first time, going beyond 15-20 minutes may result in headache and/or neck strain.